



CubRoundtable.com



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Welcome to www.CubRoundtable.com
RT Newsletter
Webelos activity badges Citizen and Showman

Underwater World Puzzle

Theme: Cub Scout Shipbuilders
Achievements and Electives from the
Program Helps for 2006-2007

October: Cub Scout Shipbuilders

Tigers - Ach 1G, 2D, 3Fa

Elect. 17, 25, 28, 41

Wolf - Ach 2B, 9B

Elect. 5F, 11E, 16B, 17A, 18D, 20B

Bear - Ach 1A, 12B, 15B, 18B, 18E, 22B, 22D

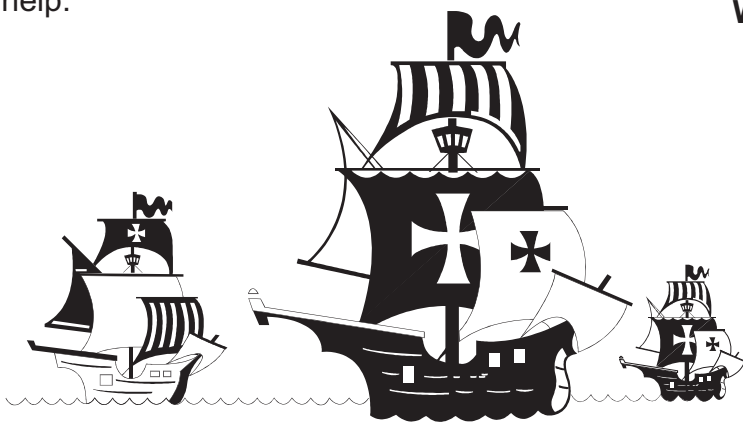
Elect. 5, 5A, 5C, 11

PRE OPENING ACTIVITIES

by Baltimore Council

Drawing Columbus' Ship

This is a good quiet game for Den Meeting. All that is needed is one pencil or marking pen and one piece of paper. The first player draws a line. He passes the pen to the next player, but keeps the pen on the paper at all times. Everyone has a turn, each trying to add the lines to drawing Columbus' ship. Having a picture available of Columbus' ship might also help.



T	R	H	M	L	O	S	B	D	A	T
S	E	L	A	H	W	D	E	E	F	G
W	T	V	C	K	R	E	N	T	R	O
A	S	M	T	R	W	S	L	K	I	K
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S	O	D	E	H	U	Q	U	K	J	L
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Y	C	A	O	I	P	L	H	S	R	O
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R	E	S	S	E	A	H	O	R	S	E
P	O	H	N	Y	V	T	M	W	E	L

WORDS FOR THE UNDERWATER WORLD PUZZLE

SEAHORSE

CRAB

SHARK

WHALE

RAY

CORA

PORPOISE

CLAM

SHRIMP

OCTOPUS

SEAWEED

LOBSTER

OYSTER

STARFISH

URCHIN

ANEMONE



ANSWERS TO UNDERWATER WORLD PUZZLE

**Rain Gutter Regattas**

by Grand Canyon Council

The Raingutter Regatta is an often-overlooked pack activity. It can also be conducted indoors or outdoors and combined with other social events. Raingutter "tracks" are fairly inexpensive to build and last for years. Rather using prepared kits, have the boys cut up pieces of Styrofoam (get them from your grocer's meat department, they work great.) and use popsicle sticks with pieces of paper for masts and sails. Allow boys to practice, as it is a tricky activity at first. Boys race against each other or choose up sides or teams. For example the U. S. Navy under Admiral Davy Jones against Bluebeard the Pirate and his motley pirates. Have a treasure chest filled with jewels (*M & Ms*) work great and are really colorful in a small jar for each team or boy. As with all other derbies, give this event a lot of excitement. Make a fuss over each boat the boys have made. Give lots of ribbons. The boys each could have a name tag with the word sailor on it. If you have a Den Chief or a leader being the Race master he should have one that says "Admiral" and your judges can be "1st Mates". The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the rain gutter. The starter stands at the opposite end with his hands raised. When he drops his hand, the boys began to blow. Once the race is started the boys may not touch his boat with his hands. The first boat to the other end is the winner.

All races are run on elimination system, by heats. Timing of boats has no bearing on determining heat or final winner. The winners of the first heats will compete against each other in a second hear, and third or more until a final winner is determined. On courses than the Raingutter regatta, boats must be held by the boys at the starting line and released at a predetermine signal. No pushing will be allowed. The boat crossing the finish line first is the winner of that heat. If two or more boats should run afoul, there is no contest, and the race is rerun. The Raingutter Regatta promotes sportsmanship, craftsmanship and friendly competition between the boys in the den or in the pack.

Hints

1. Be sure the kits are purchases and distributed along with the rules and specifications at least four weeks in advance.
2. Use the Chairpersons check list.
3. Advise everyone to stay away from water colors when painting their boats.
4. The race is a good outdoor or indoor event. Just be aware that there will be bound to be spilled water.
5. The boys should b discouraged from touching the boat with their hands once the race has stated. This will eliminate the temptation to push the boat along.

Raingutter Course Setup

Allow sufficient space around the course for everybody. Possible when setting up inside, use visqueen spread out and use outer edges of the plastic to show the spectators where they may view the race from. Also a fences area may be put up with flags in each corner, this may done inside or outside, thus allowing spectators to see without children crowding around close to the participants. With the courses and gutters in place, but a small amount of water into each gutter to make sure it is level. Even on the most level floors or ground, some adjustments may need be made. For once the gutters are full it is nearly impossible to move them with out causing a major flood. When the course is level, fill the gutters to about 4 inches from the top.

Check you boat and make sure the metal keel is on the right way or it will drag the

bottom and slow the boat. Also make sure the sail is above the top of the rain gutter or will cause the boat to drag. Remember, a long steady blows works best.

Regatta Kit Sailboat

If a pack desires, sailboat kits for realistic models are available through the local Scout Council. As for Cub Scout Regatta Fleet, No. 1698. The kits include eight models.

NOTE form Carol: I made small 4' sections for RT Demos and Packs use these at Roundups and for little kids. In the below photo I put shut off valves on the end of each gutter to drain at the end of the race into a large orange bucket from Home Depot. Saves a lot of work! Also I made a table seat for the 2 rain gutter tracks (see second photo) with adjustable leg pieces) side photo.

