



# BALOO'S BUGLE



Volume 12, Number 1

August 2005 Cub Scout Roundtable

September 2005 Cub Scout Theme

## CUB SCOUT ROUND UP

Tiger Cub Program

Webelos Communicator & Citizen

### FOCUS

*Cub Scout Roundtable Leaders' Guide*

**A big "Yippee-ki-yay" to old friends and new friends here tonight.** These are membership recruitin' days and it's time for the roundup!! Explore the Wild West while you recruit new Cub Scouts to your pack. Learn some cowboy skills and sing some favorite songs as the embers glow. Talk like a cowboy ... dress like a cowboy ... It's all part of the Wild West! Yee Haw!!

### CORE VALUES

*Cub Scout Roundtable Leaders' Guide*

**Some of the purposes of Cub Scouting developed through this month's theme are:**

- ✓ **Character Development.** Cub Scouts learn the positive characteristics of honesty, courage, perseverance and hard work.
- ✓ **Fun and Adventure.** Boys will enjoy learning about Cowboys and the Old West
- ✓ **Preparation for Boy Scouts.** Everyone will be reminded of the way the Webelos program functions as a transition into Boy Scouting.

**The core value highlighted this month is:**

- ✓ **Resourcefulness.** Boys will enjoy learning how to use the things around them.

**Can you think of others???** Hint – look in your **Cub Scout Program Helps**. It lists different ones!! All the items on both lists are applicable!! You could probably list all twelve if you thought about it!!

### COMMISSIONER'S CORNER

**Where are those Lazy, Hazy, Crazy Days of Summer, that make me wish that summer will always be here??**

This summer has been anything but that. Work, Scouts and other things are still going full tilt!! My employer is merging with another utility and I am being offered an early out. Have to figure out if I can make it as a full-time Scout volunteer!!! This week (August 1-5) is Day Camp for the two ladies who recruited me to do Scoutcraft for them!! Last weekend I fell out of a tree from about 8 foot. Thankfully, God was watching me and nothing was broken but I missed several days at work (and working on Baloo) and I am really sore. And now I am Scribe for the Wood Badge course. Anyone wanting to participate in a great Wood Badge course in South Jersey this fall, drop me a note

and I will get you an application. Our staff is really awesome!!

Carol from [www.cubroundtable.com](http://www.cubroundtable.com) dropped me a note asking what theme I was going to publish in this Baloo. The theme in the CS Program Helps and the CS RT Planning Guide is **Cub Scout Round Up**. It is a western-based theme. However, with the recent tie in with the Chevy Division of General Motors and the "Race to Cub Scouting" emphasis for fall recruiting she was wondering if I would do some stuff on that. Well, I scanned my Excel file of all Cub themes since 1939 (Thank you Dave D.) and discovered Racing had never been used as a theme!! Transportation and possibly cars has been used –

July	1941	Things That Go
April	1945	Transportation
August	1947	Things That Go Month
July	1951	Things That Go
January	1953	Transportation
June	1955	Wheels Wings and Rudders
June	1963	Things that Go
July	1965	Cub Scouts on Wheels
January	1966	Transportation
June	1969	Things that Go
November	1972	Things That Go
January	1974	Transportation
May	1975	Things that Go
July	1980	Things that Go
June	1983	Fun on Wheels
January	1987	Pinewood Derby
March	1992	Things that Go

So I stuck with the Cub Scout Round Up theme. But if you want Race to Cub Scouting info and sources for supplies and stuff, check out carol's site, <http://cubroundtable.com/race-to-cub-scouting.htm>.

**Caution - Be aware that not every Council is implementing this program in the same way. Promotions listed on her site are for the Black Swamp Area Council. For instance on <http://cubroundtable.com/race-to-cub-scouting.htm>, it says every new Cub gets a free Pinewood car. In Southern NJ Council, a pack will get a free Pinewood car for every Cub if their total registration is 5 over last year's by a certain date. Be sure to find out what your council is doing. CD**

**Months with similar themes to  
Cub Scout Round Up**  
*Voyageur Area Council*

August	1946	The Wild Wild West
September	1949	Round-Up
September	1950	Westward Ho
September	1957	Homesteaders
September	1958	Cub Scout Corral
October	1967	Westward Ho
March	1971	Cowboys & Indians
October	1984	Wild and Woolly West
September	1988	Cub Scout Corral
July	1993	Wild and Woolly West
August	2003	Circle the Wagons

**THOUGHTFUL ITEMS FOR  
SCOUTERS**

*Thanks to Scouter Jim from Bountiful, Utah, who prepares this section of Baloo for us each month. You can reach him at [bobwhitejonz@juno.com](mailto:bobwhitejonz@juno.com) or through the link to write Baloo on [www.us Scouts.org](http://www.us Scouts.org). CD*

**August Theme Prayer**

*Cub Scout Roundtable Planning Guide*

Like the cowboys of yesteryear were entrusted with the tending of the cattle, we are entrusted with the tending and care of our Cub Scouts. May the values and ideals of the Scouting movement be branded in their hearts today so that they might grow up to be men of character tomorrow.

**AMEN**

*One note on the prayers from the CS RT Planning Guide. They are usually adult oriented prayers. They are intended for the RT audience. The prayer in the CS Program Helps is intended for your Pack Meeting. But if you like one of these, don't hesitate to modify it so it works for the youth and adults at your pack meeting. CD*

**Cowboy Prayer**

Our Heavenly Father, we pause at this time, mindful of the many blessings you have bestowed upon us. We ask, Lord, that you will be with us in the arena of life. We as cowboys do not ask for special favors. We don't ask to draw around the chute fighting horse, the steer that won't lay, or to never break the barrier. We don't even ask for all daylight runs. We do ask Lord, that you will help us live our lives here on earth as cowboys, in such a manner, that when we make that last inevitable ride, to the country up there, where the grass grows lush, green, and stirrup high, and the water runs cool, clear, and deep, that you'll take us by the hand and say – "Well done cowboy, welcome home."

**Wild Bulls**

*Scouter Jim, Great Salt Lake Council*

As a youth our family lived on a large ranch in one of the outreaches of southeastern Utah. My father was the ranch foreman. One fall he was on Mount Peale helping round up the herd to move them to the winter range on the desert. As my father was searching for strays, a large, white faced, Hereford, with long horns, came out of the trees toward him.

It was a one-thousand pound unbranded wild bull. This maverick had spent years on the mountain and learned to survive bears and cougars without the protection of the cowboys. This unsupervised life had made him strong and mean. The only recourse my father could use to stop him from charging him and killing both he and his horse was to pull his rifle and shoot him through the skull.

How many boys grow up to be dangerous men because they didn't have the firm hand of a leader to guide them and protect them from the dangerous world around them? As Scout leaders, we are just cow wranglers rounding up strays, and trying to protect our young charges from the dangers of a harsh and cruel world.

**He's Just A Boy**

*Great Salt Lake Council*

Get to understand the lad-- He's not eager to be bad.  
If the right he always knew-- He would be as old as you.  
Were he now exceedingly wise--

He'd be just about your size.

When he does things that annoy--

Don't forget he's just a boy.

Could he know and understand--

He would not need a guiding hand.

But he's not you and hasn't learned—

How life's corners must be turned.

Doesn't know from day to day—

There is more to life than play.

More to face than selfish joy-- Don't forget he's just a boy.

Being just a boy, he'll do-- Much you will not want him to.

He'll be careless of his ways-- Have his disobedient days.

Things of value he'll destroy-- But reflect, he's just a boy.

Just a boy who needs a friend-- patient, kindly to the end.

Needs a friend who will show--

Him the things he wants to know.

Take him with you when you walk--

Listen when he wants to talk.

His companionship enjoy,-- Don't forget, he's just a boy.

**Lullabies for Jittery Cows - Cowboy Ballads**

*Scouter Jim, Great Salt Lake Council*

Many cowboy ballads originated as a means of quieting stampede-prone cattle at night. Composed impromptu by cowhands riding around the herds, the often atonal songs took their rhythm from a horse's gait. Some had mournful tunes, but no words, and were termed "Texas lullabies." Others had standard verses that, like those excerpted below, became favorites.

**The Old Chisholm Trail**

I'm up in the mornin' afore daylight  
And afore I sleep the moon shines bright.  
No chaps and no slicker, and it's pouring down rain,  
And I swear, by God, that I'll never night-herd again.  
Oh, it's bacon and beans most every day  
I'd as soon be a-eatin' prairie hay.  
I went to the boss to draw my roll,  
He had it figured out I was nine dollars in the hole.  
I'll sell my horse and I'll sell my saddle;  
You can go to hell with your longhorn cattle.

*Santa Clara County Council*

Quotations contain the wisdom of the ages, and are a great source of inspiration for Cubmaster's minutes, material for an advancement ceremony or an insightful addition to a Pack Meeting program cover.

"Well come along boys and listen to my tale, I'll tell you of my troubles on the old Chisholm Trail." – **Unknown, from the song "The Old Chisholm Trail"**

"Live a good, honorable life. Then when you get older and think back, you'll enjoy it a second time." - **Unknown cowboy**

"Well come along boys and listen to my tale, I'll tell you of my troubles on the old Chisholm Trail." – **Unknown, from the song "The Old Chisholm Trail"**

"Live a good, honorable life. Then when you get older and think back, you'll enjoy it a second time." - **Unknown cowboy**

"Don't worry about bitin' off more'n you can chew; your mouth is probably a whole lot bigger'n you think." - **Unknown cowboy**

"The quickest way to double your money is to fold it over and put it back into your pocket." - **Unknown cowboy**

"Never approach a bull from the front, a horse from the rear, or a fool from any direction." - **Unknown cowboy**

"Don't squat with your spurs on." - **Unknown cowboy**

"When you lose, don't lose the lesson." - **Unknown cowboy**

"Good judgment comes from experience, and a lotta that comes from bad judgment." - **Unknown cowboy**

"If you're ridin' ahead of the herd, take a look back every now and then to make sure it's still there with ya." - **Unknown cowboy**

## TRAINING TIP

### Some tips on boy behavior.

*Bill Smith, the Roundtable Guy*

The boys have fun, do exciting new things and feel good about themselves. The leaders achieve the aims of Scouting, the boys are safe and they all get through the meetings with a minimum of damage and tears.

Here are some ideas on how to reach this state of grace. I am writing this mostly with den meetings in mind but much of what follows applies equally as well to pack meetings and other Scouting activities. Some of the most important points, I learned during my years working at the archery and bb-gun ranges at camp. There we had zero tolerance for misbehavior.

#### Well planned programs.

The first, and most critical, step toward controlling the behavior of the boys is to plan a good program. Boys, who are having a good time, rarely cause trouble.

And I do mean plan. Your meetings need to be filled with short, fun-filled activities each lasting no more than 10 minutes. Lean heavily on activities recommended in Cub Scout Program Helps or The How-To Book. Switch between sitting, standing and running or jumping; between slow and

fast, even indoors and outside. Games with rules tend to foster good behavior because children generally like them. Craft projects complicate things. Boys often require a lot of individual attention and may be easily bored or confused. In any case, keep it short.

Good planning will also ensure that you have all the equipment, material and snacks ready and on hand for the action. Plan more than you think you will need. Have extra stuff ready in case something doesn't work out. You can always use the leftovers at another meeting.

Write out your plan and share it with your assistants.

#### Get and hold their attention.

Wearing a uniform gets attention and respect. It is worth the cost and if it you wear it correctly and with pride you should see a difference on how boys react to you.

Use the Cub Scout sign. The alert ears of the wolf are the signal that something important is about to happen. Wait until everyone responds and settles down before continuing. Start using the sign in Tigers with compliance of the parents and things will be great.

Use ceremonies. The opening ceremony says: the meeting is starting and I am in charge. The closing says: the meeting is over and it's time to go home (or snack). Ceremonies should be attention grabbers. Keep them dramatic, short and to the point.

#### They know what's expected of them.

Boys often misbehave just because they are not sure how they are expected act. They are imaginative and invent their own standards of behavior. You don't want that.

You will need a Code of Conduct – a set of rules that we all follow at our meetings. They should be written out, posted, and both boys and parents made aware of them. Let the boys have input into setting these rules. Not only is this a learning experience for them but it also makes the rules more effective when the boys have some ownership.

Follow the rules consistently, fairly and good naturedly. Everything should, of course, comply with the Cub Scout Ideals: the Promise, the Law of the Pack and the Cub Scout Motto.

#### Give each boy individual attention.

Use each boy's name a lot. Children crave attention and, the last time I priced it, attention was an inexpensive commodity. Give out lots off it at your meetings. Use positive statements like

"I'm so glad you're here today."

"I'm glad you're in my den!"

"That was the best ever!"

"I thought of you during the week."

"You must have been practicing."

"You figured that out fast."

My own rule of thumb is four positive remarks for each negative one like: "Stop!, That's wrong, or Don't do it that way."

This is going to spread you around rather thin, so you will need the help of assistants and hopefully a Den Chief if you give boys the attention they need.

**Build a team.**

Build pride in your den. Use lots of standard team building gimmicks like den flags, doodles, cheers, secret codes etc.

Uniform inspections instill pride in appearance and this spills over to pride in conduct. Boys just seem to act better when they are in uniform. It may be that the love to act out roles and their uniforms are their stage costumes.

Watch for signs of discrimination or exclusion. Counter these with our Ideals: Cub Scouts give good will, Cub Scouts help other people. Never allow any boy feel that he is not a welcomed member.

**Empowerment**

Give each boy a chance to lead or star. There are opportunities in each of the boys' books for leadership roles. Use them in your den programs. Skits and ceremonies at pack meetings give boys opportunities to stand out. Make sure that each of your boys gets these chances.

Use the denner , change denners regularly.

**Individual problems**

There are many reasons why an individual boy may pose a problem. Things go on at home, at school, in the playground and elsewhere that can affect how he behaves at your meetings. He may need and want your help. At the very least, he wants you to care.

Get to know him. Talk to him and his parents. You can't judge him fairly if you don't understand what is bothering him.

Remember that it is always possible that the problem may be so serious that it is beyond your ability to help. If you suspect a critical or dangerous situation exists, call in the support of your Pack Committee, your Chartered Organization or your Scouting professionals.

**Some References:**

Scouting Magazine  
<http://www.scoutingmagazine.org/issues/9905/a-hsfb.html>

How to Behave So Your Children Will Too.  
[http://www.bookbrowse.com/reviews/index.cfm?book\\_number=655](http://www.bookbrowse.com/reviews/index.cfm?book_number=655)

Born To Explore.  
<http://borntoexplore.org/boys.htm>

Bill's Boy Behavior Page.  
<http://wtsmith.com/rt/behavior.html>

**PACK ADMIN HELPS**

**Fall Round Up**

*I can't possibly tell you all the details of running a great **Join Scouting Night**, **School Night for Scouting**, **Back to School Night**, **Cub Scout Round Up Night** or whatever else you want to call your Fall recruitment and membership drive within the space limits of an issue of Baloo. The amount of material is endless. Two of my favorites sites – Leslie's **Cub Bob White's Pow Wow Online**, <http://www.cubbobwhite.net/> and Carol's **Cub Roundtable**, <http://www.cubroundtable.com/> Both have extensive material on this topic.*

*There is a 35 page handout called "Key Elements of a Successful Fall Round Up," that should be available from your local council. Carol has posted it on her **Race to Scouting** section –*

<http://cubroundtable.com/race-to-cub-scouting.htm>

*So here are some good ideas to start you thinking about your event that I found on Twin Valley Council's website.*

**Have a great Fall recruitment** – and to quote our slogan here in Southern NJ Council –

**Drive for Five** – may you each have a charter with at least five more members than last year when you renew.

**Commissioner Dave**

**The 4 P's of School Night for Scouting**

*Twin Valley Council, BSA*

<http://www.twinvalleybsa.org/>

**PLAN**

All boys and their parents are invited to the School Night location nearest their home to learn about Scouting and joining a Tiber Cub group, Cub Scout Pack, or Boy Scout Troop. It is the intent that every Pack and Troop in the Council participate on the same night. Here is an opportunity to permit many boys to become members.

- ✓ It enlists the support of parents
- ✓ It leads to the organization of new units
- ✓ It is a recruiting idea of proven excellence.

**When**

"School Night for Scouting" will take place Thursday, September 19, 2002. It is a short, fast moving session where boys and parents gather to see simple displays and to hear a brief outline for the Scouting program. They will talk with adult leaders, fill out applications, (parents too), pay fees, and get needed information about meetings and activities. If existing Units cannot absorb the boys, they will meet with an organizer and a new unit organization will be started immediately.

**What**

At the same time, for each new boy and new adult, the Unit completes additional enrollments, collects fees, and make a report to the District Coordinator at the District Report Meeting scheduled to immediately follow the sign up meetings. So let's get started! Be a part of the largest recruitment effort ever undertaken by our Council. We're proud to have you as part of our team. Let's move forward together and prepare for September 19, the first day of Scouting membership for hundreds of boys in South Central Minnesota.

**PERSONNEL**

School Night for scouting requires people. It attracts new people expressly for this single opportunity. They need to be selected early and trained in their responsibilities. Personnel essential to the success of the program are:

- ✓ The District Coordinator conducts training for the unit leaders and presides at the School Night for Scouting district report meeting to collect fees, applications, etc
- ✓ Unit leaders from the area to enroll boys and their parent in the Pack and Troop.
- ✓ A Tiger Cub Organizer from each Pack for Tiger den organization.

**PREPARATION**

School Night for Scouting takes time in preparation. At least three months are involved in important meetings and training. Other preparations begin even earlier. The time schedule outlines the minimum time requirements to do a thorough job. Personnel are urged to read their job description thoroughly and then strive to complete the steps "on time".

All facets of "School Night" are designed to make this one meeting in each school successful. Work ahead so you're ready for the Fall

**PROMISES**

Boys and their parents are promised Scouting through the School Night for Scouting program. These promises can be, and must be kept. Key individuals in keeping this commitment are the unit leaders and organizers. The unit leader must be willing to accept new boys and to ensure each boy receives what has been promised. He must realize this is the time to sign up additional help and to have parents accept definite responsibilities. There will be no better opportunity than the one at hand.

The commitment of the organizer is to see that new unit organization is started and then follow it through the completion to provide a Scouting program for boys who cannot be absorbed in existing units.

**School Night for Scouting Agenda**

Adapted from *Twin Valley Council, BSA*

<http://www.twinvalleybsa.org/>

You may choose to make a School Night for Scouting flip chart based on the following agenda to ease your presentation

**PRE-OPENING**

Have the following ready –

- ✓ Attendance cards,
- ✓ Scouting literature,
- ✓ Ceremony equipment,
- ✓ American flag and unit flag

**EXHIBITS AND DISPLAYS**

Direct boys and parent. to visit exhibit and display area. Set up sign with unit number, sponsor, and time and place of meetings.

At least two Cub Scouts in uniform.

Pictures and/or slides of activities, *especially Day Camp*.

Sign to direct First Grade boys to special Tiger Cub meeting room.

Other display items might include Pinewood Derby cars, projects from past Scout Shows, etc

**REGISTRATION**

Have boys and parents fill out a name tag.

Have parents fill out attendance card for boy.

Split out Tiger Cubs (1st grade boys and their parents to different locations.)

**OPENING CEREMONY**

A) Teach "When the Sign Goes Up".

