



AMERICAN ELM DISTRICT



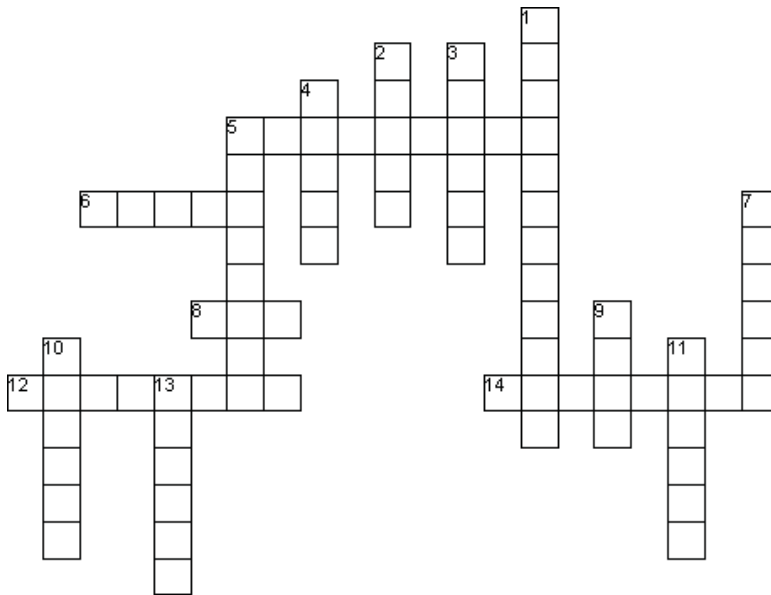
Volume 5, Issue 5
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Welcome to American Elm District Cub Scout
Roundtable Electronic edition
Webelos activity badges Traveler and Artist
Aquanaut and Geologist
Naturalist and Forester

**Theme: Destination Parks &
Play Ball
Campfire Tales and Traditions**

PRE OPENING ACTIVITIES Summer Activities

Complete the puzzle using the clues shown below



Across

- Told at a campfire by the storyteller.
- These used to be only in wood.
- This ball is bigger than a baseball.
- Don't for get to go and have fun at —
- We all must obey the rules of our sports, and good sportsmanship.
- Great cooked but also can be used in M shooters.
- Go to the park this summer and have a ---.

Down

- Keep records on your sport activities to earn these.
 - Need one of these to catch balls.
 - Can you balance and ride?
 - Play with a bat and ?
 - Only the goalie can use his hands.
 - Need a pool to do this.
 - Get treat at a campfire.
 - Walk on a trail and do some---
- Created with Discovery Channel School's PuzzleMaker.

Milk Jug Catch

By Great Salt Lake Council

Prepare ahead of time several empty plastic one-gallon milk jugs by cutting them in half horizontally. Discard the bottom of the jug. The top half is the "mitt" which you hang onto by turning the jug upside down and grabbing the handle. Have the scouts try catching and throwing a bean bag or a small ball with just the mitt. Don't use your hands!

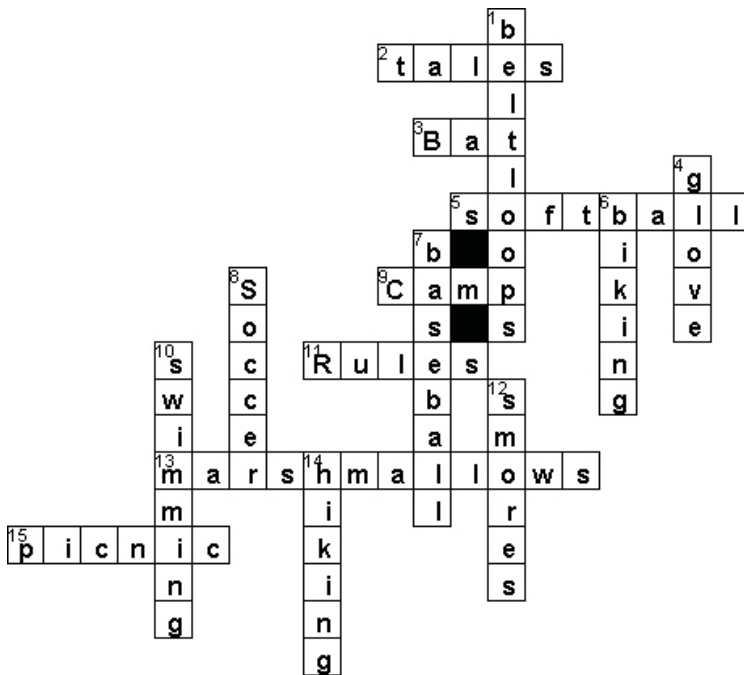
Pitching Ace

Make the "ball" by rolling together two socks and then enclosing them within a third sock that's tied shut with a rubber band. You may want to make several of them. The "target" can be a big, fluffy pillow or a laundry basket tipped on its side. Have the scouts practice their pitching by throwing at the target from at least fifteen feet away. If they hit the target, it's a strike; a miss is a ball. Have a scout play as the umpire, if you dare!

Officials' Signals

Enlarge and copy the officials' signals for baseball found in the Sportsman section of the Webelos Scout Book or find the signals from another favorite sport of your scouts. White-out the meanings of the signals and make several copies. See how well the scouts can write in the correct signal meanings.

ANSWERS TO SUMMER PUZZLE



Our National Parks Answers

Answers: 1-b, 2-a, 3-c, 4-b, 5-c, 6-c

National Summertime Pack Award:

Plan now to have fun activities for boys during the summer months whether it be Cub Country or pack meetings. You can earn ribbons for your den or pack and pins for the boys for your summer time activities. A great way to keep interest during the summer months.