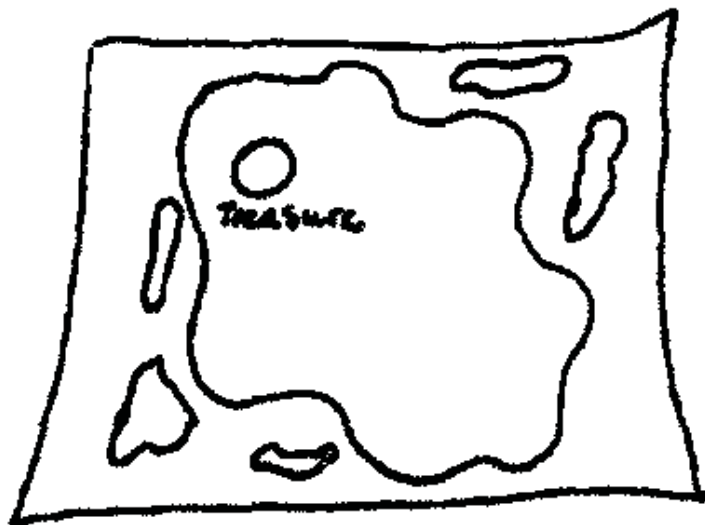


This makes it easy and fun for all to enjoy--I hope you will try it with your Tracks.

X Marks The Spot

by Heart of America Council

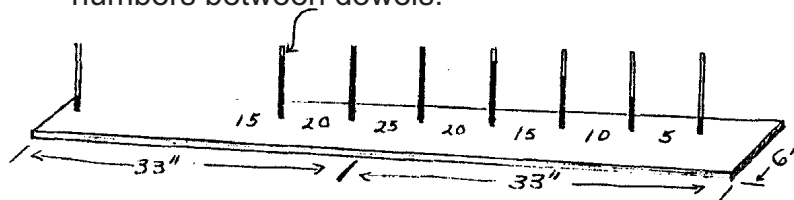
Make a treasure map on a big piece of wrapping paper. Draw a circle where the treasure is located. Hang the paper on the wall. Each player is blindfolded one at a time. The player is turned around three times then given a crayon with which to mark a big X where he thinks the treasure is located. Give each player a different color to use so he will know which X is his. The player who draws his X in the center of the circle or nearest to it is the winner.



Lifeline Throwing Target

by Heart of America Council

Shown as is a target for practice in heaving a robe to a person in the water. Use a 25 to 30 foot long rope, and have boys stand about 20 feet from the target. Weight the throwing end of the rope with a bean bag. The score for each heave is indicated by the beanbag striking in one of the numbers between dowels.



Scrambled Rivers

by Heart of America Council

This game is a little test for Travelers. Write on a blackboard or large sheet of paper the names of some well known American Rivers. But write them this way:

1. HOOI
2. SIMSSSPIIIP
3. SOUBJIMS
4. NODSUH
5. DRE
6. CAPMOTO
7. MUBCIOLA
8. A000DRLC
9. WARDALEE
10. AABHSW



The answers: 1. Ohio; 2. Mississippi; 3. Missouri; 4. Hudson; 5. Red; 6. Potomac; 7. Columbia; 8. Colorado; 9. Delaware; 10. Wabash

Knots

by Great Salt Lake Council

Put up a display of knots and number them. On a piece of paper right the names of each knot and have them guess which knot it is. You might even try teaching the boys some of the knots. Ask what knots might come in handy for boaters. Put up a display of model ships and pictures of different ships. Include pictures of old ships.

Opening

Six Shins of Scouting

by Heart of America Council

Six Cub Scouts appear in sailor's hats. They carry pieces of poster board cut out in the shape of ships. In large print are the words representing the six "ships" of Scouting.

Cubmaster: Tonight, we are going to tell you about the six ships of Scouting. These are the ships that guide us through life.

1st Mate: SCHOLAR-SHIP. This ship is very important on the sea of education. Her flag bears the symbols of the letter "A, and a plus sign as well!

2nd Mate: FELLOW-SHIP. This ship stands for good spirit, fine cooperation and never failing unity. Its flag flies high - it is the flag of Scouting.

3rd Mate: FRIEND-SHIP. This is the most beautiful ship of all. It is true blue and its flag is golden, because friendship itself is golden.

4th Mate: SPORTSMAN-SHIP. This ship stands for all that's fair. It never veers from its course. Its flag is never at half-mast.

5th Mate: WORKMAN-SHIP. This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.

6th Mate: STATESMEN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

Cubmaster: And there you have the six strong and sturdy ships to brave the sea of life. Would the audience please rise and join in the Pledge of Allegiance.

FLAG CEREMONY

by Great Slat Lake Council

America still has three antique sailing ships, which are the U. S. S. Constellation and the Pride of Baltimore, both are at the inner harbor. The third is the U. S.S. Constitution, nicknamed, "Old

Ironsides", the world's oldest commissioned warship still afloat. All three are open to the public to tour. The U.S.S. Warship ANCON was the first steamship to pass through the Panama Canal. The trip from New York on the Atlantic to San Francisco on the Pacific, passing through the canal was made in eleven and one half hours, on August 13, 1914.

The TITANIC, largest steamship ever built, when on April 15, 1912 on her maiden voyage from London to New York struck an iceberg and sank within hours. The Captain was at the bridge, her colors flying, and the band playing "Nearer, my God to Thee." Let us show our respect for these great ships and the men who built them. Please stand, and give the proper salute. Let us Pledge....

SET YOUR COURSE

by Sam Houston Area Council

Arrangements: Four Cub Scouts are needed in their uniforms. Each will need to have a compass.

CUB #1: (Walks with a compass across the stage.) I think Destiny Island is northeast.

CUB #2: (Not bothering to look at his compass.) No, that it's more like northwest.

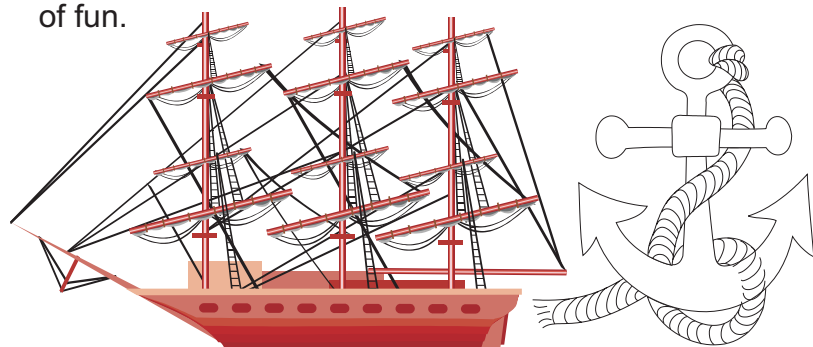
CUB #3: (Looking at his compass.) Look guys, I think (Name of Cub #1) is right. My compass reads the same. Northeast.