- Here is a simple way to get order for announcements or the next order of business. Explain that whenever you raise your hand in the

Scout sign, the group is to become attentive and stop talking.

- Have everyone practice it a few times until the proper reaction becomes automatic. This method of getting order saves your voice and nerves. Explain to the boys "when the sign goes up, everyone is to listen".

B) Flag ceremony--Cub Scout Den

- Form two lines facing each other. The flag is marched up between the lines with all personnel saluting. The flag is halted at the head of the lines and turned about face, whereupon all assembled give the Pledge of Allegiance.

**WELCOME - STATEMENT OF PURPOSE**

A. Briefly state purpose of meeting.

- Tell prospective members and their parents about Scouting's opportunities in the neighborhood and inform them as to how they may participate.

B. Tell how Cub Scouting does business.

- Creates a partnership with an institution such as PTA, church, or civic group to use the Cub Scout program with their youth.
- The unit is owned by the chartered partner (school, civic club, etc.)
- The chartered partner provides unit meeting place and leadership.
- The (name your local council) provides program literature and tools, training for leaders, volunteer and professional guidance and a major activity schedule, including provision of camp facilities. Let everyone know when the next scheduled training session is.
- Cub Scouting is for boys in grades 1-5.
- Cub Scouts join a Pack. The Pack meets once a month and it's a family meeting (Mom, Dad, brothers & sisters). The boy is assigned to a den which has 6-8 members and meets once a week.
- Talk about benefits of Boys' Life.

C. Introduce Unit Leaders

**UNIT SPECIFICS**

A Parent participation.

*Place great emphasis on each parent joining Scouting with their son.*

- Parents who have boys of Scouting age are the major source of leadership. Cub Scouting is volunteer led.
- Full support and cooperation of every parent is essential to a successful Cub Scout program.
- Parents can help carry their share by serving as unit leaders or den leaders, unit committee members or auxiliaries, or by cooperating on transportation for Cub Scout outings.
- Parents need to keep informed.
- Parents should encourage their boy in his advancement.

B Unit Information

- Leadership Meeting place and time
- Registration fee

- BOYS' LIFE SUBSCRIPTION –
  - Policies and procedures (if appropriate).
- C** Review unit program for the coming year.
- Leader should distribute a "hand out" describing the Unit's planned program for the next 12 months.
- D** Distribute and review applications for membership.
- E** Work on organization of new dens as required.
- F** Process applications for membership... Cub and adult. Fill out applications and collect fees for new enrollments. Adult applications need to be signed by a representative of the unit's chartering organization.
- G** Our next meeting will be \_\_\_\_\_

**ADJOURN**

- Mention Boys Life magazine again
- Have inspirational Cubmaster's Minute (Closing Thought)
- Tell everyone Pack parents will remain to answer questions
- Dismiss Boys and Parents

**COMPLETE YOUR SCHOOL NIGHT FOR SCOUTING' REPORT**

- A** Turn in Report along with all the registration forms to your District Coordinator.
- It does nobody any good for you to keep those applications on your refrigerator until charter renewal, you "get them all together," "I get a chance to look them over again", ... (or any of the myriad other excuses I have heard over the years)
  - Until you file that application –
    - ✓ The new Cub does not have BSA insurance
    - ✓ Will not begin receiving Boys' Life, which is usually three months after registration anyway
    - ✓ Your council may refuse to process awards for him as he is not registered (*Mine does – CD*)
- B** Straighten up meeting room facilities - remove displays - thank custodian.

**Leather Pack or Den Totem**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*



Totems can be used for Den or Pack spirit or both.  
**Make up an award scale –**

Each time the Scout attends a Den or Pack meeting or Pack event he gets a bead for his totem.  
 An extra bead if he wears his uniform  
 Another for having his book  
 Beads for Pinewood, Space and Rain gutter derbies and other special things  
 Maybe some beads for Sports Awards or other patches earned (Leave No Trace, Outdoors, ...)  
 After every so many (5? 10?) beads he earns a plastic Bear Claw or Eagle Talon.  
 Have a special helper bead to award when a boy stays to help set up or clean up for a meeting  
 Maybe a Cubmaster's award for great Scout Spirit

***Be inventive***

**Decide on your totem –**

Where do you wear it?

- Should it hang on a belt?
- Attach to a pocket button?
- Be a necklace?

How about shape –

- Arrowhead?
- Tent?
- Hat or Cap?
- Circle?
- Square?
- Dodecahedron?

What should it say?

Pack Number?

- Town?
- School?
- Church?
- Cub scout logo?

A year – Should each boy gets a new one each year, one for Tiger/Wolf/Bear and one for Webelos, or keep the same one until he graduates?

Maybe stamp the Cub Scout diamond as each rank is earned – or stamp just this year's rank?

Make a leather totem using stamping leather and stamping tools. Lots of vendors carry pre cut shapes – The Leather Factory ([www.leatherfactory.com](http://www.leatherfactory.com)) or Ozark Campfire in Belton, MO (816-331-7112) are two of my favorites. Ask around, see where the leaders near you get things.

**Don't have stamping tools??** Borrow stamping tools from other Packs in the council or ask around, someone is bound to have a supply. The Leather Factory stores conduct training sessions where they supply everything needed to make a totem.

**Supplies Needed:**

- Stamping Leather Shapes
- 2 mm Round Leather Lace
- Stamping Tools
- 6 x 9 mm Pony Beads
- Plastic Claws

## TIGERS

### What's Up, Tiger Cub? Baltimore Area Council

Tiger Cubs can participate fully in Cub Scouting and enjoy the fun and excitement at their level. The advancement plan is designed for first grade boys. Tiger Cubs have been members of Cub Scout Packs for years, but the Tiger Cub program is constantly evolving with new ideas and looks, while keeping its two most important elements.

- ✓ The Tiger Cub program remains the fun-filled, age-appropriate introduction to Cub Scouting.
- ✓ Tiger Cubs still participate along with an adult partner and those adult partners share leadership in the Tiger Cub Den.

#### Highlights of the Tiger Cub Program

- Tiger Cubs and adult partners participate in Den and Pack activities together.
- A Tiger Cub Den leader coordinates shared leadership among adult partners in the Den.
- Tiger Cubs wear the blue uniform with an orange neckerchief, along with an optional, newly designed blue and orange cap. No. 83892.
- The Tiger Cub badge, No. 80369, is earned after completing five achievements grouped in three areas: Den activity, Family activity, and Go See It Activity. After completing the rank of Tiger Cub, a boy may earn one Tiger Track bead when he completes 10 electives. There is no limit to the number of Tiger Track beads a boy can earn.
- Advancement is displayed on a Tiger Cub totem
- The recommended monthly meeting pattern consists of Den, family, and "Go See It" activities, and participation in the monthly Pack meeting. Suggested Den meeting plans are included in Cub Scout Program Helps, No. 34304D.
- Tiger Cubs and adult partners work out of the Tiger Cub Handbook, No. 34713, to complete achievements and electives, and plan activities.
- A complete description of the Tiger Cub program can be found in the "Tiger Cub Program" chapter of the Cub Scout Leader Book, No. 33221 A.
- Each Pack should have one or more Tiger Cub Dens, each consisting of five to nine boys and adult partners.
- The Tiger Cub Den leaders are members of the Pack leadership team and receive support and coaching from the Pack committee, which includes the Pack Trainer, Cubmaster and Assistant Cubmaster.
- Tiger Cub badges should be presented in meaningful Pack meeting ceremonies.
- Tiger Cub Dens actively participate in Pack meetings and activities.
- Tiger Cubs and their adult partners are the future of your Pack!

#### It's in the Book

For the most up-to-date information about Tiger Cubs, see the Tiger Cub Handbook, No. 34713, and the Cub Scout Leader Book, No. 33221A.

**Tigers are Grrrrreat!!** And don't we know it! As Tiger Leaders, our job is to help these young Scouts to search, discover, and share together as they start along the Cub Scout Trail.

#### Tigers - Fun at the Zoo Circle Ten Council

*Here is an idea for a fun way for you start off your Tiger year, something the whole family can enjoy - CD*

#### Family Activities

Zoos are a great choice for family fun anytime, with events and fun year-round. Your family can see some of nature's most beautiful and varied creatures, and learn about their favorite animals.

#### VISIT THE ZOO

Get a family pass to the zoo. If the whole family visits the zoo just twice, you more than recover our cost.

#### WALKING IN THE ZOO

See how animals look with their winter or summer coats on. Talk about how they live in either the cold or hot weather.

#### Den Activities

##### SPONGE PAINT GIRAFFE

**Need:** Orange paper in the shape of a giraffe, black paint, small sponges or cotton balls, clothes pegs, Styrofoam meat tray

**Directions:** Use the clothes pegs as handles and attach a cotton ball or sponge to the end. Put the paint on a Styrofoam meat tray and using the cotton ball/sponge to dip into paint and dab spots onto the giraffe.

##### ZEBRA

**Need:** Zebra shape, marble, black paint, box

**Directions:** One of my favorite zoo animal activities is to roller ball paint (marble paint) on a zebra shape with black paint. I use the boxes that canned coke come in to do this activity. I simply supply the black paint in a shallow pan, the zebra cut outs, and large marbles.

##### ZOO CAGE

**Need:** Shoe box, straws, clay or toilet paper rolls

**Directions:** Take a shoe box-remove lid . Punch holes about 1/4 inch in along the length of the box and again on the paralleled side trying to keep holes aligned. Run a straw through a hole on the top and on the bottom. Sit box onto one of longer side tada - a cage. Next create an animal out of clay or toilet paper rolls. Pull up a straw and give the animal a home.

#### Den Activities

*You can find more ideas at [www.zoopals.com](http://www.zoopals.com)*

##### Make a puppet.

Glue or tape a stick to the back of a Hefty® Zoo Pals® plate and make a puppet for a puppet show. You can use a Popsicle stick, paint stirrer, ruler, or even a chopstick. You can put on a show, such as a make-believe zoo or circus, or take the animals on an adventure.

##### Make a mask.

Glue or tape a stick to the back of a Hefty® Zoo Pals® plate. Cut out the eyes and let the child hold the animal face up to

his/her face. To ensure that the child does not trip or fall, use the mask only while seated.

**Make a set of animal ears.**

This is great for a costume or for letting your child pretend to be his/her favorite animal. Cut your child's favorite ears off the plate about 1/2 inch below the ears. Tape the ears, at the center only, to a plastic, rigid or cloth headband and carefully place ear-band on child's head. See if your child can make the sound or motions of his/her favorite animal.

**Design your own Hefty® Zoo Pals® plate.**

Turn a plate upside down on a piece of paper. Trace the outline of the plate to form a template for a new animal design. Let your child draw his/her own Zoo Pals® animal with crayons, markers, or paint. Or cut apart the pieces from real plates and let the child paste together a new plate, combining eyes, noses, and ears from different animals. Create a body for your favorite Zoo Pal® animal. Select your favorite Hefty® Zoo Pals® plate and glue or tape it to a large piece of paper. Let your child design a body for his/her favorite animal using crayons, markers, paint, or even scraps of fabric.

**Jazz up Hefty® Zoo Pals® plates.**

Use glitter, fabric scraps, yarn, paint, nail polish, and colored glue to decorate and accessorize your favorite animals. Give them hair, glasses, shoes, and more.

**SPECIAL OPPORTUNITY**

**Recruiter Strip**

[www.usscouts.org](http://www.usscouts.org)



*I thought it would be appropriate for September to remind you about an incentive award for boys to get their friend to join Scouting - CD*

Cub Scouts and Boy Scouts may be awarded, and wear, below the right pocket on their uniforms, the Recruiter Strip shown above

There are NO formal requirements for these strips. Each Unit establishes the procedure for awarding the strip. Usually, a Recruiter Strip is awarded to a Cub Scout or Boy Scout the first time he is successful in getting a friend, relative, classmate, or other acquaintance to join his unit.

Typically, only ONE strip is awarded to a boy while he is a Cub Scout, and another may be awarded while he is a Boy Scout. But there is no official limit.

From time to time there are special Recruiter Patches issued. I have seen Football Helmets, Garfield, and others.

*Just remember – A boy has to be having fun in Cub Scouting before he will ask his friend to join.*

**Boys' Life Reading Contest**

**Enter the 18th Boys' Life Reading Contest Now!**

Boys' Life Reading Contest Patches  
**COLLECT ALL FOUR!**



Write a one-page report titled "The Best Book I Read This Year" and enter it in the *Boys' Life* 2005 "Say Yes to Reading!" contest.

The book can be fiction or nonfiction. But the report has to be in your own words—500 words tops. Enter in one of these three age categories: 8 years old and younger, 9 and 10 years old, or 11 years and older.

First-place winners in each age category will receive a \$100 gift certificate good for any product in the Boy Scouts Official Retail Catalog. Second-place will receive a \$75 gift certificate, and third-place a \$50 certificate.

Everyone who enters will get a free patch like the green one above. (The patch is a temporary insignia, so it can be worn on the Boy Scout uniform shirt. Proudly display it there or anywhere!) In coming years, you'll have the opportunity to earn the other patches.

The contest is open to all *Boys' Life* readers. Be sure to include your name, address, age and grade on the entry. Send your report, along with a business-size, self-addressed, stamped envelope, to:

Boys' Life Reading Contest, S306  
P.O. Box 152079  
Irving, TX 75015-2079

For more details go to [www.boyslife.org](http://www.boyslife.org)

Entries must be postmarked by Dec. 31, 2005.

**GATHERING ACTIVITIES**

*Note on Word Searches, Word Games, Mazes and such – In order to make these items fit in the two column format they are shrunk to a width of about 3 inches. Your Cubs probably need bigger pictures. You can get these by copying and pasting the picture from the Word version or clipping the picture in the Adobe (.pdf) version and then enlarging. CD*

**Sticker Stalker**

*Santa Clara County Council*

Give each person that arrives a pack/sheet of 10 stickers. The object of this game is to get rid of all your stickers by sticking them on the other guests (One sticker per guest). However, if the guest you are "stickering" catches you, he/she gets to stick one of his/her stickers on you. If you are "caught", you must temporarily take your sticker back, and you can try to sticker that same person later (at your own risk). But if someone falsely accuses you of "stickering" him/her, then you can automatically put one of your stickers on that person. The first one to get rid of all 10 of their original stickers is the winner!

**Chisholm Trail Word Search**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
 Information from "Along the Chisholm Trail" website  
<http://www.onthechisholmtrail.com/>

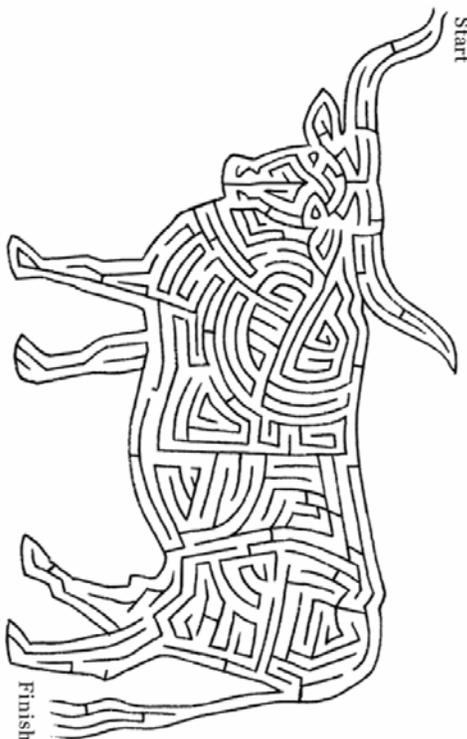
Find the following words that describe the Chisholm Trail printed in the word search below. They can be upside down, backwards, forwards or diagonal.

- |              |           |                |
|--------------|-----------|----------------|
| Cattle Drive | Chaps     | Chisholm Trail |
| Chuck Wagon  | Cowboy    | Duncan         |
| Herd         | Indians   | Jesse Chisholm |
| Kansas       | Longhorns | Oklahoma       |
| Remuda       | Revolver  | River Crossing |
| Spurs        | Texas     | Trail Boss     |
| Wrangler     |           |                |

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

**Longhorn Maze**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
 Information from "Along the Chisholm Trail" website  
<http://www.onthechisholmtrail.com/>



**Cowboy Lingo Match up**

*Santa Clara County Council*

1. \_\_\_\_\_ Wohaw
2. \_\_\_\_\_ Tumbleweed
3. \_\_\_\_\_ Chaparral
4. \_\_\_\_\_ Flapjack
5. \_\_\_\_\_ Boot Hill
6. \_\_\_\_\_ Rustler
7. \_\_\_\_\_ Pemmican
8. \_\_\_\_\_ Bandanna
9. \_\_\_\_\_ Dogie
10. \_\_\_\_\_ Bowie
11. \_\_\_\_\_ Pony Express
12. \_\_\_\_\_ Levis
13. \_\_\_\_\_ Ornery
14. \_\_\_\_\_ Mustang

- A. Sheath knife with a blade usually 9" long.
- B. Term for dried meat, jerky.
- C. Cemetery where "bad men" were buried.
- D. Mail service from Missouri to California.
- E. Blue denim overalls.
- F. Dense thicket of thorny bush trees.
- G. Large weed which breaks off and blows away.
- H. Type of bread similar to pancakes.
- I. Cowboy word for something he doesn't like.
- J. A neckerchief.
- K. A wild horse.
- L. A horse or cattle thief.
- M. Indian word for cow or beef.
- N. An orphaned calf, young steer.

**Answers:** 1-M, 2-G, 3-F, 4-H, 5-C, 6-L, 7-B, 8-J, 9-N, 10-A, 11-D, 12-E, 13-I, 14-K

**Signature Round-up**

*Santa Clara County Council*

As each person arrives, hand him or her a sheet with the words CUB SCOUT ROUNDUP spelled out (and a pencil or pen).

Ask them to collect as many signatures as possible of persons whose first or last name starts with one those letters. The letters 'V' or 'W' can be substituted for the letter 'U'.

A person may sign the sheet once.

Prizes can be awarded to those who complete the sheet or to the first one finished in various age groups.

**Western Scramble**

*Santa Clara County Council*

Unscramble the following western words:

1. SURPS \_\_\_\_\_
2. SDEDLA \_\_\_\_\_
3. ERHOS \_\_\_\_\_

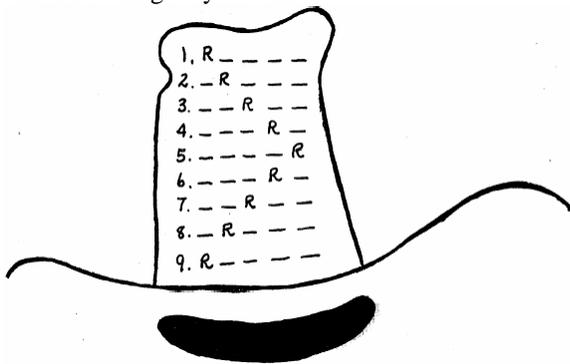
- 4. OBAUFF \_\_\_\_\_
- 5. BOCYOW \_\_\_\_\_
- 6. SLOSA \_\_\_\_\_
- 7. ESTER \_\_\_\_\_
- 8. DOORE \_\_\_\_\_
- 9. SPACH \_\_\_\_\_
- 10. URROB \_\_\_\_\_
- 11. LSOHETR \_\_\_\_\_
- 12. ERLIF \_\_\_\_\_
- 13. LEDRIB \_\_\_\_\_
- 14. BIANC \_\_\_\_\_

**Answers:** 1-SPURS, 2-SADDLE, 3-HORSE, 4-BUFFALO, 5-COWBOY, 6-LASSO, 7-STEER, 8-RODEO, 9-CHAPS, 10-BURRO, 11-HOLSTER, 12-RIFLE, 13-BRIDLE, 14-CABIN

**Ten Gallon Hat**

*Baltimore Area Council*

Find the five-letter words that fill this Cowboy's ten gallon hat. The R's will give you a hint.