Our National Parks

See how well you know some of our national parks by choosing the best answer from this multiple choice quiz. For more information about National Parks visit www.nps.gov

- Chaco Culture National Park contains many ancient stone structures of the Anasazi Indians and is located in: a) Utah b) New Mexico c) Colorado
- Which national park is located in the state of Washington and contains a mountain peak almost 8,000 feet high as well as a seacoast shore? a) Olympic b) Isle Royale c) Saguaro
- In this national park you might see caribou, moose, grizzly bears, and golden eagles. a) Bryce Canyon b) Death Valley c) Denali
- The Everglades National Park is located in Florida and its most famous resident is: a) the wolf b) the alligator c) the cougar
- Which national park is located in Utah? a) Bryce Canyon b) Arches c) both a and b.
- Isle Royale National Park contains no roads. You can only get to it by boat or seaplane. Which state is it located in? a) Washington b) Massachusetts c) Michigan

The Penalty Box

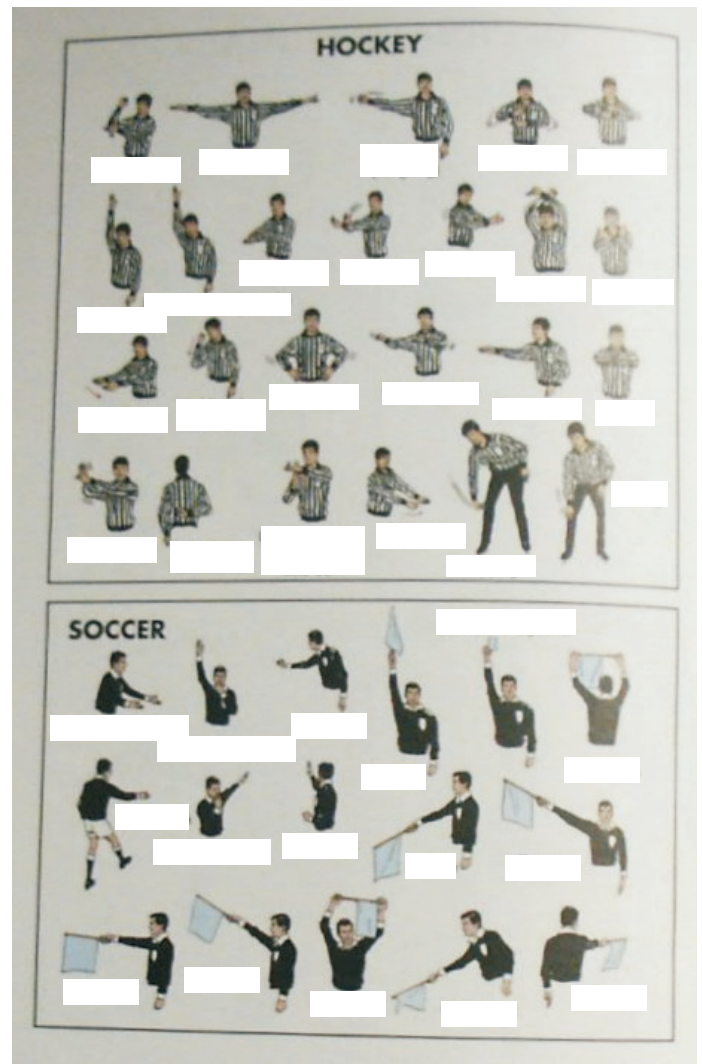
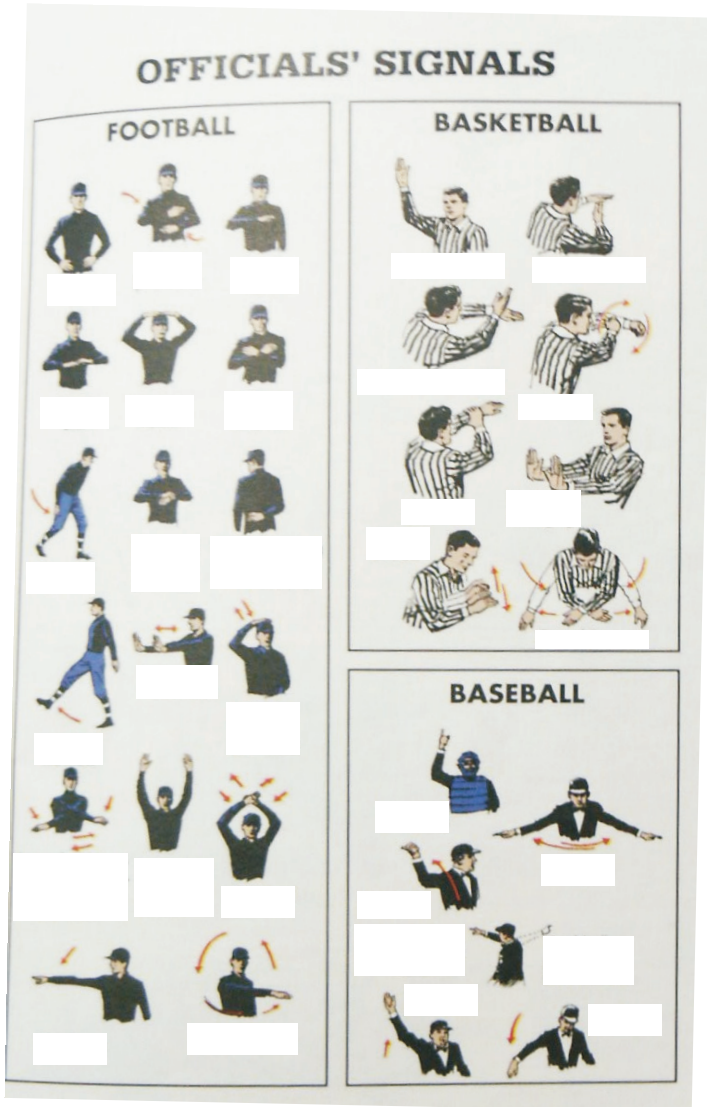
By Barb Stephens

Match the Officials' signal calls to the correct sport.

FOOTBALL BASKETBALL
HOCKEY BASEBALL SOCCER

- | | |
|-------------------------|----------------|
| Pass Interference | Ball |
| Illegal Dribble | Technical Foul |
| Holding the Face Mask | Kneeing |
| Time-in | Slashing |
| Time-out | Charging |
| Fair Ball | Offside |
| Substitution | Fair Ball |
| Offside | Substitution |
| Hooking | Corner Kick |
| Incomplete Pass | Strike |
| Touchdown | Penalty |
| Kick | Out |
| Delay of Game | Holding |
| Clipping | Foul Ball |
| Safe | Traveling |
| Unsportsmanlike Conduct | Foul |
| Tripping | Illegal Motio |

Do you know your official sport signals? Check the next page.