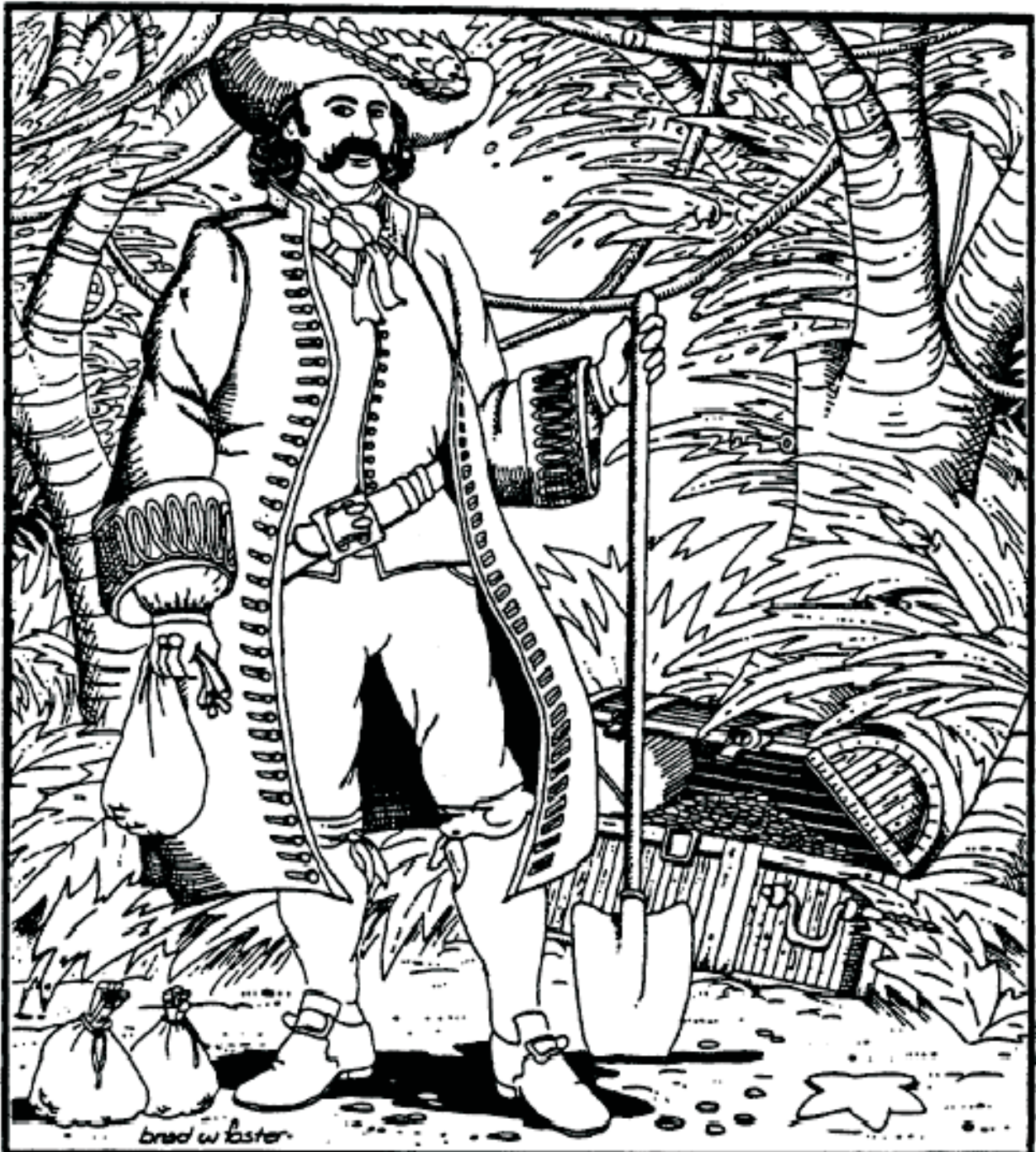
CUB #4: Well there is only one way to find out. Let's go sail there. I'd like to end up on top of the mountain on Destiny Island.

All Cubs get their bearings by looking at their compasses and start "sailing" toward the island while walking off stage. Then you hear a howl.

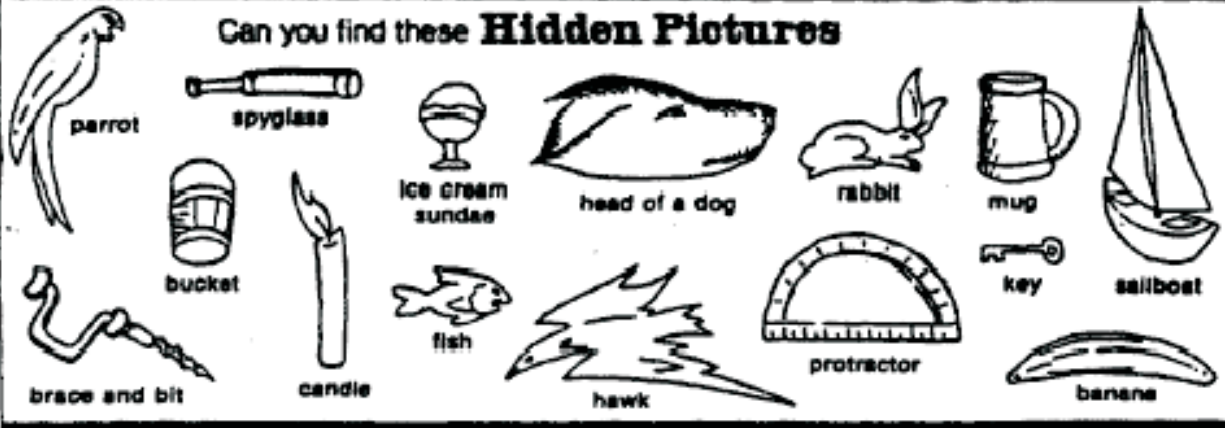
All Cubs: Yeaaaaaaa. We made it.

Cubmaster: These Cubs have done three important things. First, they set an objective of reaching the top. Second, they figured out the direction they would have to move to get there. Third, they moved full steam ahead! They charted their course and stuck to it. Most of you can set a compass course. Probably many of you can also set a course toward a career. Now let us set our course for a program full of fun.





Can you find these **Hidden Pictures**



STUNTS AND TRICKS

by Heart of America

Float A Needle: Place a bit of tissue on top of a glass of water very carefully. Lay the needle on it. The paper will sink and the needle will float. If the needle is magnetized, it will point north.