- 1. Cowboy's home
- 2. Owner's cattle mark
- 3. What a cowboy rides
- 4. Worn on a cowboy's boots
- 5. Needed on a desert trip
- 6. What a cowboy sees overhead at night
- 7. Growth on heads of cattle
- 8. Path or route
- 9. Cowboy's circus

**Answers:** 1. Range, 2. bRand, 3. hoRse, 4. spuRs, 5. wateR, 6. staRs, 7. hoRns, 8. tRail, 9. Rodeo

**Roundup**

*Baltimore Area Council*

Upon entering the Pack meeting place, guests are handed cards bearing a particular cattle brand, (Number of brands issued depends on size of Pack.) Each group of brand cards

contains one brand card with the extra notation "cowboy." It is the duty of the designated "cowboys" to "round up" the stray cattle in a particular area of the meeting place. Until the cattle are gathered, they are bawling and mooing. The noise stops when the cattle are placed safely within their own corral.

**OPENING CEREMONIES**

**Cowboy Opening**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

**Preparation:**

Print out each letter below on a sheet large enough for the audience to read. On the back of each sheet print the corresponding sentence. For an added affect - have Scouts draw a picture on the front that goes with the words.

**Narrator:** Tonight we step back in time to the Old West. We will visit a cattle drive on the Chisholm Trail. Let's take a closer look at the brave men who worked with the cattle – the Cowboy.

**Cub # 1:** C – Cattle herder

**Cub # 2:** O – Open range

**Cub # 3:** W – Wears a bandana

**Cub # 4:** B – Brands the cattle

**Cub # 5:** O – On the trail to Abilene, Kansas

**Cub # 6:** Y – Yippee-yi-yea, yippee-yi-yoh!

**Narrator:** Roundup the Scouts and let's get started!

**Yee-haw!!**

**My Flag**

*Baltimore Area Council*

**Equipment:** Flag, 2 flashlights lights out

**Cast:** Leader Cub Scouts in Cowboy Outfits

**Setting:** Pack in half circle around flag. House lights mostly out. Flashlights aimed at flag.

Poem may be read by one person or broken up into parts

The flag is so beautiful to see,  
It really means a lot to me.

It's like a banner in the sky,  
It brings great tears to my eyes.

In my cowboy mind,  
These thoughts I find.

The white stripes remind me,  
Of Sunday and the Glory of Light.

The red stripes remind me,  
Of sweat, of a workday in sight.

The White stars on a blue field,  
Remind me of peace at night.

She stands for freedom,  
I stand by her side,

She is to me my faithful guide.

**September Pack Meeting**

*Baltimore Area Council*

**Arrangement:** Six Cub Scouts in uniform. They enter stage one by one, saying their parts. Part may be written in LARGE print on back of construction paper with pictures of Cubs on front. All remain on stage to sing with audience.

**Cub # 1:** Another year is starting,  
And we'd like to welcome you  
And tell you what our purpose is,  
And what we hope to do.

**Cub # 2:** The Cub Scouts is a group of boys;  
It helps us grow up strong,  
It teaches us to do what's right,  
And fight against what's wrong.

**Cub # 3:** It shows us how much we can do,  
If we work as a team,  
Then we'll have fun and jobs won't be  
As hard as they first seem.

**Cub # 4:** We'll go on hikes and field trips,  
To learn of nature's wonders;  
So we'll respect her when we're grown,  
And not make any blunders.

**Cub # 5:** And we'll be shown in many ways  
That each man is our brother;  
And we will see the joy there is  
In helping one another.

**Cub # 6:** We'll learn to be good citizens '  
And, hopefully, we'll see  
That laws are made for all the men,  
So each man can be free. .

**All:** To do this, the Cub Scouts need  
Good leaders - that is true.  
That means we need the help of all  
Of you - and You - and **YOU!**

**Leader:** And now to start our year off right,  
In a good and proper manner,  
We'd like you all to rise and sing  
Our own "Star Spangled Banner".  
*(Audience rises. All sing.)*

**Rodeo Fans**

*Baltimore Area Council*

**Set Up:** Cubmaster enters room and says the following while Dens of Cub Scouts dressed in western costume wait outside the room and recorded western music (e.g. the Flying W Wranglers) is played.

Good evening, rodeo fans. Welcome to the Cub Scout Round-Up. Like any rodeo, we have thrills and chills, feats of daring, and best of all, we have a grand entrance parade. *The Dens of Cub Scouts dressed in western costume now enter the room.* That's one of the best parts of a rodeo, with all riders carrying their own flags. But greatest flag of all is our own "Old Glory". Let's show our respect now by rising to salute the flag of our United States. *(Boys in uniform advance colors and lead the Pledge of Allegiance.)*

**The Law Of The Range**

*Baltimore Area Council*

**Leader:** Explain that the Code of the Cowboy is similar to the Code Cub Scouts know as the Law of the Pack. Then invite the Pack to respond as you say the Cowboy Code. *You might want to make sure this ceremony is printed in your program for that Pack Meeting.*

**Leader:** The cowboy believes in fair play. He always returns stray cattle to its rightful owner.

**Response:** The Cub Scout follows Akela.

**Leader:** The cowboy's word is his promise; a handshake is his contract.

**Response:** The Cub Scout helps the Pack go.

**Leader:** The cowboy never steals another cowboy's equipment. He never mistreats a borrowed horse.

**Response:** The Pack helps the Cub Scout grow.

**Leader:** The cowboy always shows hospitality to strangers. He shares his meals with those who are without food.

**Response:** The Cub Scout gives goodwill.

**Pioneer Days Opening**

*Santa Clara County Council*

*This opening is completed by Pioneer Days Closing, if you choose one you really should choose both or combine them into one ceremony or a skit. CD*

**Props:**

- ✓ Pictures of covered wagons on cardboard;
- ✓ Cardboard signs reading: YIELD, CURVE, Eat At SAMS, etc.;
- ✓ Grocery bag with stuffed bear in it;
- ✓ Large sack labeled DIRT.

**Cubmaster:** (In front of the curtain)

Oh Pioneers! Oh Pioneers!

Your courage we admire – not for the reasons history gives

Do you our awe inspire!

It's hard for us to understand and know what it was like

You didn't have the things we have –

A car, a plane, a bike!

*(on stage have carrying covered wagon pictures walk in a circle several times)*

We read how then you had no roads,

no highways lined with pines;

One question we must ask you –

What'd you do without all those signs?

*(People carrying roadside signs come on stage and walk around in a circle several times)*

And then we read about your meals of wild bear – there's a stopper.

The one thing we can say is this –

Your wife was quite a shopper!

*(Woman strains to drag bag with bear across stage)*

Yes, we read of all your hardships.

But you beat us on one thing –

You had the true, original,

Indoor – outdoor carpeting.

*(Pioneer standing next to sack of dirt appears on stage)*

**Picture of Our Nation Opening**

*Santa Clara County Council*

**Setting:** Flag is already on stage behind curtain. You can also do this in a darkened room with the spotlight on the flag coming on at the appropriate time.

*This can be done with one leader reading the whole thing or dividing it up into parts so several Cub Scouts can take part in the ceremony.*

**Cubmaster:**

I am about to show you a picture of our past – of Davy Crocket, Kit Carson, Daniel Boone, the famous forty-niners,

and even Lewis and Clark. It is a picture of all those brave frontiersman who headed west.

It is a picture of our people – 200 million of them. They are part of the picture we are helping to paint. To this picture we will add the portraits of Cub Scouts, growing into men, who will live useful lives and who will add to that history of noble action, which is our American heritage.

Cub Scouts and parents, may I present to you the picture of our country! (curtain opens to reveal the American flag)  
The flag of the United States of America!

Please stand and join me in reciting the Pledge of Allegiance to this great flag – the picture of our nation.

## PACK AND DEN ACTIVITIES

### Pack Meeting Ideas

*Santa Clara County Council*

- ✓ Setup a fake campfire, and invite a storyteller to tell a Wild West story. Set the Pack meeting up with no chairs and only blankets on the floor for the boys to sit on. The families can also be with their boys on the floor.
- ✓ To add atmosphere to the Pack meeting, decorate the meeting room with a Western motif, and play old folksongs or country music in the background. The meeting should be a montage of American pioneer history with skits, stunts, maybe a puppet show telling a pioneer legend and demonstrations of pioneer skills and games.
- ✓ Have Pack leaders and parents come dressed in cowboy attire (cowboy hat, boots, chaps).

### Cowboy Lingo

*Scouter Jim, Bountiful, UT*

<b>Airin' the lungs:</b>	cussin'
<b>Biscuit shooter:</b>	the ranch cook
<b>Colorado mockingbird:</b>	a burro
<b>Dally:</b>	a half-hitch of rope around a saddle horn used when roping
<b>Dog house:</b>	the bunkhouse
<b>Flea trap:</b>	a cowboy's bedroll
<b>Greasy belly:</b>	a cook
<b>Gut hooks:</b>	spurs
<b>Hay shaker:</b>	a farmer
<b>Hot rock:</b>	a biscuit
<b>Idaho brain storm:</b>	a tornado
<b>Kack:</b>	a saddle
<b>Kack biscuit:</b>	a saddle sore
<b>Latigo:</b>	a leather strap used to fasten a saddle on a horse
<b>Maniac den:</b>	a sheep wagon or camp
<b>Maverick:</b>	an unbranded animal
<b>Necktie social:</b>	a hanging
<b>Tasting gravel:</b>	thrown from a horse

### Cowboy Phrases

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

*From the Nevada State Kids Page on Cowboys -*

<http://dmla.clan.lib.nv.us/docs/kids/cr-glossary.htm>

Try adding these zippy cowboy phrases to your next conversation:

- **Above my huckleberry** - Too hard for me to do
- **All horns and rattles** - Someone who is very angry
- **Barkin' at the knot** - Wasting your time, trying to do something useless
- **Doesn't use up all his kindlin' to make a fire** - Someone who doesn't waste words on small talk
- **Don't go wakin' snakes** - Don't make trouble
- **He's a featherheaded loco!** - He's a crazy fool!
- **I'm busted!** -I've spent all my money
- **I'm sick of prairie strawberries every day!** - Not baked beans again!
- **Let's hit the trail** - Time to get going!
- **Looks like a goose-drowner** - It's going to rain cats and dogs
- **Mad as a peeled rattler** - Very angry

More Cowboy Slang and Phrases:

<http://www.legendsofamerica.com/WE-Slang.html>

<http://freepages.genealogy.rootsweb.com/~poindexterfamily/OldWestSlang.html>

### Vocabulary

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

*I am sure you inventive Den Leaders and Cubmasters can create activities games to be played using this list. Maybe even a skit or two of someone getting ready for his journey out west See the Cattle Drive info for ideas. CD*

<b>Bandana:</b>	Also known as wild rag; a cloth made of silk or cotton, usually worn around the neck to protect against wind, rain and sunburn.
<b>Bedroll:</b>	The cowboy's bed, made up of blankets and quilts wrapped up in a tarp (a waterproof canvas) which fastens with hooks or snaps on the sides. The bedroll also serves as the cowboy's suitcase.
<b>Boom town:</b>	A town that grew up rapidly, usually a mining town or a town where a cattle trail met a railroad line.
<b>Branding:</b>	The process of marking the hide of a calf with a hot iron to show ownership.
<b>Brands:</b>	The trademark design that is burnt into a calf to identify its owner.
<b>Cattle drive:</b>	The movement of a herd of cattle from ranches and grazing lands to the railroad lines for shipment to meat-packing plants farther east.
<b>Cavvy yard:</b>	Also called cavvy and remuda; the herd of spare saddle horses.
<b>Chaps:</b>	Long leather leggings worn by cowboys over their pants for protection against cactus and other range plants.
<b>Chuck wagon:</b>	The wagon that was used on a cattle drive or on a ranch to cook meals for the cowboys. A kitchen on wheels.
<b>Circle herding:</b>	Rounding up the cattle by riding in a circle or in a straight or crooked line.
<b>Clove hitch:</b>	A knot used by cowboys to tie a rope or lariat to a post.
<b>Cow puncher:</b>	Another name for a cowboy.
<b>Cowboys:</b>	Men who work with cattle.

<b>Cut:</b>	To separate a calf or cow from the bunch.
<b>Cutting horse:</b>	A ranch horse specially trained to single out (or "cut") a steer or horse from a herd.
<b>Dogie:</b>	A motherless calf.
<b>Drive:</b>	As used in the song "Get Along Little Dogies," this means to walk the cattle in a specific direction.
<b>Half-hitch:</b>	A knot often used by cowboys to tie a lariat to the saddle horn.
<b>Herd:</b>	A group of cattle or horses; also called a bunch.
<b>Jerky:</b>	Strips of dried meat that could be stored for long periods.
<b>Lariat:</b>	The cowboy's rope, also called the lasso, catch-rope, twine and reata.
<b>Lasso:</b>	A lariat tied with a special knot so that the lariat could be tightened when thrown over the head of a steer or horse.
<b>Longhorns:</b>	A special breed of cattle named for the size of their horns. They were originally from Texas.
<b>Nighthawk:</b>	The cowboy who looks after the horses and cattle at night.
<b>Night herding:</b>	Riding a slow circle around the cattle all night, often singing quietly to keep them from spooking.
<b>Poke:</b>	A pouch or bag used by cowboys to carry small personal items.
<b>Quirt:</b>	A weighted, short-handled whip made of braided rawhide or leather.
<b>Range:</b>	The grazing grounds for cattle and horses; can also refer to a cowboy's home turf.
<b>Rawhide:</b>	The untanned cattle skin; a skin that has not been processed to make leather.
<b>Roundup:</b>	The bringing together of a ranch's cattle for branding or to start a cattle drive.
<b>Spurs:</b>	Made up of heel band, shank and rowel, the spur is a tool used to persuade but not injure the horse.
<b>Stampede:</b>	A wild and uncontrollable run by a herd of spooked cattle.
<b>Stirrup:</b>	A flat-based ring that hangs from a saddle, used for a footrest for mounting and riding a horse.
<b>String:</b>	The group of horses allotted to each cowboy for his personal use; on a big outfit, each cowboy might have between five and ten horses in his string.
<b>Tassel:</b>	The clump of hair at the end of the tails of cattle.
<b>Tenderfoot:</b>	A newcomer to the cowboy life; also called a greenhorn.
<b>Wipe:</b>	Another word for bandana.
<b>Wrangler:</b>	The person on a ranch or cattle drive who took care of the horses.

### Japanese Horseshoes

*Santa Clara County Council*

This is a game of horseshoes that doesn't require anything more than a few sticks.

### Equipment:

- ✓ A 12-inch stick, A 6- to 8-inch stick for each player
- ✓ Find a one-foot target stick called a *nekki*, and push it firmly vertically into the ground, several feet in front of the thrower.
- ✓ Give each player a smaller (6-8 inches long) throwing stick.
- ✓ Each player takes a turn tossing their stick at the *nekki* target stick as if they were skipping rocks – it is a sideways throw.
- ✓ Whoever knocks down the target is the winner.
- ✓ This game requires skill and a little practice, but very few materials.

### The Chisholm Trail

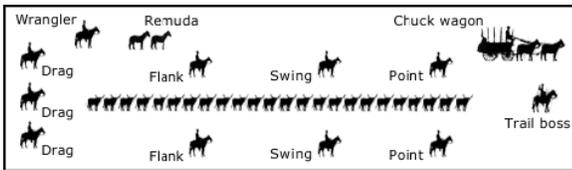
*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
Information from "Along the Chisholm Trail" website  
<http://www.onthechisholmtrail.com/>

*Is there a local trail near you similar to the Chisholm Trail that your Scouts would enjoy learning about and going to see?? CD*

By the end of the Civil War, very few cattle had survived east of the Mississippi; Union and Confederate forces had consumed most of it to feed their armies. Moreover, having sampled beef, millions of veterans and citizens had now developed a taste for it; up until then, pork had been the leading meat source in ordinary diets. As a result, a steer would go for as much as \$50 a head back east when it was available. On the other hand, Texas ranchers were "cattle poor." During the war, untended herds and wild longhorns multiplied by the millions. Though thousands of cattle roamed their ranches, ranchers considered themselves lucky if they could get \$3 a head. The shortage of beef in the east, together with an increasing taste for it, created a demand that promised great profits if the cattle-poor ranchers could get their longhorn herds to the eastern cattle markets. With the end of the War, cattlemen needed a new route to market their cattle. Joseph McCoy, an enterprising promoter, was the first to see promise in a shorter, more direct route through Indian territory to the new railheads slowly moving west through Kansas Territory. Working a deal with the railroad, McCoy built cattle pens and a new hotel at the railhead in Abilene, Kansas, then hired surveyors to mark a new route back south to Texas. They began with a route almost due south to Wichita, then followed Jesse Chisholm's trade road 220 miles to his trading post on the north Canadian River. From Jesse's trading post, they headed almost due south to Texas to the closest practical Red River crossing along the way, later known as Red River Station. With a safe, easy route from Texas across Indian territory to Abilene now marked, McCoy distributed handbills throughout southern Texas inviting cattlemen to bring their herds to Abilene. Thus, the Chisholm Trail, a great commercial roadway of the time, was born.

**Cattle Drive**

This diagram shows a typical cattle drive formation.



- ✓ The Pointers guided the cattle in the desired direction
- ✓ The Swing Riders, behind the Pointers, assisted in guiding the cattle, and in keeping the herd in formation.
- ✓ The Flank Riders worked at keeping the formation intact.
- ✓ The Drag Riders, the most undesirable position because of the dust, depending upon the wind, kept the weaker, lagging cattle from slowing the formation down.

To increase the formation speed, the drovers would "squeeze em down," or ride closer to the flanks to narrow the formation.

**Longhorn Bull Neckerchief Slide**

**Cowboy Chaps**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
Go to Exciting Scoutcraft to see how to make these leather slides - <http://www.e-scoutcraft.com/leather>

**Pencil Lasso**

*Santa Clara County Council*

**Supplies:** 3- or 4-ply rope, strong wire, circular jar lid



**Directions:**

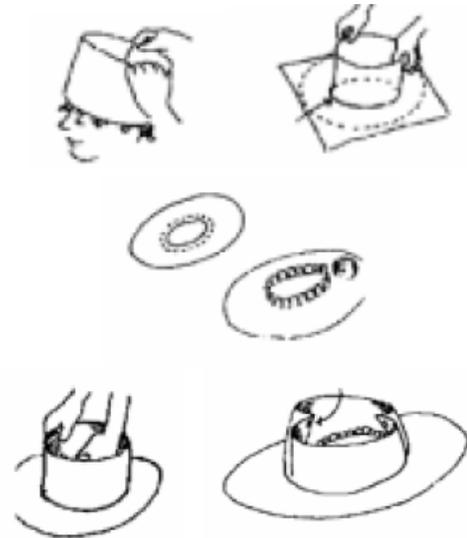
- ✓ Cut a piece of 3- or 4-ply rope 2 feet long.
- ✓ Cut a piece of strong wire a little longer than the rope.
- ✓ Carefully twist the wire in between the layers of the rope so that it doesn't show.
- ✓ Now you can bend the rope into any shape.
- ✓ To make a pencil holder, glue one end of the rope around a circular jar lid and twist the rest of it into several spiraling coils.
- ✓ Pens and pencils are held upright by this "magic" rope.