SKIT ---THE BIGGER JERK

By Great Salt Lake Council

A simple, one-person skit that is great for those loose moments at pack meeting or at a campfire.

Cast: 1 Person, imaginary mower, "Volunteer," "Victim"

Person: (Groans and grunts as he's pushing a heavy mower) "These old models, I tell you. They are so heavy, and they don't work well. Maybe I should buy a new mower this week. Well, let's get going." (Pulls rip cord to start, but it won't start. Makes appropriate sputtering noises. Tries again and again.) Get someone up from the audience to try. They jerk a few times and it still won't start. Get your "victim" to come up and give it a try. On the first jerk it sputters to life [you are the sound effects]. Say, "I guess all I needed was to get a bigger jerk!"

SKIT --- BIG GAME HUNTERS

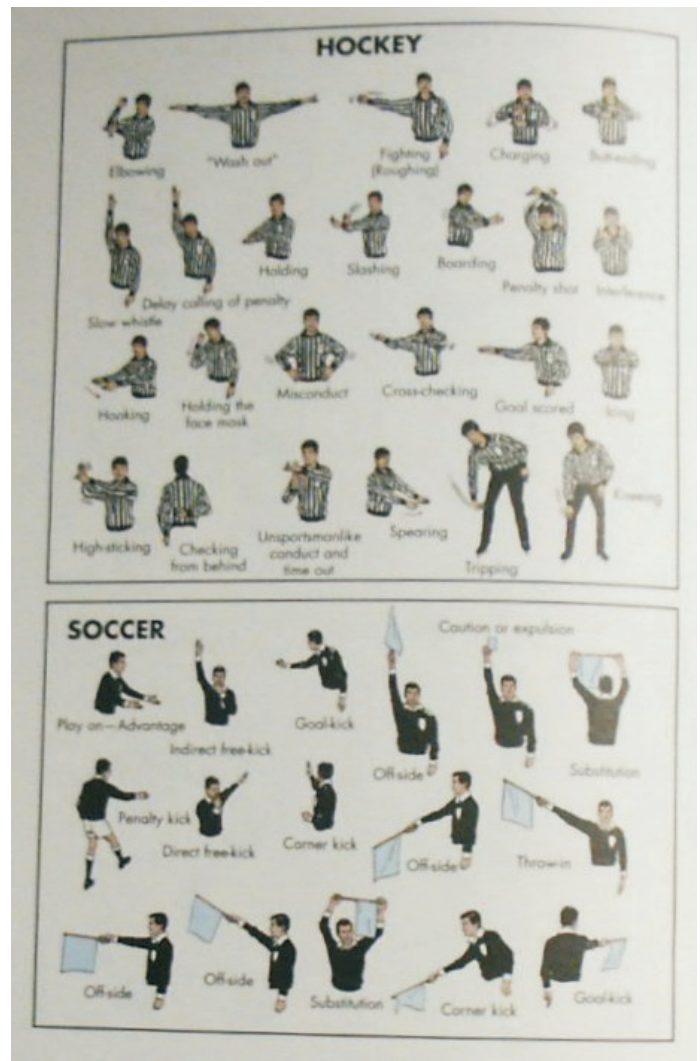
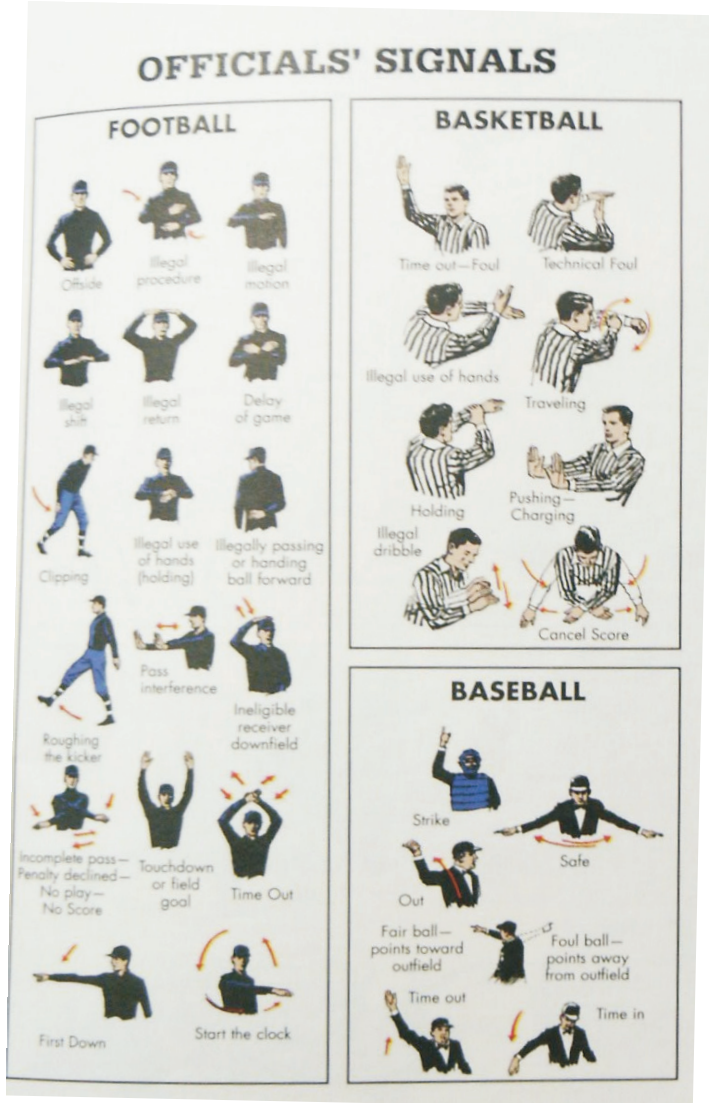
Two to four hunters talking together. Each says that he is packing a heavier and more powerful gun to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, whatever. Two others come over who have overheard the hunters and want to settle a bet. Are the hunters going after wolves or moose?