Floating ball: Hold table tennis ball over end of soda straw, tip head back and blow hard. Release the ball. It will stay suspended above the straw as long as you blow.

Six Matches With Five Added: Ask your friends how much five added to six will make. When you are told eleven, say that you will add five matches to six and make nine.

////// = NINE

SKITS

FIRE AWAY SKIT

by Great Salt Lake Council

CAST: SEVERAL CUB SCOUTS

Several cub scouts are dressed as pirates. They are all on the deck of the ship. Cannon and matchbox are beside them.

CAPTAIN: (Looking through a scope.) "Thar's an enemy ahead. Fire cannon ball!"

2ND CUB: "Fire cannon ball number one!"

3RD CUB: "Fire cannon ball number one!" (Etc. all down the line until the message reaches the last cub.)

LAST CUB: "I don't know how to fire the cannon!" (Message goes back up the line, that he doesn't know how to fire the cannon.)

CAPTAIN: "Light the fuse!" (Message goes down the line to the last cub that asks.)

LAST CUB: "What do I light it with?" (Message goes back up the line to the Captain.)

CAPTAIN: "With a match!" (Message goes down the line to the last cub that asks.)

LAST CUB: "Where is a match?" (Message goes back up the line to the Captain.)

CAPTAIN: "In the match box!" (Message goes down the line to the last cub that asks.)

LAST CUB: "Where's the match box?" (Message goes back up the line to the Captain.)

CAPTAIN: "The match box is on the deck next to the cannon." (Message goes back down the line.) (Here you could make up anything you want to extend the skit with trying to light the cannon, having the cubs turn their heads with the message each way.)

CAPTAIN: "The enemy is firing at us...prepare for impact." (Message goes back down the line to the

last cub who asks.)

LAST CUB: "What do we do? (Message goes back up the line to the Captain.)

CAPTAIN: "We've been hit, abandon ship!" (Message goes down the line with each Cub Scout jumping overboard.)

LAST CUB: "I can't swim!!! **BOOM!!!** (You can make this skit cute by making it as long or short as you want.)

Baloo's Jokes

Why do fish have schools? So all the buoys and gulls can get an education.

What is the first thing the fisherman caught after running to the river? His breath.

What do octopuses take on camping trips? Tent-acles.

What do sea monsters eat? Submarine sandwiches.

What did the singing fisherman sing? Dory Me. (Do-Re-Mi)

What do you say to a pirate who breaks into your house and raids cheddar out of your refrigerator? Nacho Cheese!

ADVANCEMENT CEREMONIES

Avast There Ye Swabs

by Great Salt Lake Council

CAPTAIN: Avast there, ye swabs - your attention or I'll have ye all up before the mast. Tonight we have reached the time for the division of our hard gained loot during our last assault on Fort Achievement and the harbor town of Cub Electives.

E'en tho' stoutly defeated, these forts have been subdued by as fine a crew of hearties as had been aboard this deck in many a fine moon. Now, will the First mate call forth my brave lads and their partners that they may be richly rewarded for their valor?

FIRST MATE: (First Mate calls forth Cubs who are advancing and their parents.) The crew stands ready, Captain!

CAPTAIN: Aye, and a fine group of fellows we have here. (Present awards to parents to give to their sons as First Mate calls out names)

Now then, me hearties -- Let's give a fine swash-buckling cheer for our pals who have ventured forth and returned with bountiful treasure. (Cheer)

And the rest of ye - mark my words if ye tries hard ye too will be coming forward for reward sos

the FISH won't have bait in the harbor that night! (To those still up front) Get ye back to yer quarters now and prepare for another assault and more rich rewards from Cub Scouting!

THE ANCHORED SHIP

by Sam Houston Area Council

Props: A model ship or a cardboard cutout of a ship with paper anchors hanging from it.

CUBMASTER: (motion toward ship) the sailors were sailing along one afternoon when the clouds darkened and it began to thunder. The lightening was so heavy it lit the entire sky and wind was blowing harder and harder. The captain became a bit worried, so he spoke to the first mate.

They decided the best thing that they could do, would be to throw out all the anchors and hope that would keep the ship from being wrecked in the storm. As you can see, (point to anchors) that's what they did, and it worked just fine. The ship rode out the storm without any damage. But the sailors were so ill from the rolling waves caused by the storm that they cat get the anchors in. Let's see if we can help them. Call each boy and parent and have each boy remove an anchor (awards may be attached to the anchors). When all the awards are handed out, have someone pick up the ship and sail off. Explain that it could sail once again now that it isn't anchored down.

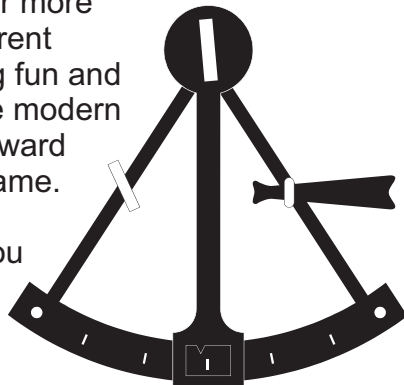
Walk The Plank

by Sam Houston Area Council

Equipment: Cubmaster dressed as a Sailor. Place a 1'x10'-foot plank on the floor.

Cubmaster stands at one end of the plank and explains the meaning of "walking the plank".

Cubmaster: Tonight, we have another meaning for the term walking the plank. Cub Scouts who have earned their rank will be asked to walk the plank to receive their award. Then they 'Jump Off' into working on their next rank or more electives with new and different activities, as well as exciting fun and Adventure. Parents of these modern day sailors, please come forward with your son as I call his name. You will accompany him in walking the plank, just as you have assisted him in earning this rank.



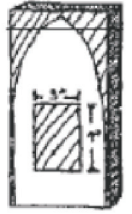
A Home A-Float

by Heart of America Council

Materials Needed: 1" x 6" pine about 12" long, 1/4" x 2" pine (molding), saw, 3 small nails, hammer, rubber band, string, assorted wood scraps

1. Draw the outline on the boat. Cut the shape out with the saw.

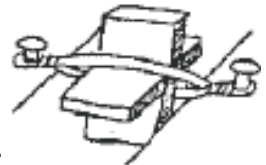
2. Cut the 1/4" x 2" pine into two pieces about 3" long. Carefully notch them in the ~ middle, half way through. Fit the pieces together to make a — —j cross. This is the paddle wheel.