**Cowboy Hat**

*Santa Clara County Council*



Cowboy Hats were usually made out of thick felt and would last for years. It provided shade in the sun, protection from the cold, could be used to fan a campfire into flames, scoop water from a river, was a pillow at night and was always tipped to greet a friend. Make your own cowboy hat.



**Supplies:**

Tagboard, Construction paper or heavy brown grocery bag, Scissors, White glue, Stapler, Pencil, Tape

**Directions:**

1. Wrap a strip of paper, about 5" high around the head just above the ears. Trim the paper to fit, then glue and tape the seam. This is the crown of the hat.
2. Notice that when the crown is on the head, it is not perfectly round, but sort of egg shaped. Hold the paper ring in just this shape on top of a large sheet of paper. Trace the exact shape of the crown, then draw a wider circle about 2" to 3" out from this traced line.
3. Cut along the widest circle. This is the outside brim of the hat. Then cut a hole in the middle, about 1/2" smaller than the traced outline of the crown.
4. Cut little slits from the inside hole 1/2" to the traced outline. Fold the slits up.
5. Squeeze a thin layer of glue on each folded strip and lay the brim flat, with the strips sticking up. Carefully set the crown down on top of the brim so the folded strips to up into the center. Reach down through the open top to press the glued strips firmly against then crown. You can also use strips of tape if you want.
6. After the glue has set up for a few minutes, lift your hat and push gently against the front of the crown so you make a little fold in the top. Put a staple in this fold to hold it on the inside. Poke another fold into the back of your hat, and staple it too.

**AUDIENCE PARTICIPATIONS**

**The Cowboy's Life**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

Divide participants into four groups for the sounds. Tell each group they are to make a certain sound when ever their word is said. Have them practice as you are assigning parts.

COOK: Come an' git it  
 TRAIL BOSS: Round 'em up  
 COWBOY: Git along little dogies  
 CATTLE: Mooooooo

Between 1865 and 1887, millions of longhorn CATTLE walked from Texas, through Oklahoma, to Kansas and Missouri on a cattle drive. They were led by 25 to 30 thousand COWBOYS. A herd of about 3000 head would need 10 to 15 COWBOYS; this included the TRAIL BOSS and the COOK. They would travel 10 -12 miles per day and spend 2 to 4 months on the drive.

Usually the oldest people on any drive were the TRAIL BOSS and the COOK whose average age was 30. Most of the COWBOYS were teenagers. The young COWBOY worked an exhausting schedule. He spent about 18 hours in the saddle every day for 2 to 4 months at a time. At night he rolled out his bed roll and slept on the bare ground.

The COWBOY had to stop stampedes of nervous CATTLE. He had to round up strays. He had to outwit CATTLE rustlers. He had to watch out for poisonous snakes, cross wild rivers and keep riding even in hail storms. Sometimes he went for two or three days without water.

The chuck wagon was the kitchen of the CATTLE drive. The COOK was up at 3:00 a.m. making breakfast for the TRAIL BOSS and the COWBOYS. After breakfast, the COOK would pack up and move ahead to find a spot for the dinner meal; the TRAIL BOSS would also go ahead and look for a spot to bed down for the night, a place where the cattle could graze and be watered. The drive started a little after daybreak after the TRAIL BOSS and the COWBOYS had eaten their breakfast. The CATTLE were driven for about five hours when the TRAIL BOSS and the COWBOYS would stop for an hour to rest and graze the CATTLE. Then they would move on until sunset and dinner.

At night the COWBOYS would take turns, working in teams for about two hours each; they would often sing to the CATTLE to keep them calm or to keep themselves awake while the TRAIL BOSS, the COOK and the other COWBOYS slept.

**The Tale Of Pecos Bill**

*Baltimore Area Council*

Divide participants into six groups for the sounds. Tell each group they are to make a certain sound when ever their word is said. Have them practice as you are assigning parts.

PECOS BILL: Yippy yi ay!  
 COYOTES/VARMINTS: Howl  
 INDIANS: Warhoop  
 PAINTED DESERT: Swish, Swish  
 GUN: Bang, Bang  
 HORSE/WIDOWMAKER: Whinny  
 TOAD: Hop-Hop

PECOS BILL fell out of a wagon while going westward with his family. He was found and raised by a bunch of COYOTES and it wasn't long before PECOS BILL became boss of those VARMINTS.

One day a cowboy came by and told PECOS BILL that since he didn't have a tail like a COYOTE he figured he was human and that he should have a HORSE to ride. Now PECOS BILL had no idea how to get a HORSE.

A few days later a little strange HORSE wandered into the valley and PECOS BILL was able to save the life of the little HORSE. From that day on PECOS BILL and WIDOWMAKER stuck together like warts on a TOAD. After a few years PECOS BILL and WIDOWMAKER became known as the toughest VARMINTS west of the Alamo.

Now once a tribe of painted INDIANS did a war dance. PECOS BILL took out his GUN and started shooting up their dance. PECOS BILL gave those INDIANS such a scare that they jumped out of their makeup and that's how the PAINTED DESERT got its name.

**ADVANCEMENT CEREMONIES**

**Cowboy Advancement**

*Santa Clara County Council*

**Props:** Ropes, fake fire, flour or chalk dust, branding iron with T, W and B, cowboy hats (Branding irons can be made of dowels or iron rods with wooden letters attached to end.)

Parents are asked to lasso boys receiving rank advancement. Cubmaster brands the boys (T-Tiger, B-Bobcat, W-Wolf, B-Bear, WB-Webelos) hands with brands and inkpad.

"These Cubs have been loose in the field and now have advanced in rank. Tonight, we will brand them with their new rank." (Hand badges to parents who will present to their sons).

**Cowboy Roundup**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

**Supplies Needed**

- Rank Badge
- Straight pin
- Rank Parents pin
- Branding Iron (for affect, if available)

**People Required**

Trail Boss: Cubmaster  
 Cowboy: Assistant Cubmaster  
 Wrangler: Den Leader

**Trail Boss:** In the Old West, a cowboy would round up the herd of cattle in the fall in order to brand them using a branding iron (*hold up a branding iron if one is available*). A branding iron is a metal rod that is formed into a set of symbols at one end. The branding iron was heated and applied to a spot near the rear of the calf. This burnt the brand, the symbol on the branding iron, into the hide of the calf. After this was done, one could identify that cow as belonging to a certain ranch.

**Cowboy:** Just as the branding iron left its brand or mark on the cow, we are here to honor Cub Scouts with the brand of their Scouting rank. On their trail to learning about themselves, their

families, their country, and God, they have taken part in many activities in the pack.

**Trail Boss:** Bring these Cub Scouts and their parents forward so I may honor them with the brand of Cub Scouts they have earned.

**Cowboy:** Would the following Cub Scouts come forward with their parents?

*Trail Boss or Wrangler calls up Scouts by name*

*Wrangler: Present parents with badges. Shake boys' hands*

**Trail Boss:** Parents, would you please present your son his brand, which is the Cub Scout Badge for his rank. As is the custom in our pack, please pin the Badge upside down on your son's left pocket. Once he performs a good deed, it may be permanently attached right side up.

***If not the custom in your Pack – don't use the second part of the above paragraph. There is frequent and often heated debate on this issue. Good Turns are part of the Boy Scout program. Although service projects and service to others are part of the Cub Scout program, Good Turns are not part of the Cub Scout program. CD***

*Wrangler: Pass out Parent Pin to each boy who then pins it on to the shirt or award ribbon of one of his parents*

**Cowboy:** Parents, you too have earned a brand that represents the support you have given your son. Thank you for your involvement in his achievement and encouraging him to move upward on the Scouting trail.

**Trail Boss:** These boys deserve a cheer for their hard work. What would be more appropriate than the cowboy phrase for very good, top notch – Yee-haw, that was “Fine as Cream Gravy!!”

### The Long Drive

**Setting:** Open range, campfire (house lights dimmed).

**Attire:** Cowboy style hat, scarf, vest, etc.

**Cubmaster (Trail boss):** To the cowboy of the Old West, nothing was more challenging than the long drive. His days were long; his sleep was little; and his food was edible....sometimes. The trail crew consisted of dedicated, non-complaining, tireless cowboys who worked as a team, each with responsibilities according to his experience.

Tonight we recognize our trail hands for the efforts they have made in improving their skills.

Riding drag for our trail drive are the Bobcats. Their enthusiasm keeps alive our spirit of togetherness. *Have the Bobcats and their parents come forward. Present the awards. Have the parents return to their seats. The new Bobcats are seated around the campfire* **Lead a cheer for the Bobcats**

Our Wolves are in the green horn stage. Each task is a new challenge and is met with wide-eyed eagerness. They are in charge of the remuda and assure future strength for our crew. *(Have the Wolves and their parents come forward. Present awards. Have the parents return to their seats. The new Wolves are seated around the campfire.)* In addition, these Wolves have demonstrated a keen desire to succeed by

earning arrow points. *(Present the awards. Then have the boys return to the campfire.)* **Lead a cheer for the Wolves**

Honing skills learned as Wolves, our Bears are the drovers on our crew. They have proven their ability to meet the demands of the drive and to seek out new adventures in the arrow point trail. *(Have the parents and Bears come forward. Present awards. Have the parents return to their seats. The new Bears are seated around the campfire.)* **Lead a cheer for the Bears**

Webelos are the point men on our trail drive. Their knowledge and experience set the goals of achievement for the Pack and give continuity to our crew. With courage and determination, Webelos Scouts further define and execute their skills by earning activity badges. *(Have the parents and Webelos come forward for Webelos activity badges. (Present awards. Have the parents return to their seats. The Webelos are seated around the campfire.)* **Lead a cheer for the Webelos**

*(Ask all awards recipients to stand and face audience.)*

Ladies and gentlemen, it is roundup time again. The trail can be long and tiring but as long as we work together, we will reach our destination. May I present to you, our trail drive crew...a group I would be proud to ride with on the range.

**Lead a final cheer for everyone**

### New Scout Welcome

*Baltimore Area Council*

**Leader:** Cowboys have specific clothing, which identifies them with their profession. The hat protects them from the rain and sun. Chaps protect them from blisters, briar bushes, and cow horns. The scarf is used for many reasons: To protect the face in windstorms, to insulate the head from heat, and to cool the neck.

In Cub Scouts, the scarf is used to identify the boy with the largest boys' organization in the United States and the principles under which it functions. The color of the scarf denotes the level of Scouting the boy is entering. Orange for Tigers, Yellow for Wolves, Blue for Bears and Plaid for Webelos.

We now want to welcome (boy's name) to the (Wolf, Bear, Webelos) program.

Repeat for each Cub Scout.

**Lead a cheer for all when done**

Wear the scarf proudly. You now represent the Cub Scouts of America Congratulations!

### Pioneer Campfire Ceremony

*Baltimore Area Council*

**Personnel:** Trail Boss, Bobcat Scout, Wolf Scout, Bear Scout, and Webelos Scout.

**Setting:** Onstage campfire in foreground, behind large cutouts of wagons for the affect of wagon train. As the curtain opens the Trail Boss is seated at the fire. Scouts enter one at a time and are greeted by the Trail Boss, and they are seated at the campfire.

**Trail Boss:** Scouts, it has been a long trail but I think that we have some Scouts that have passed our tests and learned the trail. Since this is our last campfire for this month, now would be a good time to advance them in the ranks of Scouting. Bobcat Scout, have you found any boys

that are ready to join our wagon train on the trail to adventure and Boy Scouting?

**Bobcat Scout:** I have boys who are ready to pass their tests, they have learned well and are anxious to join our Pack.

**Trail Boss:** Will these boys come to the campfire with their parents?

**Bobcat Scout:** *Calls Boys names and invites parents to come forward with their boys.* Ahead of you stretches a long trail full of fun and new skills that you will learn. Before you join our train you must be a Bobcat, now for the test.

*(Have boys give several of Bobcat requirements - salute, Promise, Law of the Pack, Motto, meaning of Webelos.)*

**Bobcat Scout:** Congratulations, you are now Bobcat Scouts with Pack \_\_\_\_\_ and the trail to your next rank lies ahead, work hard and soon you will advance. Parents, please present the Bobcat patch to your son. Thank You.

**Trail Boss:** It is good to see new Scouts joining our train because there is a lot of fun ahead on our Cub Scout Trail. Wolf Scout, do you have any Bobcats that have passed your tests for Wolf Scout?

**Wolf Scout:** I have \_\_\_\_\_ Scouts that have shown they are ready for more difficult tasks on the trail. *Call names*

**Trail Boss:** Will those Scouts come forward with their parents?

**Wolf Scout:** It has been a long trail and you have worked hard for your Wolf Scout badge. Soon you will have a new trail ahead of you, the Bear trail. I know that you will do well in what lies ahead for you. May you always carry with you the sign of the Wolf Scout. (Hold up hand in Cub Scout sign.)

**Trail Boss:** Bear Scout, do you have Wolf Scouts that have passed your test for Bear Scout?

**Bear Scout:** Yes, I have the following Wolf Scouts that have completed all their tasks for the Bear Scout badge.

**Trail Boss:** Will the following Scouts come forward with their parents to receive their Bear Badges?

**Bear Scout:** You have traveled a long trail from Bobcat to Wolf and now you have learned many new skills and earned your Bear Award. Now you may continue to earn arrow points until you are ready to enter the ranks of our most experienced Scouts, the Webelos. Keep up the good work on your Cub Scout Trail.

## GAMES

### Bronco Tag Game

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

- ✓ At least 10 players are needed for this game. Divide the players into groups of three with the one remaining as the chaser.
- ✓ The groups of three form "broncos"; one player is the "head" and the other two line up behind the "head" holding onto the player in front of him at the waist; they are the "tails."

- ✓ After the broncos start running, the chaser must try to join one of them by getting hold of the waist of the "tail" player.
- ✓ If the chaser successfully joins the bronco, the head becomes the chaser and the next player in line becomes the new head.
- ✓ This game has no real winners or losers. The object is to simply avoid the chaser.

### Buffalo Stalking Game

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

- ✓ All boys form a circle. Two boys are chosen to be the Buffalo and the Stalker. These two boys go outside of the circle, where they are blindfolded.
- ✓ They are taken to different sides of the circle.
- ✓ Those left in the circle are taught two sounds: a clicking sound and a howling wind sound.
- ✓ The Stalker tries to catch the Buffalo, being careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Buffalo and the howling wind sound when he is close.

### Bowlegged Cowboy Race

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

- ✓ You will need two pillows rolled up and tied like bed rolls or two small sleeping bags.
- ✓ Racers place bedrolls between their legs as if sitting on a horse. Bedrolls are held in place by the legs (NO HANDS).
- ✓ Racers walk or run as fast as they can to the finish line without dropping their bedroll.
- ✓ This makes a good team relay race.

### Bull in the Ring Game

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

- ✓ The players form a ring around the "Bull" holding hands. The "Bull" tries to break through. He may rush, lunge, or pull, to try to break out of the ring.
- ✓ If he escapes the players chase him.
- ✓ Whoever catches him becomes the "Bull". It is not fair for the "Bull" to duck

### Chuck Wagon Contest

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

#### Equipment required:

- ✓ Two children's wagons (made to look like chuck wagons by
- ✓ covering with cloth covers attached to wire frames), assorted pots and pans, brown paper bags.
- ✓ Each den team has a chuck wagon. Two den members wearing paper bag horse masks are the horses.
- ✓ Behind each wagon is an equal number of pots and pans (or tin cans).
- ✓ On signal, all den members except the horses load cans into the wagon.
- ✓ When they are finished, they yell, "Wagons, ho!" and the horses dash off, pulling the wagon twice around a track.
- ✓ If any implement falls out, the horses must stop and wait for other den members to put it back.
- ✓ First wagon making the circuit twice wins.

**Cattle Drive Game**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

- ✓ Form up the boys into cows and cowboys. 2 boys form a cow - one the head (hand forming horns) and one the rear (hands on other boy's hips).
- ✓ The cowboy has one hand on his hip, the other twirling a pretend rope.
- ✓ There should be at least three or four times as many cows as cowboys.
- ✓ Cows must walk unless it's a stampede.
- ✓ Cowboys must skip.
- ✓ When a cowboy rides along side a cow and says "Git along little dogie" the cow must move with the cowboy, and becomes part of the herd (which stays together unless there is a stampede – first cow becomes the leader).
- ✓ "Whoa Dogies" stops a herd's movement.
- ✓ Cowboys try to gather herds and drive them to Dodge.
- ✓ Cows just try to "wander and eat grass".
- ✓ Cowboys can and probably should work together.

**Options:**

Game Leader's calls:

- **"Stampede"** - All the cows will break free from their Cowboys and run till tagged by a Cowboy.
- **"Rustlers"** - The Cowboys must change herds. Or a Cowboy can try to steal another's herd .
- **"Mavericks"** - Unescorted herds may reverse themselves (heads become tails) and wander from the herd.
- **"Night Riders"** - Cowboys must circle herd and sing!
- **"River Crossings" or "Dust Storms"** - requires two Cowboys per herd to keep them together or cross a line.

**Wells Fargo**

*Santa Clara County Council*

**Equipment:**

- ✓ Two colors of wide masking tape,
- ✓ 3 small boxes marked 25, 50, 75 (the Gold).
- ✓ Mark off a fort, approximately 10' x 10'.

**Directions:**

- ✓ The group is split into two teams, Soldiers and Bank Robbers (or Good Guys and Bad Guys).
- ✓ The boxes marked with numbers are gold bricks that are given to the Soldiers at the beginning.
- ✓ The Bank Robbers have the fort surrounded, and the Soldiers are outside the fort trying to get the gold past the Bank Robbers and into the fort.
- ✓ When all the gold is in the fort or the Bank Robbers have captured it, the game is over.
- ✓ Each person has a piece of masking tape attached to the back of his hand or shirt, which represents his "life."
- ✓ A person is eliminated by pulling the tape off and keeping it for points. Each team should have a different color tape to tell them apart. Each person (tape) is worth one point.
- ✓ Once a person is caught (tape removed) he is out of the game but he keeps his captured tapes for counting later.
- ✓ The team with the most points (tapes + gold) wins.

- ✓ Pulling the tape off the person who has possession of it captures the gold. The gold may change hands several times while playing.

**Up Jenkins!**

*Santa Clara County Council*

Is the hand quicker than the eye? Players test their powers of observation in this fast-paced game. This is a great game for a large den (or two), and is based on teamwork and cooperation. Players split up into two teams, which sit facing each other on opposite sides of a long table – the longer the better. Each team chooses a captain, or the players can take turns being captain. One team takes possession of a quarter and begins passing it back and forth from hand to hand under the table, out of sight of the opposing team.