One of the hunters replies, "Why no, we are going after mosquitoes!!"

JOKES / DEN CHIEF RUN-ONS

1. Is this water healthy for swimming?
2. What do baseball players eat on?
3. What do you get when you cross an answering machine and fat football player?
4. What charges did the police bring against the baseball player?
5. What's the quietest sport in the world?
6. You want to hear something funny? My sister thinks a football coach has four wheels!

Answers for the Signals



Answers for Jokes

1. Sure, it's well water.
2. Home plates.
3. A wide receiver.
4. Hit and run.
5. Bowling—you can hear a pin drop.
6. Ha, ha, ha, ha, How many does it have?

GAMES

Penguin Football

Give each person a rag about four inches wide and two feet long (sheets torn into strips work well). Each person then ties the rag securely around his knees to make running impossible. Players can move only by shuffling their feet. Now divide into teams and play football using a foam football. The games become hilarious when players must hike, run, throw, and kick with

their knees tied together. Of course, this opens up the possibility of playing Penguin Baseball, Penguin Volleyball, Penguin Soccer, and countless other Penguin games.

Monkey Soccer

Yet another way to make your next soccer game even more challenging is to have players play any version of soccer using their fists to advance the ball, rather than their feet. Players must move in a squatting position, so their hands almost touch the floor.

On The Ball Relay

Make two piles of balls at one end of your game room, each with a basketball, a soccer ball, and a softball in it. Form two teams and have them each line up single file across from one pile of balls, at least 30 feet away. On "go," the first person on each team races to the basketball and tries to balance on top of it for at least 2 seconds. (You'll need an adult volunteer standing

near each team's ball as a safety spotter and timer.) As soon as a racer holds his balance for 2 seconds he races back to tag the next person in line. After each person on a team has balanced on the basketball, team members must each race to balance on the soccer ball for 2 seconds. Finally, replace the soccer ball with the softball and have the boys do the same thing. The first team to have its last person cross the finish line after balancing on the softball wins.

Ping-Pong Ball Float

For this relay, divide you boys into teams. Each team will need an empty #10 can, a ping-pong ball, a bucket of water, a towel, and a boy who is willing to get very, very wet. The boy who has volunteered to get wet lies on his back about ten yards from his team who are in a single-file line. Place the empty can on his stomach or chest. Put the ping-pong ball in the empty can. Each team has a bucket full of water. As the game begins, each player, one at a time, uses his cupped hands to carry water from the team's bucket to the can. As the can fills with water, the ping-pong ball rises in the can. As soon as it is high enough, a player tries to remove it from the can with his mouth. If the ball cannot be removed, the player runs to the end of his team's line, and the next player takes a turn. The first team to get the ping-pong ball out of the can (no hands) and back across the finish line wins.

Baseball Statistics:

The formula for the Earned Run Average is:

$$\frac{\text{Earned runs} \times 9}{\text{Innings pitched}}$$

To find the **Winning Percentage** for each pitcher:

$$\text{Wining Percentage} = \frac{\text{Games won}}{\text{Games won and lost}}$$

Want to know how fast you throw?

Throw a ball against a wall 3 times and find the average time it takes to hit the wall.

Use the distance from start to the wall like this:

$$\frac{D}{T} = R$$

D = distance from the wall,

R = rate or speed

T = average time to hit the wall

$$\text{Batting Average} = \frac{\text{Hits}}{\text{At Bats}}$$

The batting average does not tell how powerful the batter is. The Slugging Average is used for this.

$$\text{Slugging Average} = \frac{4 (\text{HR}) + 3 (3\text{B}) + 2 (2\text{B}) + 1 \text{B}}{\text{At Bats}}$$

Slugging Percentage

A **single** counts 1 base.

A **double** counts 2 bases

A **triple** counts 3 bases.

A **home** run counts 4 bases.

An **out** counts 0 bases.

1. Add the total number of official at-bats. (Do not count walks being hit by a pitch, or errors.)

2. Add the total number of bases achieved during these at-bats.

3. Divide the total number of bases by the number of at-bats.

4. Divide to 3 decimal places.

Example:

1 single & 2 doubles during 6 at-bats.

Total bases = 5

Total at-bats = 6

6 into 5.000 in .833 slugging percentage

CUBMASTER MINUTE

Play Ball!

When you play a game always try and wish to win; otherwise your opponent will have no fun

- but never wish to win so much that you cannot be happy without it.

Seek to win only by fair and lawful means according to the rules of the game. This will leave you without bitterness toward your opponent, or shame before others.

Take pleasure in the game even though you do not obtain the victory; for the purpose of the game is not merely to win, but to find joy and strength in trying.

WEB SITES

[Http://mlb.mlb.com/NASApp/mlb/mlb/kids/index.jsp](http://mlb.mlb.com/NASApp/mlb/mlb/kids/index.jsp)

[Http://www.kidsdomain.com/sports/baseball/](http://www.kidsdomain.com/sports/baseball/)

[Http://www.kidsdomain.com/games/baseball.html](http://www.kidsdomain.com/games/baseball.html)

[Http://mlb.mlb.com/NASApp/mlb/mlb/official_info/official_rules/foreword.jsp](http://mlb.mlb.com/NASApp/mlb/mlb/official_info/official_rules/foreword.jsp)

[Http://baseball-almanac.com/humomenu.shtml](http://baseball-almanac.com/humomenu.shtml)

Enjoy the season games!



PACK ADVANCEMENT CEREMONIES

Ahh, summer, time to get the Cubs outside to visit the local parks and explore the trails and by-ways. Every stage of Cub Scouting should be fun for the boys. It should also be different, challenging, and rewarding; and for you, lots of work. However, your enthusiasm for the program will radiate to the leaders, boys, and in turn, the parents. To develop a good program will certainly take hard work; but the rewards are worth your efforts. This ceremony emphasizes family participation in Cub Scouting. Exact wording is unimportant; don't worry about memorizing. Present it in a conversational tone. If you have more than one Cub Scout receiving the award, have all boys and parents come forward at the same time. This ceremony is easily adapted to all ranks.