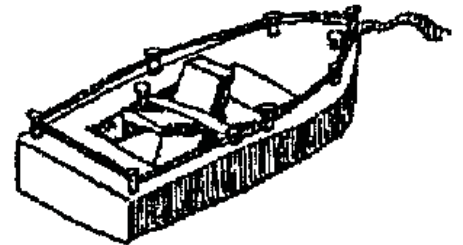
3. Hammer two small nails onto Either side of the opening at the back of the boat. They should stick up about 1/2" or so. Wrap the rubber band around the paddle (so that it straddles it) and hook the ends of the rubber band over the two nails.



4. Hammer the third nail to the front of the boat, again leaving about 1/2" of the nail sticking up. Tie a length of string to this nail.



5. Use assorted wood scraps to make a little cabin.



VORTEX TUBE

by Sam Houston Area Council

To create a whirling vortex, like a whirlpool that a ship might encounter in the narrows of a passageway, you will need two clear plastic 2-liter bottles, a 2" length of 1/2" PVC pipe, duct tape, plastic confetti, a roll of plastic kitchen wrap.

- Fill one 2-liter bottle with ice cold water, and add some plastic confetti to the water.
- With a hack saw, cut a 2" length of 1/2" PVC pipe.
- Wrap a 3/4" wide strip of duct tape around the middle of the PVC pipe, so that it makes enough thickness that the pipe cannot fall into the bottle.
- Slide the PVC pipe into the spout of the filled bottle (over half of the pipe should still be poking out of the bottle).
- Fill the other 2-liter bottle with ice-cold water

now, 3/4ths full. (if either bottle is warm, then the bottles will tend to contract when cold water goes into them)

- Pour the water out of the bottle that doesn't have the PVC pipe and quickly slide the empty 2-liter bottle over the other end of the PVC pipe and push the two bottles together as hard as you can, while twisting them a bit. We want the tape to start to get inside of the spouts and help make a seal.
- Wrap plastic wrap tightly around the spouts and the PVC pipe. Several wrappings should do.
- Finally, secure this, water-tight, with a wrapping of duct tape.

This completes the construction off the vortex bottles. Turn them over and swish the bottle in a counter-clockwise motion to start the vortex action. Feel the temperature change in the bottle that's filling up.

CARTESIAN DIVERS

By Sam Houston Area Council

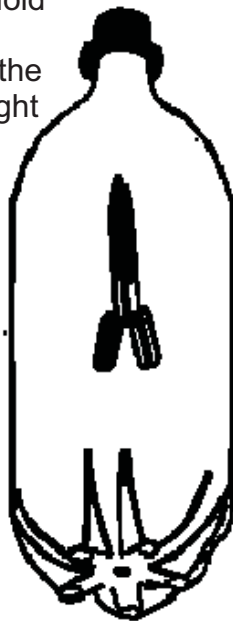
This phenomenon is as old as Galileo. It works because when you squeeze the plastic bottle, it increases the water pressure and pushes more water up into the plastic straw and thus reduces its buoyancy. This causes the "diver" to go deeper. When you stop squeezing, the pressure goes down and the diver should rise again.

First, make the "diver". Bend over a plastic straw exactly in half. Make sure to crimp where the straw folds, but don't let it crack. It is vital that the straw hold air when it submerges.

Second, use a rubber band to hold the straw bent over and to form his weight belt. Don't make it so tight that the band starts to squeeze the straw closed. Hang a few paper clips off of the rubber band. These paper clips are the diver's weights. Test the diver in a glass of water to see that it floats upright, with the weights pulling down, and the diver's head near the top of the water.

Next, use a 2-liter clear plastic soft drink bottle (with lid) to make the diver's ocean.

Fill up the bottle completely to the top and put the cap on securely.



Test that no water or air can escape by squeezing it hard.

Uncap the bottle and place the diver into the bottle, careful to keep the bottle upright and the diver's weights down. We want the diver to have plenty of air inside of him.

Place the cap back onto the bottle tightly.

Now, when you squeeze the bottle tightly, the diver should sink. If the diver doesn't sink, then add more paper clips to the bottom of the diver.

Ocean-In-A-Bottle

By Sam Houston Area Council

Have you ever seen a miniature ocean, a kinetic device which gives the effect of churning ocean waves? The secret is two incompatible liquids which swirl around but never mix. Materials needed include water, liquid food coloring, mineral oil (turpentine may be used instead), and a long jar or other glass container which can be tightly capped.

Fill the container slightly less than halfway with water. (Hint: a bottle of drinking water in a clear plastic container is perfect. If the bottle is full, have the boys drink the water until the bottle is at the right level.) Add a drop each of blue and green food coloring. Fill the top with mineral oil. Seal tightly, trying to keep air bubbles out by overfilling bottle slightly. Hold the container sideways, and tilt it up and down to see the effect.

Make a stand for Ocean-in-a-Bottle by fixing two wooden dowels in a piece of plywood. You may also cut a curved shape in a small box or show box and rest the bottle for display.

Walnut Ships

by Sam Houston Area Council

Materials:

Play clay (any non-hardening clay)
Walnut-shells halves, Scissors
Toothpicks, Liquid white glue
Colored construction paper
Colored felt-tipped markers or crayons
Press small balls of clay into walnut-shell halves. Continue by following the directions for one or more of the ships described below.

SAILBOAT

Cut a triangular sail from the colored construction paper. Don't make the sail larger than toothpick size. Using liquid white glue, glue the

sail to a toothpick. Leave enough toothpicks at the bottom to push into the clay, see illustration. Let the sail dry.

CLIPPER SHIP

Cut three squares from colored construction paper. Make one a little smaller than the other two. Draw a design—like the cross in the illustration—on the smaller square with colored felt-tipped marker or crayons. Push toothpicks through the tops and bottoms of each sail, see illustration. Leave enough toothpick mast at the bottom to push into the clay. Cut an anchor from colored construction paper and glue it to the side of the shell.

PIRATE SHIP

Cut two rectangles from the colored construction paper, one larger than the other. Decorate the larger rectangle with a pirate's skull and crossbones, see illustration. Using liquid white glue, glue the sails, with the larger one on the bottom, to the toothpick, see illustration. Let the sail dry. Push toothpick into the shell.