The captain of the team without the quarter slowly counts from 1 to 10 and then yells, "Up, Jenkins!" At this signal, all the players on the team with the quarter raise their fists in the air. Then the captain of the other team calls, "Down, Jenkins!" and all the members of the team with the quarter must open their fists as they slap their hands down on the table, all the time trying to keep the coin hidden.

Now the team without the quarter confers and tries to figure out who has the quarter. This is where being an astute listener and observer helps. Players should be listening for the sound of the coin clinking against the table and observing the faces and hands of the opposing team members as they tried to conceal the quarter.

After the team without the quarter has reached a decision, the captain calls out the names of all the players on the other team except the one thought to be hiding the quarter. As each player's name is called, that player must turn over his hands. If the quarter shows up before the last player is called, the team hiding the quarter earns a point and gets to hide again. If the other team guesses correctly, they get a point and the chance to pass the quarter.

The team with the most points after a specified period of time (between 5 and 15 minutes) is the winner. For a more challenging game, players can try to guess not only who is holding the quarter, but also the hand in which the quarter is hidden.

**Rattlesnake**

*Baltimore Area Council*

Stand a milk carton on the floor.

Den forms a circle around it, arms linked.

Keeping together, boys begin to move back and forth around the carton, each trying to make the "other guy" knock it over.

Whoever has knocked it over has been "struck by the rattlesnake", and must drop out of the game.

The game continues until only one boy is left.

**Dead-Eye Dick**

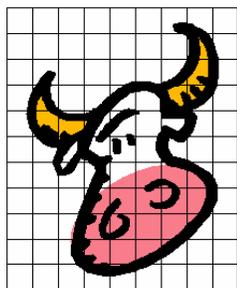
*Baltimore Area Council*

The object of the game is to knock ping pong balls off the tops of soda pop bottles.

The distance from firing line to target depends upon the "weapon" used.

Suggested “weapons” are water guns or Den made rubber band guns (always use extreme caution with any type of projectile)

**Lasso The Steer**  
*Baltimore Area Council*



- ✓ Cut a steer’s head, complete with horns, from cardboard or plywood. See template above.
- ✓ Place on a stake to stick in the ground, or lash to the back of a chair so that it sticks up over the back.
- ✓ Have the boys form a loop in a piece of rope about 25 feet long.
- ✓ Mark a line about 15 feet from the steer’s head,
- ✓ Each boy in turn tries to throw the loop over the steer’s head from the line.
- ✓ Allow each Cub three turns and score as follows:
 

Loop thrown over either horn	5 points
Loop thrown over head only	10 points
Loop thrown over head and one horn	15 points
Loop thrown over head and both horns	20 points

**‘Possum Tag**

*Baltimore Area Council*

This tag game should be played on a smooth, grassy surface. When a player who is in danger of being tagged by IT drops to the ground and lies in a curled—up position, he is safe (temporarily) and IT can go after another player.

Instead of chasing another player, IT may move back three paces and count slowly to 10. The player on the ground must stand up and run off.

IT may chase the ‘Possum again as soon as he is on his feet.

**Tails**

*Baltimore Area Council*

Divide the Cub Scouts into two teams. All players tuck their neckerchiefs loosely into their belts in back as tails. On the signal, each team rushes toward the other and tries to get their tails. Once a tail is taken, the Cub Scout who loses it is out of the game. The capturer ties the tail around his waist. The team that captures the most tails wins. This is a good stalking game in a place where brush or shrubbery provides cover.

**Pony Express**

*Santa Clara County Council*

**Set Up:**

Arrange enough chairs in a circle for all players except one. One player is blindfolded and stands in the center as the Pony Express Rider.

The Den Leader or Den Chief plays the role of Station Agent and has a list of cities or towns.

Other players have been given names of one of the towns.

**The Play:**

The Station Agent calls out names such as: “I have a letter from Deadwood to Tombstone.”

Immediately the players with these names must rise and exchange seats. If a player is caught or his chair is taken by the Pony Express Rider (person in the center), he becomes the Pony Express Rider.

Players may crawl, run, walk, dive or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs.

If the rider has difficulty catching anyone, the Station Agent may call out more than two town names at once.

Keep the game moving rapidly.

The announcement of “General Delivery” causes a mad scramble, as all players must change chairs.

**Milking the Cows**

*Santa Clara County Council*

Divide the group into three or four teams. Each group is given a one-gallon milk jug and a paper cup for each boy. At the sound of a cowbell, the teams fill up the milk jug with the water from a bucket that is twenty feet away. First team to fill the jug is the winner.

**Western Hospitality**

*Santa Clara County Council*

The West was noted for its hospitality. One boy is chosen to be the Stranger and the rest of the players form a circle. The Stranger runs around the outside of the circle, he tags one of the other players and continues on his way. The tagged player starts around the circle in the opposite direction. Each boy is trying to reach the vacant place in the circle, but when the boys meet, they must stop, shake hands, and say “Howdy” before continuing on their way. The player who is the first to get back to the vacant spot remains in the circle; the one who is left outside becomes the “Stranger.”

**Taking the Cattle to Market**

*Santa Clara County Council*

Line the dens up for a relay race. Give each team a broomstick and a “steer” (an empty 2-liter soda bottle will work). Each player in turn must take the “steer” to the designated turning point and back to touch the next player on his team, but his broomstick must never lose contact with the “steer”.

**Chuck Wagon Contest**

*Santa Clara County Council*

Each den has one wagon. Two den members are the horses. Behind each wagon at the starting line is an equal number of old tin cans, pots and pans, silverware – the more the better. On signal, all den members, except the “horses,” load their wagon as fast as they can. When they’re finished, they yell, “Wagons, Ho!” and the horses dash off, pulling the wagon twice around the “trail.” If any implement falls out, the horses must stop and wait for the other den members to put it back in. The first wagon to make it around the circuit twice is the winner.

## SONGS

### Git Along, Little Dogies

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
(WHOOPEE TI YI YO)

Words by Owen Whister

As I was a walkin' one mornin' for to pleasure,  
I spied a cow puncher, just ridin' along.  
His hat was thrown back and his spurs was a jinglin',  
And as he approached, he was singing this song.

#### Chorus

Whoopee Ti Yi Yo! Git along little dogies,  
It's your misfortune, ain't none of my own.  
Whoopee Ti Yi Yo! Git along little dogies,  
You know that Wyoming will be your new home.

It's early in Spring that we round up those dogies,  
We mark them and brand them and bob off their tails.  
We round up our horses and load up the Chuckwagon,  
Then we throw those dogies out on the long trail.

#### Chorus

Now, some boys go up the trail just for pleasure,  
That's where they get it most awfully wrong.  
For you have no idea of the troubles that they give us,  
As we go a drivin' those dogies along.

#### Chorus

### Happy Trails

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
*Who remembers watching Roy Rogers and Dale Evans*  
*sing this after every show?? Who remembers getting Roy*  
*Rogers and Dale Evans cards at Sunday School with Bible*  
*verses and confessions of Faith?? How about Nellybelle*  
*the jeep? CD*

Happy trails to you, until we meet again.  
Happy trails to you, keep smilin' until then.  
Who cares about the clouds when we're together?  
Just sing a song and bring the sunny weather.  
Happy trails to you, 'till we meet again.

Some trails are happy ones,  
Others are blue.  
It's the way you ride the trail that counts,  
Here's a happy one for you.

Happy trails to you, until we meet again.  
Happy trails to you, keep smilin' until then.  
Who cares about the clouds when we're together?  
Just sing a song and bring the sunny weather.  
Happy trails to you, 'till we meet again.

### Back in the Saddle Again

I'm back in the saddle again  
Out where a friend is a friend  
Where the longhorn cattle feed  
On the lowly jimson weed  
I'm back in the saddle again.

Ridin' the range once more  
Totin' my old forty-four  
Where you sleep out every night  
And the only law is right,

I'm back in the saddle again.

Whoopi ti yi yo  
Rockin' to a fro  
Back in the saddle again  
Whoopi ti yi yea  
I'll go my own way  
Back in the saddle again.

### You Are My Sunshine

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
The other night dear, as I lay sleeping,  
I dreamed I held you in my arms,  
But when I woke dear, I was mistaken,  
And I hung my head and cried.

#### Chorus

You are my sunshine, my only sunshine  
You make me happy when skies are gray  
You'll never know dear, how much I love you,  
Please don't take my sunshine away.

I'll always love you and make you happy  
If you will only say the same  
But if you leave me to love another  
You'll regret it all some day

#### (Chorus)

You told me once dear you really loved me  
That no one else could come between  
But now you've left me and love another  
You have shattered all my dreams.

#### (Chorus)

### The Old Chisholm Trail

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
Oh come along, boys, and listen to my tale,  
I'll tell you all my troubles on the old Chisholm trail.

#### Chorus

Come a ti yi yippee, yippee yea, yippee yea  
Come a ti yi yippee, yippee yea.  
On a ten-dollar horse and a forty-dollar saddle,  
I was ridin', and a-punchin' Texas cattle.

#### (chorus)

We left ol' Texas October twenty-third,  
Drivin' up the trail with the 2U Herd.

#### (chorus)

I'm up in the mornin' afore daylight,  
An' afore I sleep the moon shines bright.

#### (chorus)

It's cloudy in the west, a-lookin' like rain,  
And my durned old slicker's in the wagon again.

#### (chorus)

No chaps, no slicker, and it's pourin' down rain,  
And I swear, by gosh, I'll never night-herd again.

#### (chorus)

Feet in the stirrups and seat in the saddle,  
I hung and rattled with them long-horn cattle.

#### (chorus)

The wind commenced to blow, and the rain began to fall,

It looked, by grab, like we was goin' to lose 'em all.

**(chorus)**

I don't give a darn if they never do stop;  
I'll ride as long as an eight-day clock.

**(chorus)**

We rounded 'em up and put 'em on the cars,  
And that was the last of the old Two Bars.

**(chorus)**

It's bacon and beans most every day,  
I'd as soon be eatin' prairie hay.

**(chorus)**

I went to the boss to draw my roll,  
He had it figgered out I was nine dollars in the hole.

**(chorus)**

Goin' back to town to draw my money,  
Goin' back home to see my honey.

**(chorus)**

With my knees in the saddle and my seat in the sky,  
I'll quit punchin' cows in the sweet by and by.

**(chorus)**

### **Ghost Riders in the Sky**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

An old cowpoke went riding out one dark and windy day  
Upon a ridge he rested as he went along his way  
When all at once a mighty herd of red-eyed cows he saw  
A-plowin' through the ragged skies and up a cloudy draw  
Yippee-yi-ay! Yippee-yi-oh!  
Ghost riders in the sky.

Their brands were still on fire and their hooves were made of steel

Their horns were black and shiny and their hot breath he could feel

A bolt of fear shot through him as they thundered through the sky

For he saw the riders comin' hard and he heard their mournful cry

Yippee-yi-ay! Yippee-yi-oh!

Ghost riders in the sky.

Their faces gaunt, their eyes were blurred, their shirts all soaked with sweat

They're ridin' hard to catch that herd but they ain't caught 'em yet

'Cause they've got to ride forever in that range up in the sky  
On horses snortin' fire, as they ride on, hear their cry

Yippee-yi-ay! Yippee-yi-oh!

Ghost riders in the sky.

As the riders loped on by him, he heard one call his name  
"If you want to save your soul from hell, a-ridin' on our range"

"Then cowboy, change your ways today, or with us you will ride"

"A-tryin' to catch the Devil's herd across these endless skies."

Yippee-yi-ay! Yippee-yi-oh!

Ghost riders in the sky

Ghost riders in the sky

### **Theme Related Songs in the Cub Scout Songbook**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

#### **Clementine**

#### **Home on the Range**

#### **Skip To My Lou**

*Santa Clara County Council*

Choose your partners, Skip to my Lou,  
Choose your partners, Skip to my Lou,  
Choose your partners, Skip to my Lou,  
Skip to my Lou, my darlin'

Can't get a red bird, a blue bird will do ...

Can't get a red bird, a blue bird will do

Can't get a red bird. a blue bird will do

Skip to my Lou, my darlin'

I got a red bird, a pretty one too...

I got a red bird, a pretty one too

I got a red bird, a pretty one too

Skip to my Lou, my darlin'

Cat's in the cream jar, what'll I do?...

Cat's in the cream jar, what'll I do

Cat's in the cream jar, what'll I do

Skip to my Lou, My darlin'.

Fly's in the buttermilk, Shoo, shoo, shoo...

Fly's in the buttermilk, Shoo, shoo, shoo

Fly's in the buttermilk, Shoo, shoo, shoo

Skip to my Lou, My darlin'.

#### **Other Verses:**

Bears in the rose bush, boo, boo, boo...

Mule's in the cellar, kicking up through

Dad's old hat got torn in two

Little red wagon, painted blue

Had a cart and pony too

#### **Don't Fence Me In**

*Baltimore Area Council*

Oh give me land, lots of land, under starry skies above;

Don't fence me in.

Let me ride thru the wide open spaces that I love,

Don't fence me in.

Let me be by myself in the evenin' breeze,

Listen to murmur of the cottonwood trees.

Send me out forever, but I ask you please,

Don't fence me in.

On my cayuse let me wander over yonder,

Till I see the mountains rise.

Just turn me loose, let me straddle my old saddle,

Underneath the western skies.

I want to ride to the ridge where the west commences.

Gaze at the moon until I lose my senses. \*

Can't look at hobbles and I can't stand fences.

Don't fence me in.

**Hinky Dinky Double D Farm***Baltimore Area Council*

(tune: The Quartermaster's Store)

Oh it's beans, beans, beans  
That make you feel so mean  
On the farm, on the farm.  
Oh it's beans, beans, beans  
That make you feel so mean  
On the Hinky Dinky Double D farm.

**Chorus:**

Mine eyes are dim, I cannot see,  
I have not brought my specs with me.

2. ...corn... that makes you feel forlorn...
  3. ...meat...that knocks you off your feet...
  4. ...pie...that makes you want to cry...
  5. ...soup...that makes you want to droop...
  6. ...peas...that make you want to sneeze...
- (Continue by making up your own verses.)

**I've Been Riding on the Range***Santa Clara County Council*

Tune: I've been working on the Railroad

I've been riding on the range,  
All the livelong day.  
I've been riding on the range,  
Herding doggies on their way.  
Can't you hear the cowboys shouting,  
"Yippity-oh-ki-yay!"  
Can't you hear the cowboys shouting,  
"Dogies, move this way!"

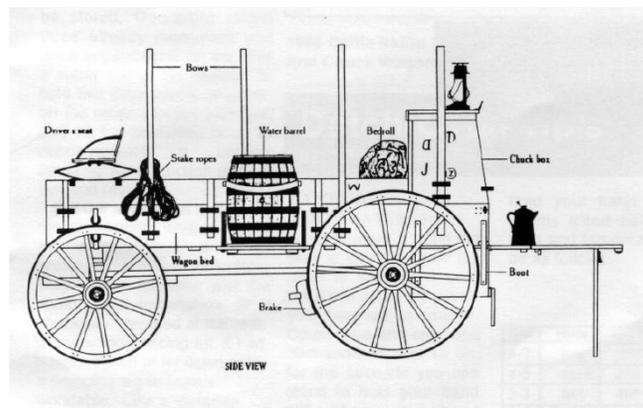
**Mules***Santa Clara County Council*

Tune: Auld Lang Syne

On mules we find two legs behind,  
And two we find before.  
We stand behind before we find,  
What the two behind be for.  
When we're behind the two behind,  
We find what these be for!  
So stand before the two behind,  
And behind the two before.

**CUB GRUB****A History of the Chuck Wagon***San Gabriel, Long Beach Area, Verdugo Hills Councils*

From the Chuck Wagon Cooks &amp; Friends Website

<http://groups.msn.com/ChuckWagonCooksFriends/>**Side view of chuck wagon**

In 1866, when cattleman Charles Goodnight needed a way to keep his drovers fed while trailing cattle from Texas to points north, he merely took an old Army supply wagon, and bolted to its back a wooden box divided into different compartments. He covered the box with a hinged lid that when opened and supported by a single leg could serve as a work table or wide shelf.

The box was a simple contraption, but it revolutionized the cattle industry. Food and cooking utensils were stowed in the pigeonholes of this traveling kitchen cabinet. There were other uses for the wagon as well. Bedrolls, medicine, lariats, branding irons, whiskey and water--they each found a place attached somewhere on the wagon.

It was no difficulty coming up with a name for Goodnight's invention. Since early 17<sup>th</sup> Century England, individuals involved in the meat business referred to a lower priced part of the beef carcass as the "chuck." Although less glamorous than other cuts, the chuck was an important source of nutrition for the working man.

By the next century "chuck" became a catch-all phrase for good, honest, heart-warming food. The term encompassed beef, vegetables, bread, dessert, coffee and anything else that could be eaten. On the ranch, the hands ate "chuck" at the "chuck" house.

Goodnight's all-purpose compartment on the back of the Army wagon became the "chuck" box. And a wagon with a chuck box became a "chuck" wagon. The chuck wagon quickly gained independent status.

While the wrangler or trail boss set the rules outside the camp, he and all the other hands obeyed the cook within the sphere of the chuck wagon. The cook brooked no interference with his cooking or his utensils, but the cowboys never rebelled against his rule. They paid him tribute each day by roping dead mesquite or oak wood and dragging it into camp for the fire.

**Chuckwagon Etiquette***San Gabriel, Long Beach Area, Verdugo Hills Councils*

From the Legends of America website

<http://www.legendsofamerica.com>

- No one eats until Cookie calls
- When Cookie calls, everyone comes a runnin'.
- Cowboys eat first, talk later.

- Hungry cowboys wait for no man. They fill their plates, fill their bellies, and then move on so stragglers can fill their plates
- It's okay to eat with your fingers. The food is clean.
- If you're refilling the coffee cup and someone yells "Man at the pot" you're obliged to serve refills.
- Don't take the last serving unless you are sure you're the last man.
- Food left on the plate is an insult to the cook.
- No running or saddling a horse near the wagon. And when you ride off, always ride down wind from the wagon.
- If you come across any decent firewood, bring it back to the wagon
- Strangers are always welcome at the wagon.

### Happy Trail Honey Bars

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

The pioneers and cowboys liked to find a wild beehive and have fresh honey. Enjoy making these bars and pack them up to take on a hike or on a camp out under the stars.

#### Ingredients:

- 3 eggs
- 1/3 cup butter, softened
- 1 cup honey
- 1/2 cup milk
- 3 1/2 cups all purpose flour
- 2 teaspoons baking powder
- 1/2 teaspoon baking soda
- 1/2 teaspoon salt
- 1 teaspoon ground cinnamon
- 1/2 teaspoon ground nutmeg
- 1 cup raisins

#### Directions:

- ✓ Preheat oven 375°F.
- ✓ Beat eggs; add milk;
- ✓ Stir in honey and butter; add raisins.
- ✓ Stir together dry ingredients, add to egg/honey mixture.
- ✓ Spoon into lightly greased 9x13" pan.
- ✓ Bake 30 minutes or until done.
- ✓ Let cool on rack; cut into bars.
- ✓ Makes approximately 1 dozen bars.