Preparation:

Make a big yellow sun out of cardboard. Put it on a felt board or a blackboard and make rays with the awards attached for each boy who is to be advanced.

Narration:

Cubmaster: Cub Scouts and parents, tonight we want to honor those Cub Scouting families who are advancing in rank. Den chief [den chief's name], one of the Cub Scouts in your den is ready to receive his [name] badge this evening. Will you please escort Cub Scout [name] forward. (The den chief does so.)

[Cub Scout's name], we're glad that you've reached the [name] rank in Cub Scouting. It's one more step up the ladder.

Den chief [name], will you please escort the parents forward so they can take part in our ceremony? (The den chief does so.) We are glad to have you here tonight. (The Cubmaster shakes hands with the parents.) We want to tell you how much we appreciate the cooperation you have given. Without it your son might not have reached his [name] rank. Cub Scouting is a family program, and that means not only that your son is advancing to the [name] rank, but that the whole family has taken another step forward, also.

Presentation:

Cubmaster: [Cub Scout's name] retrieve your award and bring it to the presentation table. (The Cub Scout does so.) As the Cubmaster, I haven't earned the privilege of presenting the badge to your son, so I am going to give it to you, [parent's

name], and ask you to present it to your son. (Parent does so and congratulates son.)

Cubmaster: Have the boy pin his mother (or father) and remind him to kiss his mother if he forgets. Now will the audience stand and give [boys name] a hand for the fine job of advancement he is doing. (All applaud.)

Parting Thought:

1. Cubmasters, you are the pack's engine, not it's caboose.
2. Advancement is a big deal to the boys, and therefore, it should be to you also.

Games

PARK RANGER - PARK RANGER

Materials Needed: 80 or more feet of string

How to Play:

Mark off a playing field roughly 20 feet square with string. One person serves as the Park Ranger and stands in the middle of the field. Everyone else lines up on one side of the square, facing the Park Ranger.

When the Park Ranger calls out, "Park Ranger - Park Ranger," everybody starts running and tries to get to the other side without getting touched by the Park Ranger. If caught, they become Park Rangers and join the Park Ranger in the middle.

Now everyone is on the opposite side of the square. The Park Rangers simultaneously call out "Park Ranger - Park Ranger" and the players run toward the opposite side, trying to evade the Park Rangers. The last person remaining untouched becomes the new Park Ranger.

BUDDY BALLOONS

Materials Needed: Balloons

How to Play:

Divide the group into two teams and the teams into pairs. A balloon is given to each pair of players. The object of the game is to hold the balloon between the player's shoulders and without using their hands they move along a pre-selected obstacle course. This course should include items that cause players to go over, under, in, out, and around. The difficulty of the course is selected according to the size and coordination of the players. Once one set has crossed the goal line, the next set goes. Play continues until all of the players of a team have crossed the goal line.



If the balloon is dropped or touched by the players' hands, the players must return to the starting line and try again.

BUILDING A MONUMENT

Materials Needed: Towels to clean up water or play outside, paper plates, small paper cups, and water.

How to Play:

Divide the players into teams with three players on each team. One is the Foundation. The other two are the Builders. The Foundation lies on the ground face up. The Builders put about an inch of water in the first cup and gently place the cup on the forehead of the Foundation. The Foundation may hold onto the cup with his hands. On top of that the Builders place a paper plate and then another cup with water and so on and so on. The team with the highest cup tower full of water is the winner.

Bee Sting Run-on

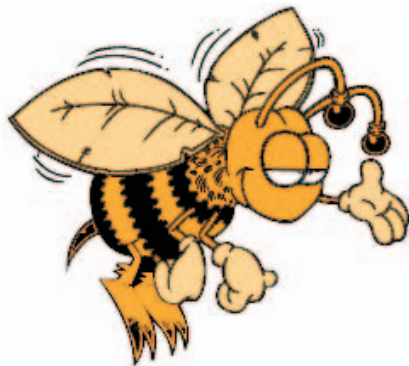
1st Scout: "OOOOOUCH, OOOOOH, OOOUCH."

2nd Scout: "What's the matter with you?"

1st Scout: "A bee's stung my thumb."

2nd Scout: "Try putting some cream on it then."

1st Scout: "But the bee will be miles away by this time."



Great food for a snack while at the Park.

Homemade Lemonade

1 1/2 cups sugar

1 1/2 cups water

1 finely grated lemon peel

In a saucepan bring to a boil the sugar, water and lemon peel. Boil for 5 minutes.

Remove the saucepan from the heat and let cool. Squeeze 1 1/2 cups of lemon juice and add it to the cooled sugar water. When ready to serve, put 2 ice cubes in a glass, and pour in 1/4 cup of lemonade. Add 3/4 cup of water and stir. Float a lemon slice on top. Makes 14 glasses.

Homemade Energy Bars

1 egg

1/2 cup brown sugar

1 tsp. vanilla

1 cup granola

1/2 cup raisins (or any chopped dried fruit)

1/2 cup chopped nuts

1 small pkg. M&Ms chocolate candies

Preheat the oven to 350 degrees. Spray an 8"x8" square pan. Beat the egg and then add the sugar and vanilla and mix well.

Stir in the granola, raisins, nuts, and M&Ms

and mix well until combined. Transfer to

the pan and spread evenly, pressing firmly

with your hands. Bake for 25 minutes.

SKIT --- THE ANTS

Characters: 6 to 8 Cub Scouts

Props: Paper sacks

Setting: Skit opens with boys standing together in a backyard.

Cardboard cutout trees and bushes could be used.

1st Cub: Gee, there's nothing to do.

2nd Cub: Yeah, I know.

3rd Cub: Hey, let's have a backyard picnic.

All: Yeah!

4th Cub: But it's going to rain.

1st Cub: I don't think so. If it does, we can eat in the house.

2nd Cub: I'll bring the potato chips.

3rd Cub: I'll bring the hot dogs.

4th Cub: I'll bring the hot dog buns.

5th Cub: I'll bring the drinks.

6th Cub: And I'll bring something special!

(All walk offstage and come back carrying sacks)

2nd Cub: Here are the chips.