Boatswain's Pipe

by San Gabriel Valley Council, Long Beach Area Council & Verdugo Hills Council

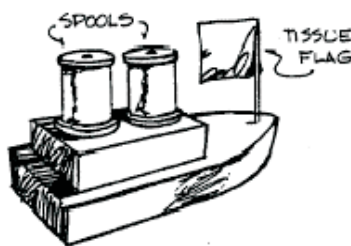
Pipe the flag aboard by having someone make a whistle like a boatswain's pipe. It gives a long, drawn-out tone, starting in a high key and dropping to a lower pitch half-way through. A Webelos color guard then marches in with the U. S. and pack flags and posts them. One of the Scouts leads the Pledge of Alligence. Another then leads the Cub Scout Promise.

Racing Boats

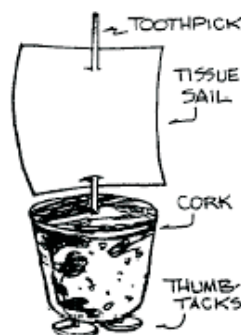
by Baltimore Area Council



WALNUT SHELL BOAT. Press dab of nonhardening clay into walnut shell half to hold masts made of toothpicks. Sails and anchor are construction paper.



BALSA BOAT. Carve from balsa wood.



CORK BOAT. Thumbtacks aid stability.



CORK SHIP. Carve hull and superstructure from one- or two-inch-thick pieces of scrap cork. Nail, pin, or glue on other parts and attach dowel masts and sails.

Nautical Coasters
by Baltimore Area Council



rope tape
string sandpaper
tin can glue

To fit a standard size glass, use a tin can about 2½" across for a mold. Invert can and coil a small circle of rope on top. Tie with string to hold. Continue to coil rope to cover top. Wrap rope around sides of can for about 2 inches, taping, To hold. Cover with glue. When glue is dry, remove can and tape, sand well.

Scrimshaw

by Baltimore Area Council

Need: two foam trays, permanent marker
Cut a shark-fin shape from a foam tray. Decorate the shape with a permanent marker. Cut the base from the second foam tray. Make a slit in the top of the base and insert the fin. Can be used for racing in irrigation ditches or your ram gutters for Rain Gutter Regatta.

Sleeping Pirate

Equipment Required: Blindfold, 'treasure' and water pistol (if variation used).

Players form a large circle. One player, wearing a blindfold, is the sleeping pirate. He sits in the center of the circle guarding the treasure. The leader points to one of the players who creeps in on the pirate and ties to steal the treasure. If the pirate hears a sound, he points in that direction if he points at the player, the player returns to the circle and another player is chosen. If the player steals the treasure, he becomes the pirate.

Variations - use two pirates sitting back to back and two treasures. Have two players creep in. Play it outdoors and use a water pistol - no doubt when player is shot.

AUDIENCE PARTICIPATION**Pirate Ship**

by San Gabriel Valley Council, Long Beach Area Council & Verdugo Hills Council

(actions in brackets) When I was one (hold up one finger) I sucked my thumb (suck your thumb) The day I went to sea, (make waves with a hand) I climbed aboard a pirate ship (climb an invisible ladder) And the Captain (salute) said to me, "We're going north, (stomp foot in front of you) South, (stomp foot behind you) Ea WAnd up the Irish sea, (two hands beside each other, palms facing out, make an "up" motion towards your head) A bottle of rum (drink from a bottle) to fill my tum (rub your belly) And that's the life for me!" When I was two (hold up two fingers) I tied my shoe (tie your shoe) The day I went to sea, (make waves with a hand) I climbed aboard a pirate ship (climb an invisible ladder) And the Captain (salute) said to me, "We're going north, (stomp foot in front of you) South, (stomp foot behind you) East, (stomp foot to the left) West, (stomp foot to the right) And up the Irish sea, (two hands beside each other, palms facing out, make an "up" motion towards your head) A bottle of rum (drink from a bottle) to fill my tum (rub your belly) And that's the life for me!"

Other Verses: (there are a couple I'm not sure about so if you know what they really are, let me know!)

Three: scrape my knee (Brush your knee)

Four: shut the door (shut an imaginary door)

Five: did the jive (?) (Do a little dance)

Six: picked up sticks (pick up sticks)

Seven: went to heaven (point upward, act angelic')

Eight: closed the gate (close an imaginary gate)

Nine: stood in line (?) (Look impatient)

Ten: did it again (look exasperated)

Applause

Undersea Applause: Hold your nose with one hand, hold the other hand over your head and raise three fingers one at a time as you say, "Glug, glug. glug."

Ocean Applause: (Best done with a big group where you have at least four rows of chairs.) Have the whole group stand, start the first row swaying from side to side, have the second row sway in opposite direction as the first, the third row sways with the first and the fourth row sways with the second. Have the audience sing "Sailing, sailing, over the bounding main!" Stop them by yelling, "Stop! You're making me seasick!"

Fish Yell: Open and close you mouth like a fish several times but don't make any sound

Clam Applause: Put your hands together with palms cupped. Holding one side tight together, clapping by opening and closing the other side.

Games**A B C SHIP**

by Great Slat Lake Council

To Play: Players form a circle. The player chosen to start the game chooses a letter and names the ship. The player to his left comes up with the Captain's name, which begins with the same letter as the ship. Play continues to the left with each player naming the next bit of information about the ship. The object is to come up with five pieces of information for a ship (the ship's name, the Captain's name, the port it sails from, the port it sails to, and its cargo), each beginning with the same letter of the alphabet. For example, the first player chooses "s" and says, "Starfish"; the next player says, "Captain Sam"; next says, "Sailing from Seattle"; next says, "Sailing to Siam"; next says, "with a cargo of spinach"; the next person would start on a new ship with a new beginning letter.

Variation: Add or eliminate categories or start with "A" and continue through the alphabet.

PORT & STARBOARD

By Sam Houston Area Council

One player is chosen as the captain. He calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, he is out. (This decision is made by the captain who is always right.) Layout the room like a boat, with a US flag posted at the bow.

Orders that the captain can give:

Hit the deck: lay down on your stomach

Attention on deck: salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (i.e. even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")

Four men in a boat: the crew must form groups of four, huddle up and sing "Row, row, row your boat." Anybody who is not in a group of four is out.

Clear the deck: everyone must have their feet up off the floor

Scrub the deck: everyone on their knees scrubbing

Captain's Quarters: everyone run to touch the captain.

Man-over-board: Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Boys without a partner or

pairs that are too slow are eliminated.

A Periscope: Every player falls on their back and sticks one leg in the air, twisting their foot side to side. The slowest ones to make a periscope can be eliminated.

SHARK!!!!: Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.

Crow's nest: All players must find a partner. The lightest player piggybacks on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.

Three men in a tub: boys form groups of three and sit on the floor with their hands clasped in a circle. The players who are the odd-man-out are eliminated.