### Lazy B Corn Fritters

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

#### Ingredients

- 1 1/4 cup flour
- 2 cups corn
- 1 tsp. baking powder
- 2 tsp. salt
- 1/2 cup sugar
- 1/4 tsp. paprika
- 2 eggs - separated
- 1/4 cup milk

#### Directions:

- ✓ Beat egg yolks until thick
- ✓ Using a cold bowl, beat egg whites until stiff
- ✓ Stir dry ingredients together and add corn.
- ✓ Then add the beaten egg yolks

- ✓ Fold in the stiff egg whites.
- ✓ Fry in hot oil or lard

### Git Along Gingersnaps

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

It is your misfortune if you don't try these cookies. Eating ginger is a natural way to repel flies so feed some to your horse.

#### Ingredients:

- 3/4 cup shortening
- 1 cup brown sugar
- 3/4 cup molasses
- 1 egg
- 2 1/4 cups flour
- 2 teaspoons baking soda
- 1/2 teaspoon salt
- 1 teaspoon ground ginger
- 1 teaspoon ground cinnamon
- 1/2 teaspoon ground cloves
- Granulated sugar for coating

#### Directions:

- ✓ Preheat oven to 375°F.
- ✓ Beat shortening, sugar, molasses and egg together until creamy.
- ✓ Sift the remaining ingredients together then add to the shortening mixture.
- ✓ Form into balls,
- ✓ Roll in granulated sugar
- ✓ Place 2" apart on greased cookie sheets.
- ✓ Bake for about 10 minutes,
- ✓ Let cool slightly on sheets before removing to cooling rack.
- ✓ Makes about 48

### Johnnycakes

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

#### Ingredients:

- 2 eggs, beaten
- 2 cups buttermilk
- 2 tablespoons honey or molasses
- 2 cups cornmeal
- 1/2 cup flour
- 1 teaspoon baking soda
- 1 teaspoon salt
- 2 tablespoons butter

#### Directions:

- ✓ Beat eggs until light.
- ✓ Add buttermilk and honey or molasses.
- ✓ Combine dry ingredients
- ✓ Stir dry ingredients into batter along with melted butter
- ✓ Pour into buttered dripper pan
- ✓ Bake at 425°F for about 20 minutes.
- ✓ Cut into squares.

### Cowboy Beans

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

#### Ingredients:

- 2 cups dried red beans
- 2 cups dried pinto beans
- 1 large yellow onion, chopped

- 3 tablespoons garlic, chopped
- 3 green chili peppers, grilled and diced
- 3 vine-ripened tomatoes, grilled, seeded and chopped
- 1 tablespoon vegetable oil
- 7 quarts water or vegetable stock
- 1 smoked ham hock
- 1 teaspoon toasted coriander seed
- 1 bay leaf
- 2 whole dried red chili peppers
- Salt and pepper, to taste

**Directions:**

- ✓ Soak beans overnight in water to cover.
- ✓ Change water once; drain.
- ✓ When beans are ready, sauté onion, garlic, green chilies and tomatoes in oil in a large soup pot or Dutch oven over medium-high heat.
- ✓ Add water or stock and ham hock; bring to a boil.
- ✓ Add beans, coriander seed, bay leaf and dried chilies. Continue to boil for 30 minutes,
- ✓ Lower heat, cover and simmer for three to four hours, until beans are tender.
- ✓ Season with salt and pepper to taste.
- ✓ Makes 16 servings.

**Apple Candy**

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

**Ingredients:**

- 2 tablespoons gelatin
- 1¼ cups cold applesauce
- 2 cups sugar
- 1 cup chopped nuts
- 1 tablespoon vanilla

**Directions:**

- ✓ Soak gelatin in ½ cup cold applesauce for 10 minutes. Combine remaining applesauce and sugar
- ✓ Boil 10 minutes.
- ✓ Combine gelatin and applesauce mixture with gelatin and sugar mixture and boil 15 minutes longer, stirring constantly.
- ✓ Remove from heat, add nuts and vanilla
- ✓ Pour into slightly greased pan.
- ✓ Let set overnight in refrigerator.
- ✓ Then cut in squares and roll in powdered sugar.

**Boiling Bag Omelets**

*Baltimore Area Council*

**Ingredients:**

- Eggs
- Cheese
- Green Onion
- Mushrooms
- Whatever else you'd like...

**Directions:**

- ✓ Heat large pot of water over fire.
- ✓ Put all desired ingredients in a zip-lock plastic bag.
- ✓ Seal and drop in boiling water.
- ✓ Cook until done, unseal, enjoy.

**Watch out for steam when opening!**

**Old-Fashion Muffins**

*Baltimore Area Council*

**Ingredients:**

- 2 C. uncooked oatmeal
- 1 1/2 C. sour milk
- 1/3 C. sugar
- 1/4 C. melted shortening
- 1 well-beaten egg
- 1 t. baking soda
- 1 t. baking powder
- 1/2 t. salt
- 1 C. flour

**Directions:**

- ✓ Pour sour milk over oatmeal and allow to stand for a few hours or overnight.
- ✓ Combine sugar, shortening, egg, and stir in oatmeal mixture.
- ✓ Sift together remaining ingredients and blend.
- ✓ Bake in greased muffin tins at 425 degrees for 20 minutes.

**Ranch-Style Fruit Punch**

*Santa Clara County Council*

Ranch cooks made a variety of cold fruit drinks. Citrus fruits, like lemons, limes and oranges, were favorite ingredients because they were great thirst quenchers and they also prevented a common disease called scurvy. (Scurvy is caused by not having enough vitamin C and leads to bleeding gums and loss of strength.) Citrus fruits were shipped by railroad from citrus groves in California. The fruits were so highly prized on the frontier that it was not unusual for miners, farm families, or ranchers to pay a dollar for one lemon.

**Supplies:**

Measuring cup, small saucepan, mixing spoon, cutting board, paring knife (for adult use), 1½-quart pitcher

**Ingredients:**

- ½ cup water
- ¼ cup sugar
- 1 cup orange juice
- 1 cup grape juice
- ½ cup lime or lemon juice
- 1 orange, lemon, or lime
- 2 cups club soda
- Ice

**Directions:**

- ✓ Measure ½ cup water into a small saucepan.
- ✓ Have a leader boil the water in the saucepan, and then turn off the heat.
- ✓ Stir in the sugar while the water is still hot. Keep stirring until the sugar has dissolved.
- ✓ Pour the orange juice, grape juice, and lime or lemon juice into the pitcher.
- ✓ Have a leader cut a lemon, lime or orange into thin slices. Add the slices to the juice.
- ✓ When the sugar water has cooled, pour it into the pitcher and stir well to blend all the ingredients.
- ✓ Store the pitcher in the refrigerator until you're ready to serve it. Chill the club soda, too.

- ✓ Just before serving, add the club soda. Stir. Pour into tall glasses. Add ice cubes.
- ✓ Makes about 4 10-ounce servings.

### Pioneer Snack Food

*Santa Clara County Council*

#### Supplies:

3 to 4 apples  
Peeler (optional)  
Sharp knife for slicing  
3-foot cotton string  
Cotton sack, glass jar, or plastic bag for storing

#### Directions:

Cut apples into thin slices (No need to peel first). Lace the apple slices onto at string by pushing the string through a hole in the core (no needle needed). Allow for plenty of space between the slices so the air can dry them on all sides.

Hang the string in a sunny, sanitary window for about a week. When the slices have dried out, place them in a plastic bag or airtight container for a nice Pioneer treat.

### McQuick Oven Fries

*Santa Clara County Council*

Instead of the traditional deep-fried potatoes, try these oven-baked fries.



#### Ingredients:

4 baking potatoes  
1 Tbsp. oil  
1 tsp. kosher salt  
Vegetable oil cooking spray

#### Directions:

Preheat oven to 425°F.

Wash and scrub the potatoes. Peel the potatoes and place them on the cutting board.

Use a paring knife to slice each potato into ¼-inch slices. Cut each slice into 4 long, thin pieces.

Place the fries in the bowl and toss with the oil.

Lightly spray a cookie with vegetable oil spray.

Place the fries on the sheet and bake for 25 minutes or until they are golden brown.

Use oven mitts to remove the cookie sheet from the oven. Dust the fries with salt and serve.

### Coca Cola Barbecued Chicken

*Santa Clara County Council*

*I am definitely going to do this in my Dutch Oven!! Save this recipe for your next pack family camping trip. It will be a great hit!! The Cubs will not believe you are using Coca Cola to cook!! I had a Coca Cola recipe for pork chops when I was a Scoutmaster. The Boy Scouts thought it was great. CD*

#### Ingredients:

12 ounces chili sauce  
8 ounces Coca-Cola  
1 garlic clove, peeled and chopped  
½ cup chopped peeled onion  
2 Tbsp. light brown sugar

1 Tbsp. soy sauce  
½ tsp. dry mustard  
Several drops hot pepper sauce  
Salt and ground black pepper  
2½ pounds chicken drumsticks and thighs

#### Directions:

- ✓ Combine the all the ingredients in a slow cooker/crock pot or Dutch oven.
- ✓ Coat each piece of chicken well with the sauce.
- ✓ For slow cooker, cover and set cooker at high setting. Allow sauce to come to a simmer, reduce heat to low setting and allow chicken to cook, cover ajar, about 8 hours or until chicken is fork tender. Skim off any fat from sauce and discard.
- ✓ For Dutch oven, bake, uncovered, in a very slow oven (275°F) for 3 to 4 hours, or until fork tender. Skim off any fat from sauce and discard. Adjust seasoning and serve chicken accompanied with sauce.

### Outback Steak Seasoning

*Santa Clara County Council*

#### Ingredients:

1 envelope Taco Seasoning  
1 envelope Good Seasons Italian dressing  
1 tablespoon olive oil  
1 bottle Coca Cola  
Your favorite cut of steak

#### Directions:

Combine taco seasoning and Italian dressing mix. Pierce steak with a fork, rub with oil, and coat with seasoning.

Pour Coke around steak in deep plastic or glass container and cover with plastic wrap. Refrigerate for 24 hours.

Grill; basting with marinade.

### Model Log Cabin

*Santa Clara County Council*

*Create a model of a log cabin that you can also break down and eat.*

#### Supplies:

Empty and clean 8-ounce milk cartons,  
Masking tape, plastic knife, paper plate  
Small jar of smooth peanut butter  
Thin pretzel sticks and pretzel nuggets  
½ cup raisins and ½ cup assorted nuts for decorating

#### Directions:

- ✓ Seal milk carton shut with masking tape.
- ✓ Spread peanut butter thickly on all sides, including roof.
- ✓ Press the thin pretzel sticks into the peanut butter so they look like logs. Be sure to include windows and doors (break the thin pretzels into small pieces for this).
- ✓ Use the pretzel nuggets for the roof shingles.
- ✓ Add the raisins and nuts for fancy decorations.
- ✓ The edible ingredients make this a nutritious snack, which is also fun to demolish and eat heartily with your fingers.

## STUNTS AND APPLAUSES

### APPLAUSES & CHEERS

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

**Cowboy Applause:** Raise hand in air as if waving hat, saying "Whoopie!!" (*Baltimore Council says to say, "Yahoo!!"*)

**Horse Applause:** Gallop in place saying clippety clop.

**Cowboy Cheer:** Put index finger in the air and make a circular motion as you say, "Yeehaw!"

**Cowboy Cheer:** Fine as Cream Gravy!! (very good, top notch)

**Trail Boss Cheer:** Round 'em up!

**Chuckwagon Cook Cheer:** Come an' git it!!

*Santa Clara County Council*

**Six Shooter Applause:** Point finger in the air and say, "Bang! Bang! Bang!" Then blow "smoke" from the "gun."

**Lone Ranger Applause:** Hi, Ho, Silver – Kimo Sabe!

**Tonto Applause:** Yell, "Where does Tonto take his garbage?" and have the boys reply, "To de dump, to de dump, to de dump, dump, dump" to the rhythm of a running horse in singsong manner, while clapping hands on their thighs.

**Pony Express:** Have everyone stand and pretend to gallop in place while shouting, "YIPPEE" two or three times.

**Wisconsin Cheer:** Hold your hands in front of you with your fingers laced together, thumbs pointing down and have a 2<sup>nd</sup> person grasp your thumbs to milk a cow and say "SQUIRT, SQUIRT."

**Wood Chopper:** Make motions like chopping a tree while saying "Chop, Chop, Chop," then make motions like a falling tree while saying, "TIMMMMBER."

*Baltimore Area Council*

### Bandana Applause

Throw a bandana into the air with instructions for the applause to keep going until the bandana reaches the floor.

### Smoke Signal Cheer

Have the group make a fist with one hand point the index finger, hold it close to chest.

Then raise in a circular motion very slowly, until your arm is as high in the air as possible.

### Wagon Train Cheer

Make a circle with arm about head and say, "Head 'em up". Point in front of you and say "Move 'em out!"

### Six Shooter

Point finger in the air and say "Bang, bang, Bang, bang, Bang, Bang". Then blow the "smoke" from the "gun".

### Bow and Arrow Applause

Make motion as if shooting an arrow and say, "Zing,...Zing...Zing".

Pretend to release an arrow on each "Zing".

### Campfire Cheer

Divide group into three sections.

Have each group say crackle right after one another:

"CRACKLE, CRACKLE, CRACKLE!"

### Horse Cheer

Neigh like a horse three times.

**Pony Express Applause:** Have everyone stand and pretend to gallop in place while shouting "YIPEE" 2 or 3 times.

### Clippity Clop Applause

Cub Scouts slap their legs to the rhythm of hoof beats... clippity clop, clippity clop, clippity clop.

### RUN-ONS

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

Visitor: Wow, you have a lot of flies buzzing round your horses and cows. Do you ever shoo them?

Cowboy: No we just let them go barefoot.

1st Scout: What do you call a frog who wants to be a cowboy?

2nd Scout: Hoppalong Cassidy.

1st Scout: Why can't the bankrupt cowboy complain?

2nd Scout: He has got no beef.

1st Scout: Why did the cowboy ride his horse?

2nd Scout: Because the horse was too heavy to carry.

1st Scout: What sickness do cowboys get from riding wild horses?

2nd Scout: Bronchitis (bronc-itis).

1st Scout: Why was the cowboy a lot of laughs?

2nd Scout: He was always horsing around.

1st Scout: If a cowboy rides into town on Friday and three days later leaves on Friday, how does he do it?

2nd Scout: The horse's name is Friday!

1st Scout: Why did the bowlegged cowboy get fired?

2nd Scout: Because he couldn't keep his calves together!

1st Scout: What advice do cows give?

2nd Scout: Turn the udder cheek and moooooove on!

1st Scout: Where do cowboys cook their meals?

2nd Scout: On the range.

1st Scout: Why did the horse sneeze?

2nd Scout: Because it had a little colt .

1st Scout: What is the saddest piece of clothing?

2nd Scout: Blue jeans.

1st Scout: Why did the Texan buy a dachshund?

2nd Scout: Because all the other Texans were saying, "Get a-long little dogie!"

1st Scout: What does a horse say when he's finished eating his hay?

2nd Scout: Well, that's the last straw!

1st Scout: Why do cowboys always die with their boots on?

2nd Scout: So they won't stub their toe when they kick the bucket.

1st Scout: In what kind of home do the buffalo roam?

2nd Scout: A very dirty one.

*Santa Clara County Council*

Ranch-Hand: Cowboys sure do work hard. How do they get paid?

Rancher: Oh, they get paid with buffalo bills.

Buffalo Bob: Do you see those sleeping cattle over there?

Buffalo Bill: Yes, I do, but I thought they were bulldozers.

Cub 1: Why does that cowboy keep tripping? Are his boots too big?

Cub 2: No, it's that funny plant that gets in his way.

Cub 1: What funny plant?

Cub 2: Stumbleweed.

Cowboy: How much are the spurs?

Clerk: Ten dollars a pair.

Cowboy: Here's five dollars, give me one.

Clerk: What can you do with one spur?

Cowboy: Well, I reckon if I can get one side of the horse going, the other side will keep up.

**JOKES & RIDDLES**

*Santa Clara County Council*

How does a rancher comb his hair?

With a sagebrush.

What kind of dinosaur do you find at a rodeo?

A bronco-saurus.

What is an insect's favorite Tex-Mex food?

Ant-chiladas.

Why was the cowboy interested in the frying pan?

He had a steak in it.

Why don't Texas cockroaches leave their stoves?

Because they're home on the range.

What did Juliet say when she wanted to see a round-up?

O rodeo, O rodeo! Wherefore art thou, rodeo?

What do cowboys put on their pancakes?

Maple stirrup.

What does Santa say when he's finished with the Eastern states? Westward ho, ho, ho.

What do you call a bison that gets tired while running?

A huff and puffalo.

How do sheep like their beef?

Baa-baa-cued.

How do Texans like their pie?

Pie a'lamo

What holds up a stagecoach?

Wheels.

What did they call magic in frontier days?

Westward ho-cus pocus.

What is round and well-spoken?

A wagon wheel.

What do you call a rush to the post office?

A stamp-ede.

What kind of cowboy will lend you money?

A loan-some cowboy.

**Limericks**

*Santa Clara County Council*

**Wyatt Earp**

A lawman, by name of Wyatt Earp,  
Went wild if you called him a twerp;  
He'd fake a deep slumber  
Then eat a cucumber

And blow you away with a burp

**Miss Whacktus**

A teacher by name of Miss Whacktus

Fell from her horse on a cactus;

"Durn," she'd opine

As she pulled out each spine,

"I'm sorely in need of more practice."

**SKITS**

**No Spoons**

*Baltimore Area Council*

**Cast:** 6 to 8 Cub Scouts

**Props:** Apron, chairs, table, soup bowls, order pad, pencil

Cowboys go into western cafe and order soup. The waiter brings it in. Soon they call the waiter, saying they can't eat their soup. He calls the headwaiter, and he is told the same thing. He calls the cook and he calls the owner. Finally, the owner asks them why they can't eat the soup. One says, "Because we have no spoons".

**Some Fishin'**

*Baltimore Area Council*

**Cast:** 6 to 8 Cub Scouts

**Props:** Cowboy costume, rope, branding iron, stools, fence

**Setting:** Cowboys are leaning on fence, City dude enters

**City Dude:** Good afternoon gentlemen.

**Cowboys :** Howdy.

**City Dude:** This is my first trip to the west. I do find everything so unusual. Do you suppose you could tell me a few things?

**Cowboy #1 :** What did you want ta know?

**City Dude:** What do you keep inside this fence?

**Cowboy #2:** Sometimes we keep steers and sometimes broncs.

**City Dude:** What do you do with this metal contraption?

**Cowboy #3:** That's for brandin' 'em so everybody'll know whose belong to who.

(cowboys begin to snicker among themselves)

**City Dude:** Why do you wear those funny pants?

**Cowboy #4:** Those aren't pants; they're chaps. We wear them over our pants when we're riding the range to keep the rough bushes and cactus from scratchin' us up.

**City Dude:** Why do you wear your handkerchief around your necks?

**Cowboy #5:** That's what WE call a neckerchief. In a dust storm or when we're movin' the herds, we put it up over our nose and mouth to help keep the dust out. (demonstrates)

**City Dude:** What do you use that coil of rope for?

**Cowboy #6:** That's what we use to catch steers and broncs.

**City Dude:** That's all very interesting. I was just wondering about one more thing. What kind of bait do you use? (cowboys begin to laugh)

**Old Settlers**

**Characters:** Main cowboy and four or more other cowboys.  
**Props:** Campfire and outdoor scenery.  
**Costumes:** Cowboy vests and hats.  
**Setting:** Cowboys are sitting around campfire.  
**Main Cowboy:** Who's the oldest settler in the west?  
**Cowboy 1:** Death Valley Scotty?  
**Main Cowboy:** Nope  
**Cowboy 2:** Buffalo Bill?  
**Main Cowboy:** Nope!  
**Cowboy 3:** Daniel Boone?  
**Main Cowboy:** Nope!  
**Cowboy 4:** I give up. Who is it?  
**Main Cowboy:** The sun!!