3rd Cub: Here are the hot dogs.

4th Cub: Here are the hot dog buns.

5th Cub: Here are the drinks.

6th Cub: (Looks in his sack and drops it) Oh, no!

5th Cub: What's wrong?

6th Cub: I brought the ants!

Giving To Others

Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from a tree – by doing our best to always be helpful to others by putting others

first and ourselves second. Remember the lesson we learn from the tree, to give to others more than we receive.

THEME RELATED INTERNET SITES

<http://www.us-parks.com/>
<http://www.nps.gov/parks.html>
<http://usparks.about.com/od/stateparksus/>
<http://usparks.about.com/od/nationalparksus/>
<http://www.us-national-parks.net/>
<http://parks.state.ut.us/>
<http://parks.state.ut.us/kids/default.htm>
<http://www.onlineutah.com/parks.shtml>
<http://www.utah.com/>
http://www.grandcanyonnorthrim.com/galleries/img_uta_h_map_g.htm
<http://www.us-national-parks.net/state/ut.htm>
<http://search.looksmart.com/p/browse/us1/us317837/us317922/us161146/us528138/us10187822/>
<Http://www.gocampingamerica.com/kidspages/states/utah.html>

Tell Me What's Missing Game

Before your meeting, gather about fifteen to twenty small items that relate to camping, such as a pocketknife, tent stake, piece of twine, compass, marshmallow, lip balm, etc.. Arrange them on a large cookie sheet or a small table. As the boys arrive, give them a moment to look at all the items, then have them turn around. Quickly remove one of the items and then have the boys turn back to you. See if they can identify which item you removed. You can repeat this process several times. To make it more difficult, you can also rearrange the items while they are turned away from you, or turn the cookie sheet 1/4 turn each time.

Bug Match

Have someone cut out a bunch of different insect pictures and mount them on paper to hang around the pack meeting room. (Make sure you know the names of the different bugs.) Label the pictures with letters or numbers. Hand out sheets of paper with the names of the different bugs listed in a mixed up order. Ask people to match the pictures with the names. After the opening ceremony, read off the answers and ask everyone how they did. Give an appropriate cheer/applause to the one(s) who got the most matches.

OPENING CEREMONY NAME THE FOLK HERO

1. Called 'little sure shot' as a child, she grew up to star in Buffalo Bill's Wild West show as a famous markswoman and horseback rider.

2. He once lassoed and rode a cyclone through four states and when he leaped off it formed Death Valley, California.
3. This black, powerful, railroad, steel driving man had a rock-drilling contest with a steam drill and won by hammering with both hands.
4. He enjoyed the fruits of his apple orchards in the east so much, he wanted to share his bounty, so he would take bags of apple seeds to the west and plant them so they could have apple orchards there, also.
5. An expert hunter, sharpshooter and scout, she risked her life to nurse smallpox victims back to health in Deadwood, S. Dakota.
6. He killed a bear when he was three. He became a member of congress from his State and died in the battle at the Alamo.
7. He was a very large lumberjack, went far north and found his life long companion, a blue ox named Babe.
8. He lived on his father's ranch in California, would hide his identity with a black mask and ride to protect the governor's victims.

FLASHLIGHT TAG

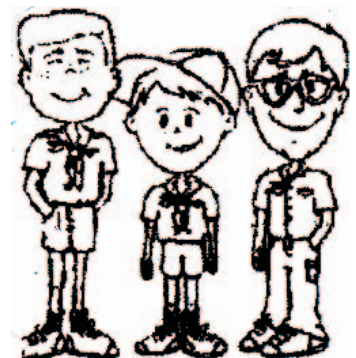
Materials Needed: A flashlight for each player

How to Play:

To begin, players should pair off and create a flashlight signal (one short and one long flash, three short flashes and so on). Partners must then separate and go to opposite ends of a large, open playing area. Players are given one minute to scatter before they may begin flashing signals. Each pair tries to reunite as quickly as possible by sending flashlight signals to partners. The first pair to reunite is the winner.

ANSWERS TO FOLK HERO QUIZ

1. Annie Oakley
2. Pecos Bill
3. John Henry
4. William Chapman
5. Calamity Jane
6. Davy Crockett
7. Paul Bunyan
8. Zorro



PACK ADVANCEMENT CEREMONIES

Camping in the great outdoors and having an open campfire has always been a pleasurable experience for me. It brings to mind many happy memories of past outings I have experienced with many friends and family. And so, as leaders, we are obliged to do all we can to also make the camping experience enjoyable for the boys. One good way of doing this is to ensure a safe camp by requiring the boys to observe all the safety rules and procedures pertaining to camping. Be sure to follow the Two-Deep Leadership policy that requires two adult leaders to be with the boys for all trips and outings. In case an emergency arises requiring outside assistance, one leader could summon help while the other remains with the boys.

Preparation:

- 1) Prepare a campfire, real or artificial (electric campfire), as dictated by your situation.
- 2) Have a supply of sticks on hand, next to the fire.
- 3) If the fire is an artificial one, use appropriate lighting.

For additional help, see Cub Scout Leader How-To Book pgs 4-30 through 4-40

Narration:

Tonight we are honoring some boys for their hard work in achieving the goals they set. In obtaining their awards they bring credit to themselves, their parents, and the pack.

Presentation:

The Cubmaster calls forward the boys advancing to the rank of [rank name] and their parents and asks them to form a semicircle behind the fire, with parents behind boys.

CUBMASTER: Cub Scouts, you have learned the things a boy must know to join our pack.

Will you show that now by making the Cub Scout sign and repeating the Cub Scout Promise?

(Boys recite the Cub Scout Promise)

Parents, we welcome you into our pack, too. You know that you have a role in Cub Scouting as a guide in your son's advancement and as a participant and helper in the pack's activities. **If** you accept this responsibility, please say, "We will." (Parents give assent.)

"This campfire represents the warmth of membership in our pack. Will you [name] please show that you wish to join in that warmth by adding your stick to the fire, showing that you want to do your best and be a friend to the others

in the pack?" (Boys place sticks.)

Now I will give your parents your [rank name] badge to pin on your shirt. Repeat for each rank.