Sick turtle: Everyone falls onto their backs and waves their hands and feet in the air.

To the Bow: Run to the front of the boat

To the Stern: Run to the back of the boat

To Port: Run to the left side of the boat

To Starboard: Run to the right side of the boat.

Row the Boat: Each player finds a partner. Partners sit face to face, hold hands, and pretend to row a boat. Players who can't find partners or who are too slow to start rowing are eliminated. This can be a fun, cool activity played in the shallow end of a pool.

GUARDING THE TREASURE

A Cub sits in a chair blindfolded. He is the guard. Some treasure, a hat, key ring, etc. is placed under the chair. Other Cubs are in a circle around the guard. One Cub is sent to try to snatch away the treasure. The guard tries to tag the thief when he hears him approach. If the thief is caught he becomes the guard.

GUARDING THE TREASURE FREEZE TAG

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels" (beanbag or whatever). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can no longer try for the treasure. Play ends when either the "jewels" are captured or all are frozen.



CLOSING CEREMONY

by Great Salt Lake Council

About the mid 1800's, American ships took as long as six months to carry cargo from China to New York. Some of the cargo spoiled before it reached its destination. Ship owners asked designers for faster vessels.

One of those designers was a young man named John Griffiths. He was a mathematical genius, and used principles of science and higher math to design a boat that would glide through the water easier and faster than regular sail ships. He designed a narrow hull, and taller mast. Then a clear deck would lessen the wind resistance. From a distance she looked like a bird gliding over the water. Up close, she was awesome a giant of a ship built for speed.

Historians agree that Griffiths' RAINBOW was one of the first, if not, the first of the Great American Clipper Ships. One never knows how important math is and how it will be used on many of our important assignments. So, when your teacher or your mother tells you to get your math homework done, you better do it.

"Set Your Course"

by Sam Houston Area Council

Arrangement: Nine Cub Scouts in uniform will each be holding one letter of the word "CHARACTER". The letters may be drawn in poster board or the letters may be cut out. The line that each boy is to say can be glued to the back of the letter.

Cub #1: There is one kind of obstacle course that is the most difficult.

Cub #2: That is a CHARACTER course.

Cub #3: Your character in being formed right now.

Cub #4: By what you do and what you don't do.

Cub #5: Many of your actions will be influenced by others.

Cub #6: Try to set your own course.

Cub #7: Make up your mind that you will always live by the Cub Scout Promise.

Cub #8: Then follow through with it.

Cub #9: Set your course to the top of the Character Hill!

Set Your Sails

by San Gabriel Valley Council, Long Beach Area Council
& Verdugo Hills Council

When fog prevents a small-boat sailor from seeing the buoy marking the course he wants, he turns his boat rapidly in small circles, knowing that the waves he makes will rock the buoy in the vicinity. Then he stops, listens and repeats the procedure until he hears the buoy clang. By making waves, he finds where his course lies. Often the price of finding these guides is a willingness to take a few risks, to "make a few waves." A boat, which always stays in the harbor never, encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

Cubmaster's Minute Sailing

by Sam Houston Area Council

If you have ever been sailing, or at least watched sailboats, you may have noticed that two sailboats can sail in different directions in the same breeze. The trick to which goes fastest is in knowing how to set your sails and how to best use your rudder and keel.

That's true of life, too. All of you have the same opportunities, but it's up to you on how you set your sails to take advantage of the winds. Poet Ella Wheeler Wilcox said it this way: One ship drives east and the other drives west, With the selfsame winds that blow, 'Tis the set of the sails and not the gales, Which tells us the way to go.

WEBELOS Citizen

by Baltimore Area Council

Speakers

Mayor, politician, history teacher, judge, police officer.

Field Trips

- Visit a local government building (the State House, the Capitol Building , or Library of Congress.
- Attend a court hearing
- Plan a trip (Traveler) to visit your Senator or Representative in Washington, DC.

Pack Meetings

- Bring some items which show what you have studied this month: election literature, information on good citizens, chamber of commerce, or local village center.

Den Activities

Citizen Scavenger Hunt: Most government buildings

have some form of tour and you might be able to combine the tour with your scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions as well as inexpensive available items. Examples for these would be:

1. What is the middle initial in the full name of our town's mayor? What does the initial stand for?
2. Bring back a piece of stationery showing our county's logo or crest.
3. Draw a picture of our state flag.
4. On what floor can you find _____? (a symbolic statue, historical artifact, etc.)
5. Who runs the Water Works Department and what does that department do?
6. Where does the City or County Council meet?
7. What's on the top floor of the building?
8. What is the full name of the governor of the state?
9. Get a brochure about trash pickup services.
10. Who takes care of snow removal from city or county streets and what is their budget?

These are just a few examples of the kinds of things your scavenger hunt could require. Ask someone who handles the public relations for your local government to help you make up a list. If you don't want to make it competitive, just have different lists for the teams to complete and then have them report back to the group when the time's up.

"Wanted: Good Citizen" Poster Project

Imagine the type of citizen you would want to be a part of your community. How would the person act? What would the person look like?

Design a WANTED poster of the ideal citizen. Cut and paste a picture or photo on a sheet of paper of the citizen you are wanting. It can be a picture or photo of someone you cut from a magazine or you can draw a picture of a real or pretend person. Then, describe the person physically and also describe his or her personality traits.

Example: Wanted person with good humor, a concern for others, and ability to get along with others. Then, complete the following statements on your poster: This person was last seen in _____.

He/she was _____, once again showing himself/herself an active and responsible citizen. If you have seen or have any information about this person, please contact _____ This person is an ideal citizen because_____.

Citizenship Baseball

Before the game begins, write 40 questions with answers on strips of paper, assign each question a "hit". Examples:

- Who is the president of the United States? (single)

[answer: Bill Clinton]

- Name two of the four levels of government in the United States. (double)

[answer: federal, state, county, and local]

- When should a Cub Scout salute the United States flag? (triple)

[answer: When the flag is being hoisted or lowered; the flag passes by or you pass the flag; you recite the Pledge of Allegiance]

- What is our national anthem and who wrote it? (home run)

[answer: "The Star-Spangled Banner", Francis Scott Key]

Fold the strips of paper and place them in a bowl or hat. Set up areas as the baseball diamond. Divide Webelos into two teams - one begins in the "outfield" and the other team is "at bat". A batter comes up, he draws a question from the hat. The leader reads the question. If the Webelos gets the correct answer, he takes his base. If he misses it, it is an out. After three outs, the teams reverse.