**Bandana/Banana**

*A True Scouting Classic*

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

**Supplies Needed**

- Bandana
- Over ripe banana

**Preparation:**

This skit is best done outdoors or with a sheet of plastic under the volunteer's feet. It also takes a truly "dedicated" person to play the VOLUNTEER role. It is important that, throughout the skit, neither the SPEAKER nor the VOLUNTEER look at one other!

**SPEAKER:** Well, since I've been here, I've noticed that many people do not use their bandanas properly. So, I'm going to give a quick class. Do I have any volunteers?

*(The "plant" from the audience comes running forward, enthusiastically "volunteering".)*

**SPEAKER:** Well, it looks like we have a volunteer. Do you have a bandana?

*(SPEAKER pulls a bandana from his back pocket. At this point, SPEAKER needs to turn away from VOLUNTEER and not look at him until indicated in skit.)*

**VOL:** I sure do!

*(Removes a banana from his back pocket! At this point, VOLUNTEER needs to keep looking out at the audience and only listen to what SPEAKER is saying.)*

**SPEAKER:** The first thing you need to learn is how to fold your bandana.

*(Begins folding bandana in halves then quarters.)*

**VOL:** *(Looking totally confused and staring at the banana.)* Do what?

**SPEAKER:** Fold it. Just fold it in half, then fold it again!

**VOL:** OK!

*(Folds banana with all the appropriate facial expressions when it starts squishing.)*

**SPEAKER:** One of the best reasons to have a bandana is to wipe the sweat from your face. So let's do that now.

*(Wipes brow and face with the bandana.)*

**VOL:** *(Again, looking flabbergasted and staring at the banana.)* Do what?

**SPEAKER:** *(Sounding slightly frustrated)* Wipe your face with it!

**VOL:** OK.

*(Wipes forehead and face with the banana...again, the facial expressions will take care of themselves.)*

**SPEAKER:** Another good use for the bandana is to clean your glasses. Let's do that now.

*(Proceeds to clean eyeglasses or sunglasses.)*

**VOL:** You want me to do what?!

**SPEAKER:** *(Sounding more frustrated.)* Clean your glasses!

**VOL:** OK.

*(Cleans glasses with the banana and looks at audience in total disbelief that they're doing this.)*

**SPEAKER:** Another good use for the bandana is to wipe your nose. Let's do that now.

*(Wipes the tip of nose with the bandana.)*

**VOL:** *(Looking at banana then pointing to nose.)* You want me to wipe my nose with it?

**SPEAKER:** *(Sounding slightly angry.)* YES, WIPE YOUR NOSE!

**VOL:** OK.

*(Gingerly wipes the tip of his nose with the banana.)*

**SPEAKER:** And finally, we need to know that we have placed our bandana within easy reach. So, we will put it in our back pocket and pat it to make sure it's secure.

*(Places bandana in back pocket and pats it.)*

**VOL:** DO WHAT?!

**SPEAKER:** *(Angry now.)* I don't know why you volunteered if you are having such a hard time understanding my instructions. Put it in your back pocket, and pat it down!

**VOL:** OK!

*(Pats what's left of the banana in his back pocket and pats it down.)*

**SPEAKER:** *(Looks over at the volunteer for the first time.)*

Now what was so hard about that? What is all that mess? What did you do...? I said BANDANA not BANANA!

*(Walks VOLUNTEER off stage as VOLUNTEER is trying to explain his misfortune.)*

**Note:** *Be sure to have towel and water or wipes so volunteer can clean up.*

**CLOSING CEREMONIES****A Cowboy's Blessing**

*Baltimore Area Council*

**Arrangement:**

- Each Cub has a sign with the words on back in LARGE print and a picture he drew on the front.
- Have the Cubs arrange themselves in a horseshoe around a campfire; lights are low.
- Each Cub has a candle.
- Cub 1 lights his candle from the Spirit Candle.

- Cub # 1:** May you brand your biggest calf crop.  
May your range, grass never fail.  
(Cub 1 passes flame to Cub 2 candle.)
- Cub # 2:** May your waterholes stay open.  
May you ride an easy trail.  
(Cub 2 passes flame to Cub 3 candle.)
- Cub # 3:** May you never reach for leather,  
Nor your saddle horse go lame.  
(Cub 3 passes flame to Cub 4 candle.)
- Cub # 4:** May you dab your loop on critters,  
With your old unerring aim.  
(Cub 4 passes flame to Cub 5 candle.)
- Cub # 5:** May your stack of chips grow taller.  
May your shootin' eye stay true.  
(Cub 5 passes flame to Cub 6 candle.)
- Cub # 6:** May good luck plum' snow you under,  
Is my sincere wish to you.
- All** Extinguish their candles.  
Say "Adios, amigos" to the audience and take their seats.

### Cowboy Closing

*Santa Clara County Council*

**Cubmaster can read this poem or the boys in a Den can read it, with each boy reading a phrase.**

The cowboys blazed a trail across the golden prairie.  
They never gave up, even when the going got tough and a little scary.  
They forged ahead day after day.  
From dawn to sunset they made their way.  
They defeated great hurdles and fought for their land,  
And even against great odds they made their stand.  
If it hadn't been for those cowboys of long ago,  
We might not have the life we've come to know.  
So when the going gets tough and you think you're done in.  
Pick yourself up and go at it again.  
The Scout and the Cowboy from the wild woolly West  
Are both dedicated to doing their best.  
We hope you enjoyed tonight's theme too  
And now we'd like to say, "Cheerio!"  
And good night to you.

### Closing Ceremony

*San Gabriel, Long Beach Area, Verdugo Hills Councils*

Read a Cowboy poem and then end by singing Happy Trails.  
(See **Songs** for words) A good source for Cowboy Poems is Rod Nichols website -

<http://www.geocities.com/rodnichols.geo/cowboy.html>

and the Cowboy Poetry website -

<http://www.cowboypoetry.com/rn.htm>.

**Here's a sample from Rod's website, be sure to go there and find one that fits your pack. CD**

### Headin' In

Rod Nichols

Some fellers favor sunup just before their day begins,  
while others favor evenin' when their day is at an end.  
But this old cowboy's dif'rent it's the way I've always been,  
cause the time that gets me smilin' is the time for headin' in.

With a day of work behind me and before the sunset ends,  
it's a quiet and peaceful feelin' on the trail while headin' in.

There's a breeze that often comes up as a warm,  
southwestern wind,  
and a glow across the prairie as I'm slowly headin' in.

Above a hawk is wheelin', swoopin' down then up again,  
as if he wants one final look 'fore he too is headin' in.

My saddle pal don't say much but he tells me with a grin,  
he feels about the same as me with our ponies headin' in.

Someday this'll all be over just the prairie, grass and wind,  
I hope He'll let me pass this way when it's time for headin' in.

*Rod Nichols © Copyright 2000*

### Pioneer Days Closing

*Santa Clara County Council*

**Props:** Lantern; Signs reading: INCOME TAX, SALES TAX, PROPERTY TAX.

***This closing follows the Pioneer Days Opening, if you choose one you really should choose both or combine them into one ceremony or a skit. CD***

It's true you had no phones, no gasoline,  
no electric lights, no cars about -  
(Scout walks in with lantern. Older looking the better)

But there's one thing you didn't have that we could do without.  
(Pioneers walk in carrying tax signs)

But one thing does amaze us.  
When we read about your deeds.  
You made it through your travels,  
minus something each man needs!  
(Entire cast is on stage saluting, with Cubmaster in front)

Oh Pioneers! Oh Pioneers!  
We salute you, long and hard!  
You went across this whole land -  
Without a Credit Card!!

## Cubmaster's Minute

### Rodeo Competition

*Baltimore Area Council*

**Cubmaster:** Rodeos started with cowboys competing in their everyday work to see who was the best at a particular job. Later, prizes were gathered to make it more interesting. It has now grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another to grow. It is the same with Cub Scouting. We must help each other cheerfully, if we expect our Pack to grow. Will you please stand and repeat with me the Cub Scout Promise.

### A Cowboy's Philosophy

*Baltimore Area Council*

We, the cowboys of the western plains,  
Are bound by our desire to live free.  
We must, therefore, show respect for our fellow man:  
Respect for his beliefs,  
Respect for his belongings,  
Respect for his privacy,

Respect for the ground he walks on and the air he breathes.  
 In so doing, we show respect ~or ourselves  
 And secure freedom for all.

*All join in singing "Happy Trails to You".*

## WEBELOS

**This is interesting.** Communicator is still listed as the first year badge. Citizen as the second year badge. But Citizen is now required for the Webelos Badge that the Webelos earn in their first year. I think the recommended calendar schedule will be revised soon.

### Get those Webelos outdoors –

Planning to graduate your Webelos to Boy Scouts at the Blue and Gold? Or maybe March? Be sure to check out your outdoor requirements now!! Get in touch with your Den parents and a local Boy Scout troop and arrange the activities.

Outdoor requirements include –

4. With your Webelos den, visit at least
  - o one Boy Scout troop meeting,
  - o one Boy Scout-oriented outdoor activity.  
 (If you have already done this when you earned your Outdoorsman activity badge, you may not use it to fulfill requirements for your Arrow of Light Award requirements.)
5. Participate in a Webelos overnight campout or day hike.  
 (If you have already done this when you earned your Outdoorsman activity badge, you may not use it to fulfill requirements for your Arrow of Light Award requirements.)

Depending on where you live, these could be hard to accomplish in January!!

## COMMUNICATOR COMMUNITY GROUP

*Baltimore Area Council*

Learning to effectively communicate is fun and entertaining through the Communicator activity badge. Webelos will experience varying methods of transmitting information, which will serve them well later in life.

### What Is a Code?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers. A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down.

Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes. Codes usually have two parts. The first part is for making the code. This is known as encoding the message. You need to know how to make your message a secret one.

The second part is called decoding the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the

message means. The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts. Some of the easiest codes use numbers for letters.

### Number Codes

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number one and write the numbers in order below the letters.

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

### Communicator Game

This is a game that can be played in any Den setting, and is instructive for both the boys playing the game and for the rest of the Den watching.

Cut identical sets of geometric shapes (triangles, square, rectangles, octagons. etc.) out of different colors of construction paper. Give one set to each pair of boys, and sit them so they are facing away from each other at two tables, or on the floor.

The first boy is told to arrange his shapes in whatever fashion he chooses. When he has done so, he must tell the second boy how to arrange his set of shapes in the same arrangement. The second boy cannot ask questions, or otherwise communicate with the first boy. Observe the results with no communication.

The next time, the roles are reversed, with the second boy arranging his shapes any way he wishes. The difference now is that the first boy may ask questions, and the second boy may answer them.

A discussion can ensue about the value of questions and answers in effective communication.

### The Shopping List

This appears to be a boring grocery list. But to your friend, it's an important message. The number before each word tells which letter to use. The first letter in mop is "M", so that is the only letter that needs to be saved. Continue down the list. The third letter in bread is "E", and so on. Now the grocery list has a new meaning.

1. Mop
2. Peaches
3. Bread
4. Butter
5. Cream cheese
6. Dozen eggs
7. Fruit bars
8. Bag of potato chips
9. Watermelon
10. Package of noodles
11. One can of green beans

Your message: Meet me at one.

**Back Drawing**

Before the meeting, the Den leader draws symbols on poster board. Spilt the Den into two teams. Have them sit in a straight line facing forward. Give the Scout at the front of the line a piece of paper and pencil.

**Rules:** Everyone closes his eyes, except the Scout at the back end of the line. Only this Scout may see the image that the Den leader has drawn. Then this Scout draws the image he is shown on the back of the Scout in front of him. He may erase once, and then redraw the image. After the image is drawn on the Scout's back, he opens his eyes, then draws his image on the Scout's back in front of him. The image will finally reach the first Scout, and he will draw the image that he feels being drawn on his back on the paper. After both teams are finished, show everyone the original image and see whose drawing is most accurate.

**Purpose:** This game is used to show Scouts that you need all your senses to be an effective communicator and that a breakdown in communication can change the story.

**Den Activities**

- ✓ Demonstrate and teach the Webelos Scouts the Boy Scout Motto using sign language.
- ✓ Have a deaf, blind or mute person visit the Den and describe special problems they have communicating.
- ✓ Instruct Scouts how to address a group.
- ✓ Have four Scouts take part, each reading in full, one point of the Scout Law.
- ✓ Visit an amateur radio operator, and have him explain the use and rules of amateur band radio. Let the Scouts examine equipment and talk with someone over the amateur radio.
- ✓ Instruct Scouts in the use of secret codes. Then let several Scouts invent and use their own code.
- ✓ Get a copy of CB ten codes and have the Scouts use them.
- ✓ If you cannot visit a radio or television newsroom, invite a newsperson to your meeting to talk to the Scouts about their jobs.
- ✓ Invite a high school or middle school speech teacher to your meeting, and have them talk about communications.

*Circle Ten Council*

Communication is one of the most important skills that the Webelos Scout will use during his life. He will communicate every day with other human beings, and possibly with animals. We often consider communication as the expression of our thoughts or feelings through speech, gesture, print, and electronic devices. Communication, however, really is comprised of both the transmission of the message, and decoding by the receiver. In other words, communication does not exist unless the message is both sent and received. When the intended recipient of the communication understands the message, then the communication is effective. Learning to communicate effectively will help us all now and in the future.

**Names and Communication**

One way we communicate is to mark something in a certain way to show ownership or a relationship. Your last name indicates that you are part of a family and related to others with the same name. Even names are "codes" of a sort. The blacksmith sometimes became known as SMITH and his son would be SMITHSON. Take a phone book and see if you can guess how a name may have come about.

**INTERNATIONAL SYMBOLS**

Have the boys write what each sign means

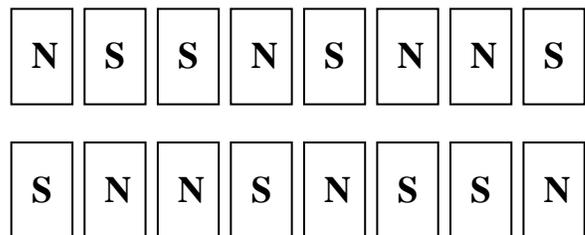


- |                     |                     |                    |                       |
|---------------------|---------------------|--------------------|-----------------------|
| 1. No U-turn        | 2. No bicycles      | 3. Tent site       | 4. Hotel, motel       |
| 5. Boat ramp        | 6. Forest           | 7. Restrooms       | 8. Wet floor          |
| 9. Trash can        | 10. First Aid       | 11. Red Cross      | 12. Animal Crossing   |
| 13. Handicap Access | 14. Wildlife Refuge | 15. Magnetics      | 16. Shower            |
| 17. Information     | 18. Campsite        | 19. Child Crossing | 20. Fasten Seat Belts |

**BITS and BYTES**

Where does the information go when you delete things on your computer?

Computer hard disk drives have an arm that moves back and forth over a spinning disk. At the end is an electromagnet that is turned on and off. That can flip the molecules of the disk – a magnetic material. It arranges the molecules. The



arrangement can be read later by scanning the disk with the same arm. Each bunch of molecules is called a BIT. Groups of them are called BYTES. This drawing is an 8-bit byte. As the molecules flip over, they represent a 1 or a 0. The north magnetic pole is 1, the south is 0. Digital storage always involves just 2 values; 1's and 0's, or on and off. Our drawing is the number 10010110. If we use a special number system called binary numbers, these 8 bits store the number as 140.

Stuff stored in digital code makes up files or documents. They are stored in little zones or sectors on a hard disk. Most of the time files are too big to fit in just one continuous line

of sectors, so the files get spilt up. The first part of a file is called the header. In the header are things like the name and date of the file and also the size of the file, and a really important piece of information – which sectors the file is stored in. That information tells the arm where to scan for the data. Without the header the data is left in chunks all over the disk. When you delete a file what you're really doing is just erasing the header. The file's data is still there. It just doesn't have an address anymore. Eventually it will be written over by new data

Information on a computer is not stored as matter or energy; it's stored by arranging matter. The computer uses energy to make the arrangement, to read the arrangement or to delete the arrangement. That energy is converted into heat, which is why there are fans in computers.

**COMMUNICATOR ROUND ROBIN SKIT**

Arrange boys in a large circle. Give each one a communications transmitter of some kind, such as a flashlight for Morse code, the string and can telephone a boy's hands for sign language or a tom-tom for drumbeat.

Give the first boy a message to transmit, written on a piece of paper. Each boy in turn tries to relay this message to the next boy in line using his signaling device. (Remember your boys are just simulating this, not really doing it.)

The last boy writes down the message and comes up to stand beside you. You read your message, which is "Mr. Watson, come here I need you". The boy is then asked to read his message, which is "The number you have reached is out of service or you have not used the correct area code. Please hang up and try again. If you think you have reached this recording by mistake...." About halfway through this speech. Put you arm on the scouts back and begin guiding him off stage, shaking your head

**Message Coding**

Use the Morse code table found in the Webelos Scout Book, Communicator section to encode a short message. Each boy should keep his message short, one sentence of 5 - 8 words, and not let other boys see it. Then let them trade messages and try to decipher them.

**FIELD TRIPS**

- Newspaper office
- Radio Station
- TV Station
- Telephone Office
- Commuter Center

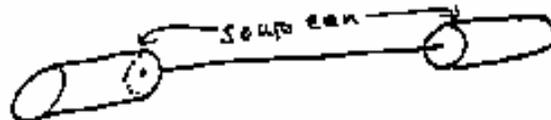
**Word of caution:**

*Most of these communication centers are very security conscious, so do not be surprised or disappointed if they tell you they do not allow groups to tour.*

**DEN ACTIVITIES**

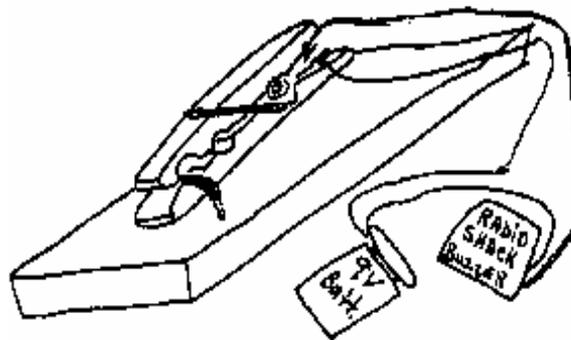
- Trace the history of communication in a chronological order, starting with the early communication, method of sign language.

- Demonstrate the spoken word by having boys hold their hands over their larynx to feel the vibration, and make an old fashion can and string telephone. Be sure to keep the string taut and not touching anything.



Use thick twine 10 - 20 feet. Make a hole through the middle of each can with a medium size nail. Wash can thoroughly. Pull the string through each nail hole. Tie a large knot in string on each end. To use simply hold can by its side, keeping string taut. Put to mouth to talk, to ear to listen.