Parting thought:

How wonderful it is that nobody needs wait a single moment before starting to improve the environment, just bend over and pick it up!

Davy Crockett Pouch

Born – August 17th

Materials:

Fabric cut 7 ½" x 5 ½"

16" piece twine

Needle & thread

Beads, feathers

Dream catcher (optional)

Safety pin

Fold over top edge 1/2" and stitch. On bottom edge, make cuts every 1/2" for a fringe affect.

Fold in half right sides together. Cut last fringe off on both ends. Leave 1/2" seam. Stitch up the side, leaving the top casing unstitched. Turn right side out. Stitch along the bottom next to fringe (be careful not to get too close to the edge of fringe.)

Pin the safety pin to the end of twine and thread through the casing. Decorate any way you want to. Pouch can hold your treasures, like marbles, rocks, etc..



Treats for the Fire:

Banana Boats

Bananas

Chocolate Chips

Mini Marshmallows

Peel back on one section of a ripe banana making sure to keep it attached at the end.

With a butter knife, cut halfway through the banana lengthwise (widen the slit) or cut in cross sections, removing every other section.

Fill the space with mini marshmallows and chocolate chips (about a dozen of each).

Replace the peel and securely wrap the banana in aluminum foil. Place the banana in hot coals to melt the marshmallows and chocolate chips, usually about 5 to 10 minutes. Carefully open the foil, pull back the banana peel and allow the treat to cool a bit. Then dig in with a spoon.

Silly S'mores

8 halves graham crackers

3/4 cup mini marshmallows

1/2 cup chocolate chips or

meltable candy. Let the boys design their own s'mores. Place a large piece of foil on the grill over low heat. Layout the graham crackers on the foil. Sprinkle with mini marshmallows (white or colored). Then with chocolate chips or meltable candy. Top each s'more with another cracker. Cover loosely with more foil. Cook until melted, about 5 minutes.

STORY --- THE INDIAN BOY AND THE RATTLESNAKE

One day a young Indian boy climbed to the top of a high, craggy mountain. As he started down after achieving the top and seeing the wonder of the surrounding peaks and vistas he came upon a rattlesnake lying in the path. The snake was shivering, and said to the young Indian boy. "Please help me ... I can't move. I am so cold that I can no longer make it any further down the mountain." The young Indian boy said to the snake, "No way! You're a snake. If I pick you up, you'll bite me!" The snake replied , "No, no I won't. I promise I won't bite you if you'll only pick me up and help get me down the mountain." So the young Indian boy picked up the snake, put it in his shirt where it could get warm and Continued down the mountain. When he got down to the warmer, lower place, he reached in, took out the snake and laid him on the ground. The snake turned, struck, and bit him. As the boy lay dying he said to the snake, "You lied to me, you said that if I'd help you, you wouldn't bite me!" The snake replied to the young Indian boy, "But you knew what I was when you picked me up!" Many people think they can use illegal drugs just a little and it won't affect them and so they let down their defenses and sample them. Many end up with lives that are ruined and others hurt by what they do to themselves.

Spirit Of Scouting

The Spirit of Scouting is within each boy. The Promise and the Law are both part of it, and so is pride. Pride in ones self, his den and pack, his family and nation; pride in his accomplishments. The awards are hollow and meaningless unless he met his trials with determination and did his best to overcome them. The pack and its leadership exist only for the boys, to challenge them to bigger challenges and honor them for their accomplishments.

THEME RELATED INTERNET SITES

- <http://www.macscouter.com/Stories/>
- <http://www.geocities.com/~pack215/stories.html>

- http://www.scouter.com/compass/Meeting_Activities/Stories/
- <http://www.netwoods.com/d-campfire.html>
- <http://www.wtsmith.com/rt/stories.html>
- <http://www.wtsmith.com/rt/songs.html>
- <http://www.wtsmith.com/rt/cheers.html>
- <http://www.americanfolklore.net/scouting.html>
- <http://www.scoutorama.com/skit/>
- <http://www.highway61.com/Top/Recreation/Scouting/Resources/Campfires>
- <http://www.geocities.com/rickram.geo/songbook/songbook.html>
- <http://www.accesscom.com/~daveh/sean/song/pbsong0.html>
- <http://www.angelfire.com/oh/claremansfield/cubs.html>
- <http://www.angelfire.com/oh/claremansfield/serious.html>
- <http://www.angelfire.com/oh/claremansfield/repeat.html>
- <http://www.angelfire.com/mi2/campsongs/>
- <http://www.netwoods.com/story/st-index.html>
- <http://www.creighton.edu/~bsteph/pack114/funpages/web-out2.html>

Scout's Name
_____ Cub Scout <small>(Rank)</small>
Age: _____ Height: _____
School _____
Pack _____
Cub Leader _____
Cubmaster _____

Make your our Ball cards with the Scouts.



**COMMUNICATOR MIDWAY
COMMUNITY GROUP**

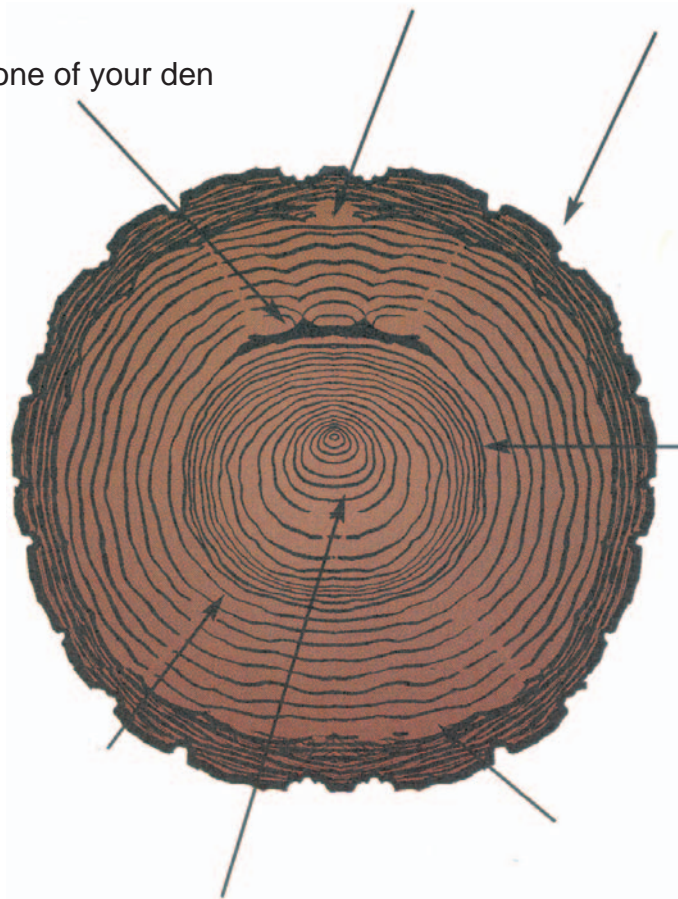
Requirement #5 - Invent your own den secret code and send one of your den members a secret message.