Ask a parent in your den or pack (if you have a parent in public service) or invite a guest who is a politician, judge, police officer, fire fighter, or county administrator to come and talk about their career. How did they get interested? Where did they go to school? What kinds of courses did they take? Have they moved up through several jobs to get where they are? What is their future?

Showman

Den activities:

- Have a story telling session. Have each boy come prepared to tell the best true life story he knows about something that happened to him, or a friend, or family member. This shows the importance of good listening and the value of sharing ideas.
- Tell a funny or silly story and just as you get into the plot, ask the boy next to you to continue the story for a while. Let him carry it for a while and pass it on to the next boy. It will be wacky for sure. It is fun to see the plot jump around, change and bounce back again.
- Do a series of pantomimes or charades. Divide

into teams. Have prepared basic and crazy categories to act out like U. S. Presidents, current song titles, rap music titles, sports figures, and names of school teachers or principals. The kids will have fun!

- Try to find a very simple but easy-to-do "old melodrama" with the villain in black and sweet heroines, etc. And see if the boys can do it pantomime using signs as cues to the audience. Emphasize body language and exaggerated facial expressions to communicate the ideas. It could be really crazy and fun.

- The den could produce a video, one with a story or not, demonstrating an activity or skill or just about anything.

It could be narrated and could be good entertainment for a pack meeting.

- Scouts like silly or gross songs. (Songs about eating worms, etc. are great.) They have a good collection of the ones they like, you just need to hit their "go" button and use lots of enthusiasm.

- Record fun and silly sounds like the washing machine running, paper bags bursting, toilets flushing and making animal noise imitations. With this "wacky" collection of sounds, have them weave a story line or have someone narrate a story with sound effects telling the story. It will bring many laughs.

- Have a fashion show. This can be quite hilarious if performed for others to watch. Divide the group into teams of 4 persons each. Give each team a bundle of newspapers and a package of safety pins. Then select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins the prize.

- Teach the boys the basics of planning and executing what it takes to do a campfire ceremony. Have them and other leaders bring any ideas they have for skits, run-ons, songs, stories, or magic tricks. Select a den to plan a program and select a narrator. Tell them that the intensity of the program that they plan "follows the fire". Like the fire which slowly builds, let the program build, and the laughter build, perhaps having your high point event (funniest or most interesting) in the middle. Like the fire, after this event, the program slowly winds down to a quieter tone. It could end with a meaningful song or Cubmaster's minute.

- At a campfire, take along a poncho and some markers. Stretch out the poncho for a stage and let some Scouts make some simple “campfire” puppets by drawing eyes, eyebrows, etc. on their hands and using their hands as puppets.
- You could try some “campfire musical instruments” like a pocket comb with paper

Pack Activities

- Invite a high school drama teacher or local theatrical person to come to speak or demonstrate.
- Have a clown or magician come to perform and demonstrate some techniques.
- Invite your local Boy Scout patrol to come and perform a series of short skits. They usually have collected a good number of fun ones that they really enjoy doing.
- Build a puppet stage out of cardboard boxes and try something inventive like making puppets out of old white socks, markers, glued felt, etc.
- Take a field trip to one of the local live theaters.
- Plan a trip to the Renaissance Festival.

Puppetry sites

by CubRoundtable.com 8-30-06

<http://forum.muppetcentral.com/showthread.php?t=26550>

<http://gateway-games.com/feature/g2037.11741.puppet.plays.workshop.performance.puppetry.book.php>

<http://sunniebunniezz.com/puppetry/puppet.htm>

http://www.here-now.org/shows/2003/12/20031230_17.asp

<http://theconcernedkids.com/>

<http://www.dsokids.com/2001/dso.asp?PageID=443>

http://cybersleuth-kids.com/sleuth/Recreation/Arts_and_Crafts/Puppets/index.htm

<http://www.cln.org/kids/kidsactivity.html>

And a cool site for lots of things—
<http://www.contractor.edu/justforkids.html>

WEB SITES

These sites are current as of 8-30-06

by Great Salt Lake Council

<http://yahooligans.yahoo.com/>
<http://www.boatsafe.com/kids/082000.htm>
<http://www.dltk-kids.com/crafts/pirates/mmap.html>
<http://www.kids.net.au/encyclopedia-wiki/sh/Ship>
<http://www.rochedalss.eq.edu.au/pirates/pirate1.htm>
<http://www.boat-links.com/books/Lardas/Lardas05.html>
<http://www.boatsafe.com/kids/index.htm>
<http://www.42brghtn.mistral.co.uk/knots/42ktmenu.html>
<http://www.coloring-page.net/boats.html>
<http://www.dltk-kids.com/crafts/pirates/mspyglass.html>
<http://www.dltk-kids.com/animals/ocean.html>
<http://www.dltk-kids.com/crafts/pirates/pirates.html>

These sites are current as of 8-30-06

by CubRoundtable.com

<http://www.boatsafe.com/>
<http://www.boatsafe.com/kids/games/pfdtactoe.htm>
How are flat charts and maps made of our round planet? <http://www.boatsafe.com/kids/mercator.htm>
<http://www.at-sea.org/>
http://www.sea.edu/home/index_flash.asp
<http://www.seasky.org/index.html>
<http://www.sea.edu/academics/k12.asp>
<http://www.sea-launch.com/>
<http://www.seashepherd.org/>
<http://www.cccturtle.org/>
<http://www.cosmeo.com/>
<http://www.livescience.com/sea/>
<http://www.piratesinfo.com/>
<http://www.puzzlepirates.com/>
<http://www.sonic.net/~press/>
<http://www.inkyfingers.com/pyrates/>
<http://www.thepirateking.com/>
<http://pirateannie.fateback.com/index.html>
<http://webtech.kennesaw.edu/jcheek3/pirates.htm>
<http://www.captainkidd.pwp.blueyonder.co.uk/>
http://cosmosmith.com/jolly_roger.html
<http://www.sampson.k12.nc.us/Countypage/Technology/Web%20Quests/Jennifer%20Harris%20WebQuest/lesson-template1.htm>
<http://www.youthonline.ca/crafts/>
<http://familycrafts.about.com/gi/dynamic/offsite.htm?zi=1/XJ&sdn=familycrafts&zu=http%3A%2F%2Fwww.dltk-kids.com%2Fcrafts%2Fpirates%2Fmpirate.html>
<http://www.orientaltrading.com/products/C375300.jsp>
<http://jas.familyfun.go.com/crafts?page=CraftDisplay&craftid=10238>
<http://www.kidsturncentral.com/themes/piratecrafts.htm>

Till next month. Carol