- A telegraph key will demonstrate Morse code. Use the key to open and close a circuit made up of a tone buzzer and a battery. You can make the key or "bug" out of a spring clothespin if you wish.



- Invite a member of the Rotary Club or the Toastmasters International to visit your den and give examples of body language.
- Visit a meeting of these organizations to observe how communications is given
- Ask a member of the local amateur radio organization to visit your den or allow the den to visit his or her base station to see how communications is arrived using the International Morse Code.
- Listen to a CB radio or find an active Citizen Band Radio Club in your area to tell your den how the radio can help.
- Visit the local library or your school library to find out how the books are indexed to locate them easier.
- Local radio stations or television stations can show your den how they receive communications from around the world through the use of micro transmitters or satellite stations.
- Communications can be carried out in many forms. Try to locate the local organization that teaches the deaf to sign and see if they might be willing to teach the den a few basic words or phrases.
- Find out if one of the parents would be willing to show each of the boys how it a computer works and allow them to access the computer base.
- To find out the many job opportunities in the communication field, check with the local Chamber of

Commerce to locate companies that use communication as a basis for employment in your area.

**KIM'S GAME IN THE DARK**

Out of sight of the immediate area, attach a line zigzagging between trees or stationary objects. Tie objects to the line along the way. Ten items is a good number. Blindfold each Webelos Scout and lead him to the rope. Boys then proceed down the rope, holding on and remembering the objects they come across. No talking is allowed. When each boy reaches the end of the rope, the leader takes him out of sight of the course and removes his blindfold. Boys may work individually or as group to see how many objects they can identify and remember.

**Communication Codes**

*Some of these pictures may need to be copied down and enlarged to be usable. CD*

**Music Codes**

**SOUND EFFECTS GAME**

*A Good pack meeting demonstration!*

This game is identifying sounds. The den chief or den leader produces sounds from behind a screen or in another room, and the Webelos listen. Boys try to identify each sound.

Sample sounds met be -- ping pong ball bouncing on floor, sanding a piece of wood, shuffling a deck of cards, breaking a twig or stick in half; pushing buttons on telephone, sawing wood, etc.

*Webelos Scouts could work in the Communicating and Computer Academic belt loops and Pins in conjunction with this activity badge.*

**TIC TAC TOE CODE**

DRAW A TIC TAC TOE GRID AS SHOWN.  
REPLACE EACH LETTER IN THE ALPHABET  
WITH A DOT. USE THE DOT AND PIECE  
OF THE GRID TO REPRESENT EACH LETTER.

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

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

**TO TELL THE TRUTH**

*Actually, Circle Ten's Book said "What's my Line" but the game show described here is the one I named. CD*

Let 2 or 3 boys tell a story about a similar situation, with facts a bit different in each version. One is telling a true story, the others are not. The rest of the den takes turns asking the panel questions to determine who is telling the real story. After telling their initial tales, all boys on the panel must answer all questions truthfully, even if the answers contradict their original story, so that the rest of the den can determine the truth teller.

**CLOTHESLINE TALES**

Give boys a general topic and have each one of them draw a picture about anything to do with that topic (such as "Space Aliens") String a clothesline up between two trees. Have first boy come up, hang picture and begin to tell a story about his picture. After one minute, stop him, have the next boy come and continue story with his illustration. Continue until all boys have shared and a brand new story has been communicated to the den!

**CITIZEN  
COMMUNITY GROUP**

*Baltimore Area Council*

This is a good badge to start the boy on when he joins the Den. The written requirements and readings may be done at home with parents. This continues the importance of parents involvement in the Webelos Den.

This badge is also of interest to the leader, because he can learn much about his boys from their writings on what is meant by "all men are created equal" and on the Star Spangled Banner. The leader should keep in mind that all boys are different, so they will have different ideas and opinions on this badge. Each boy's "BEST" should be judged individually.

A lot will depend on how well informed and enthusiastic the Webelos leader is, and how he presents the badge to the boys. This badge can be fun, or it can be just "another piece of paper to write." It's up to you.

**Den Activities**

- Discuss requirements of badge with boys. Decide on a good turn for school, church or community and plan how to carry it out. Boys make logbooks to record their work on the badge.
- Plan a special good turn for the next Pack meeting; such as setting up chairs, ushering, clean-up, etc.
- Visit a local government agency. Find out how it works, what service it provides, how it affects boys and their families.
- A campaign against litter is a "must" for good citizenship. Discuss how your Den can carry on such a campaign.. and do it. This could include making posters for display, litter clean-up, making litter bags, etc.
- Discuss the various organizations in your community, which help people. How are they

financed and run? Do they use volunteer help? Visit one of these organizations.

- Discuss ways boys can be good citizens. Let them make lists of things they will try to do regularly.

### Your Duties as a Citizen

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties to uphold. Your duties as a citizen are:

- ✓ Obey the laws
- ✓ Respect the rights of others
- ✓ Keep informed on issues of National and local government
- ✓ To vote in elections
- ✓ To assist the agencies of law enforcement
- ✓ To practice and teach good citizenship in your home Some qualities of a good citizen:
  - Obeys the laws wherever he is
  - ✓ Respects the rights of others
  - ✓ Is fair and honest
  - ✓ Tries to make community a better place to live
  - ✓ Learns about leaders of nation, state, community
  - ✓ Practices rules of health and safety
  - ✓ Is honest and dependable
  - ✓ Is patriotic and loyal
  - ✓ Practices thrift
  - ✓ Respects authority

### Great Documents Quiz

How much do you know about two of the greatest documents ever written: the Declaration of Independence and the Constitution of the United States?

- 1) The first words of the Declaration of Independence are:
  - a) "We hold these truths to be self evident..."
  - b) "We, the People of the United States..."
  - c) "When in the course of human events..."
  - d) "Four score and seven years ago..."
- 2) The first draft of the Declaration of Independence was written by:
  - a) John Hancock
  - b) Button Gwinnett
  - c) George Washington
  - d) Thomas Jefferson
- 3) The Constitution of the United States was signed in What year?
  - a) 1776
  - b) 1492
  - c) 1787
  - d) 1620
- 4) What is the minimum age for a President of the United States, and in what document is this stated?
- 5) Which amendment to the Constitution provided for the abolition of slavery?
  - a) Tenth Amendment
  - b) Thirteenth Amendment
  - c) Third Amendment
  - d) Sixteenth Amendment
- 6) A Senator serves a term of:
  - a) Six years

- b) Four years
- c) Two years
- d) Light years

- 7) What is the maximum number of years a President may serve?
  - a) Fourteenth Amendment
  - b) First Amendment
  - c) Twenty-ninth Amendment
  - d) Fifth Amendment
- 8) Which amendment to the Constitution guarantees freedom of speech:
  - a) Fourteenth Amendment
  - b) First Amendment
  - c) Twenty-ninth Amendment
  - d) Fifth Amendment
- 9) What legislative body has the sole power to impeach a President?

### Answers:

1-c, 2-d, 3-c, 4-Age 35. as stated in the Constitution, 5-b, 6-a, 7-Ten years (two terms plus the remainder of a predecessor's term if 2 years or less), 8-b, 9-House of Representatives

### On Your Mark

Mark the best ending for each sentence.

1. If you meet the president, you call him:
  - a) your highness
  - b) your Excellency
  - c) Mr. President
2. The president and his family live in:
  - a) Blair House
  - b) the White House
  - c) the suburbs
3. The first president to live in the White House was:
  - a) John Adams
  - b) George Washington
  - c) "Thomas Jefferson
4. We celebrate the birthdays of two presidents in February they are:
  - a) Washington and Lincoln
  - b) Jefferson and Adams
  - c) T. Roosevelt and F. D. Roosevelt
5. During the War of 1812, when Madison was President, a famous song was written. It is called:
  - a)The Battle Hymn of the Republic
  - b) God Bless America
  - c) The Star Spangled Banner
6. The only man to be elected president four times was:
  - a) Abraham Lincoln
  - b) Franklin Delano Roosevelt
  - c) Ulysses S. Grant
7. The two big political parties today are called:
  - a) the Republicans and the Democrats
  - b) the Federalists and Whigs
  - c) the Conservatives and the Liberals
8. The law says Presidential elections must be held on:
  - a) the first Monday in October
  - b) the first Tuesday in November
  - c) Halloween
9. The parties pick their presidential candidates in:
  - a) presidential primaries
  - b) national nominating convention
  - c) by secret vote
10. If a president dies in office the next president is:

- a) the vice president
  - b) elected by the people
  - c) the oldest senator
11. Presidential elections are held every:
- a) two years
  - b) four years
  - c) six years
12. If you want to run for president you should:
- a) go jogging
  - b) take a nap
  - c) make speeches
13. The United States is made up of:
- a) 50 states
  - b) 48 states
  - c) 46 states
14. Twenty-seven presidents have studied:
- a) flying
  - b) the stars
  - c) the law
15. The president's wife is called:
- a) the queen
  - b) the first lady
  - c) Mrs. President

**Answers:**

1-c, 2-b, 3-a, 4-a, 5-c, 6-b, 7-a, 8-b, 9-b, 10-a, 11-b, 12-c, 13-a, 14-c, 15-b

**Newspaper Study**

**Equipment:** One current newspaper per team. Put teams in corners, each with the same day's issue of a newspaper. On signal, teams begin a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. Team with most clippings wins. (Team leaders distribute pages among his team members)

**Patriotic Wall Plaque**

Using a copy of the Declaration of Independence, Bill of Rights or the Gettysburg Address; make a wall plaque by mounting one of these on 1/4" plywood shaped into the design of a scroll. Make your scroll slightly larger than your copy. Finish plywood by sanding, staining a natural color and varnishing or leave the wood grain and color show through by eliminating stain and just varnish.

*Circle Ten Council*

One of the purposes of Cub Scouting is "Developing habits and attitudes of good citizenship". A Scout promises to do his duty to his country. The Citizen Activity Badge helps the WEBELOS understand what a good citizen is and teaches him the history of our flag. Citizen Activity Badge is in the Community group.

**OBJECTIVES**

To foster citizenship in WEBELOS Scouts. To teach boys to recognize the qualities of a good citizen. To introduce boys to the structure of the U.S. government. To familiarize boys with basics of American history. To convince boys that laws are beneficial. To encourage WEBELOS Scouts to become community volunteers.

**Where to go and what to do**

- Invite a guest speaker from a local board to explain his duties and tell the WEBELOS Scouts why he volunteers his time.
- Buy a packet of used U.S. commemorative stamps. Distribute several to the WEBELOS Scouts and challenge them to discover the "story behind the stamp". At the following meeting allow each boy ample time to describe his stamps and their significance.
- Attend a local city council meeting.
- Do a Good Turn by conducting a litter pickup campaign
- Have each WEBELOS Scout write a letter to his Senator or Congressman to express an opinion on an issue. It would be especially interesting if two WEBELOS Scouts wrote an opinion about opposite sides of the same issue. See what responses you receive.
- Encourage WEBELOS Scouts to fly a flag at home particularly on appropriate flag holidays.
- Arrange for the WEBELOS den to do a community service project.

**Good turn ideas**

- Give some of the toys the WEBELOS Scouts may have made as part of the Craftsman badge to needy children. Use Craftsman skills to repair and refurbish toys for the same purpose.
- Give a holiday party for children or adults in a residential situation. Plan games, songs, small gifts, party favors, and treats
- Participate in the Food Drive in the fall to stock good pantries for needy families
- Collect toilet articles and used clothing for the homeless
- Salvage used books to be sold at the public library or to be used to set up libraries for children or adults in a residential situation
- Read to someone who cannot see.
- Provide snow shoveling, yard care, errand service, or other aid to an elderly person or couple in your neighborhood.

**NEWSPAPER STUDY GAME**

*for dens or small groups*

**Equipment:** One current newspaper per den

Teams gather in groups, each with the same day's issue of a newspaper. On signal, teams start a search for news items that definitely illustrate the 12 points of the Scout Law. Items are cut out and numbered according to the point of the law. Team with the most clippings in a given time wins.

*Strategy Tip: Team leaders should distribute pages among his team members instead of everyone grabbing for papers.*

**CITIZEN SCAVENGER HUNT**

By Barb Stephens

Most government buildings offer a tour of some sort and you might be able to combine the tour with the following scavenger hunt. Divide the den into two or three teams and give the boys a reasonable time limit. Have them locate answers to questions like these:

1. What is the mayor's middle initial and what does the initial stand for?
2. Bring back a piece of stationery showing our town's logo or crest.
3. Draw a picture of our state flag.
4. On what floor of City Hall can you find \_\_\_\_\_?
5. Who runs the Water Works Department and what does that department do?
6. Where does the City Council meet?
7. What's on the top floor of the City Hall building?
8. What is the full name of the governor of the state?
9. Get a brochure about trash pick up service.
10. Who takes care of snow removal/tree removal from city streets and what is their budget?

### DO YOU KNOW YOUR FLAG?

When the Stars and Stripes first became our national flag, no one was sure just what the design of the flag should be. Since the time of that first flag, official descriptions of the national colors have been very careful and clear. Not only is the design of the flag carefully described today, but there are many special rules for displaying it. The following questions are based on the universal flag code of the United States. See how many you and your WEBELOS den can answer correctly. Some of these questions are tricky.

1. The flag is raised (a) slowly; (b) briskly; (c) at any speed that is comfortable.
2. If you carry the flag in a parade and passed before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or False?
3. The flag must never be lowered no matter how bad the weather conditions. True or False?
4. The flag is never allowed to fly after daylight hours anywhere in the world. True or False?
5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or False?
6. The flag's honor guard walks (a) on the flag's right; (b) just behind the flag; (c) on both sides of the flag.
7. If you are a Cub Scout, WEBELOS Scout, Boy Scout, or Explorer, you always give the Cub Scout, or Explorer salute to the flag even when you are not in uniform. True or False?
8. When you carry the flag in a parade with other flags, the U. S. flag must go on the left of and in line with the other flags. True or False?

Answers:

1. (b) briskly - it's a happy occasion!
2. False. The flag is never dipped to anyone..
3. False. The flag is not flown in bad weather.
4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.
5. True.

6. (c) on both sides of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your hand over your heart when the flag passes
8. False. It is carried at the right of the other flags or at the front and center of a line of other flags.

## POW WOW EXTRAVAGANZAS

*Let me know as soon as your date is set. I will post whatever I receive. I am hoping to retire in 2007 and visit lots of Pow Wows!!! CD*

### Southern NJ Council

Aloha, Cub Scouts

Pow Wow in Paradise

January 21, 2006

Lakeside School, Millville, NJ

Call Southern NJ Council, 856-327-1700, extension 32, or visit the website, [www.snjscouting.org](http://www.snjscouting.org) for more information

### Sam Houston Area Council

Texas Proud

November 5, 2005

Houston, Texas

[www.shac.org/Home/Events1/CubScoutLeaderPowWow20/](http://www.shac.org/Home/Events1/CubScoutLeaderPowWow20/)

### Pioneer Valley Council

In November 2005

Near Chicopee, Massachusetts

<http://www.pvcbsa.org/training/>

### Clinton Valley and Detroit Area Councils

Together We Serve

November 5, 2005

Near Detroit, MI

<http://www.cvc-bsa.org>

### Cape Fear Council

November 12, 2005

Near Wilmington, NC

<http://www.capefearcouncilbsa.org/training.htm>

### San Gabriel Valley, Long Beach Area, Verdugo hills

Councils

(1950's theme)

February 4, 2006

California

<http://www.longbeachbsa.org/>

<http://www.sgvcbbsa.org/>

<http://www.vhcbbsa.org/>

## WEB SITES

**Exciting Scoutcraft** - this site provides detailed instructions for making a large variety of high quality, exciting crafts. Crafts will be treasured for years - not thrown away in a week. Each project includes a list of required materials and tools, step by step instructions, templates, photographs, drawings, short cuts, and helpful hints. Learn how to make such items as LED flashlights, God's Eyes, hot plates (trivet), and a crowing rooster. Make things from clay,

plaster, leather, string, foam, beads, wood, film canisters, and chenilles (pipe cleaners). Make things that move, squirt, and make noise. Learn where to find cheap/free material, what glues to use, and other special techniques.

<http://www.e-scoutcraft.com/>

*The legal disclaimer on e-scoutcraft prohibits me from reproducing projects and instructions in Baloo. CD*

**Cowtown Rodeo** – one of only two weekly rodeos in America that is sanctioned by the Pro-rodeo Cowboys Association and a great place to go see - [www.cowtownrodeo.com](http://www.cowtownrodeo.com)

#### Theme Related Web sites

*San Gabriel, Long Beach Area, Verdugo Hills Councils*  
Museum of the American West (formerly the Autry Museum of Western Heritage)

<http://www.museumoftheamericanwest.org/home.php>

San Dimas Western Days Rodeo

<http://www.sandimasrodeo.com>

The Chisholm Trail Heritage Center, Duncan, OK.:

<http://www.onthechisholmtrail.com>

Along the Chisholm Trail website:

<http://www.thechisholmtrail.com>

Chuck Wagon Cooks & Friends Website:

<http://groups.msn.com/ChuckWagonCooksFriends/historyofthechuckwagon.msnw>

Legends of America website:

<http://www.legendsofamerica.com/WE-OldWestRecipes.html>

National Cowboy & Western Heritage Museum, Oklahoma City, OK:

<http://www.nationalcowboymuseum.org/diamondr/index.html>

The Chisholm Trail

<http://www.onthechisholmtrail.com/>

American Chuck Wagon Association

<http://www.chuckwagon.org/>

#### Need some more ideas –

Check out the National Archive of Pow Wow Books – [www.napwb.com](http://www.napwb.com)

This unofficial site has scanned copies of many, many Pow Wow Books available for your use. It is maintained by a volunteer Scouter near St. Louis, MO. Now I know where I am going to send all those books in my basement.

## ONE LAST THING

### Texas Wisdom

Now, pardner, these might not make a lot of sense to us easterners, what with all this western talk and not one mention of a mall or road rage...but they sure kinda cut to the chase and make sense...

1. Don't squat with your spurs on.
2. Good judgment comes from experience, and a lot of that comes from bad judgment.
3. Lettin' the cat out of the bag is a whole lot easier than puttin' it back in.
4. Never drop your gun to hug a grizzly.
5. If you're riding ahead of the herd, take a look back every now and then to make sure it's still there.
6. If you get to thinking you're a person of some influence, try ordering somebody else's dog around.
7. A good horse never comes in a bad color.
8. Never miss a good chance to shut up.
9. Never kick a cow chip on a hot day.
10. Never ask a barber if he thinks you need a haircut.
11. Don't worry about bitin' off more than you can chew. Your mouth is probably a whole lot bigger'n you think.
12. If you find yourself in a hole, the first thing to do is stop diggin'.
13. Never slap a man who's chewin' tobacco.
14. It don't take a genius to spot a goat in a flock of sheep.
15. Always drink upstream from the herd.
16. When you give a lesson in meanness to a critter or a person, don't be surprised if they learn their lesson.
17. When you're throwin' your weight around, be ready to have it thrown around by somebody else.
18. Always take a good look at what you're about to eat. It's not so important to know what it is, but you might need to know what it was.
19. The quickest way to double your money is to fold it over and put it back in your pocket.
20. There are three kinds of people: The ones that learn by reading, The few who learn by observation, and the rest of them who have to touch the fire to see for themselves if it's really hot.