A-26 B-25 C-24 D-23 E-22 F-21 G-20 H-19 I-18 J-17
K-16 L-15 M-14 N-13 O-12 P-11 Q-10 R-9 S-8 T-7
U-6 V-5 W-4 X-3 Y-2 Z-1

What does the secret code say?

18 15 12 5 22 7 12 25 22 26 4 22 25 22 15 12 8 .
24 12 14 22 26 13 23 17 12 18 13 6 8 .

Requirement #6 – Make a poster showing a tree’s growth rings... Enlarge the diagram below onto an 8 ½” x 11” paper and make a copy for each boy. Using pg 272 of the Webelos Scout Book, discuss each part of the tree’s growth rings and have each boy label his diagram.



Requirement #2 – Keep an “insect zoo” that you have collected ... Here are some fun ways to collect insects for study.

Attracting insects at night

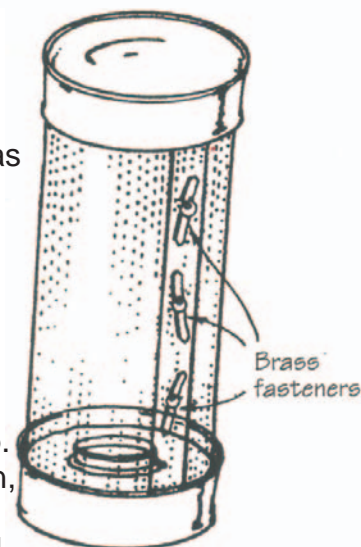
Materials: White sheet, bright light

Tie a white sheet between two trees. Shine a bright light on it. Many insects will be attracted to the light. Move the light around and see what happens. The insects will probably follow the light.

Insect House

Materials:	
Two 6-oz. tuna or cat food cans	6-by-12-inch metal screen mesh or plastic canvas
Plaster Pop bottle cap	Three round-head brass paper fasteners
Paint	Stick or branch

Remove one end from each can and paint the cans as desired. Roll the wire or plastic canvas into a tube 12 inches long and as big around as the inside of a can. Fasten the screen together with the paper fasteners. Mix enough plaster to fill a can to within ¼ inch from the top. Set the screen down into the wet plaster. While the plaster is wet, push in a small stick or branch (for the insects to climb on) and The bottle cap, open side up, as a “watering hole.” The second can acts as the top. Remind the boys that when they capture an insect alive and keep it for observation, they must keep it alive by adding water and food. Encourage them to find out what type of food the insect prefers. A few days later the insect should be released.



Fun with Craters

Part of the earth’s geology is a result of objects from space. Here is a fun way to demonstrate and study the effects of impacts from meteorites.

Materials needed: Newspapers, aluminum pan, powdered sugar, cocoa powder, sifter, marbles and a ruler.

Directions: Cover a floor area with newspaper and place the aluminum pan in the center. Put about ½” of powdered sugar evenly in the pan. Sift on a thin layer of cocoa. Have the boys drop marbles into the pan to create craters. The scatter effect can be seen by the distribution of the different colored powders. Try varying heights and measure radius of scatter. For an angular strike, roll the marble off an inclined board. Steel marbles can be picked up with a magnet to reduce disturbance.

SCIENTIST

Ever wonder how a water bug can glide across a pond or brook? The bug's body takes advantage of a water property called surface tension. Water molecules along the surface pull together to form a skin that is strong enough to support the water bug's weight. Intrigued? Here are four ways you can explore the amazing attributes of surface tension.

TIE A WATER KNOT

This activity demonstrates how surface tension can "tie" streams of water together.

1. With a small nail, make four small holes in a horizontal line near the bottom of a large plastic soda bottle.
2. Set the bottle where the water can run into a sink or onto the ground and fill it with water.
3. With two fingers, pinch together the four streams of water, then quickly remove your hand. The surface tensions of the spouts will join into one stream until the flow of water pushes them apart again.

FLOAT A PAPER CLIP

This quick trick lets you use surface tension to keep an object from sinking.

1. Fill a small container with water and drop a paper clip onto the surface. It will sink.
2. Remove the paper clip, dry it, and set it on the tines of a fork. Slowly lower the fork until the clip rests on the water surface. Gently remove the fork, and the clip will float.

SCATTER PEPPER

Here's an experiment that lets you see what happens when surface tension is broken.

1. Pour water into a bowl, then sprinkle pepper on top.
2. Dip a bar of soap into the water. Soap molecules will break the surface tension, causing the pepper to scatter. The water that the soap didn't touch retains its tension and pulls the pepper toward the sides of the bowl.

PUT ON AN INVISIBLE LID

Try this feat to find out how surface tension and air pressure team up to defy gravity.

1. Lay a piece of wet cheesecloth over the top of a glass and secure it tightly with a rubber band.
2. Pour water through the cheesecloth to fill the glass.
3. Cover the cheesecloth with one hand. Then hold the glass over a sink and turn it over. Count to three.
4. Slowly remove your hand. At first, some water may dribble out of the glass, but then it will stop.

There are a couple of reasons for this: the holes in the cheesecloth fill with water and the surface tension forms a seal, and the air pressure outside the glass presses against the water holding it in.

**HAVE A SAFE
AND FUN SUMMER!**

