



BALOO'S BUGLE



Volume 6 Issue 5

December 1999

Uniforms , uniforms, uniforms. I recently read an interesting question posed by a scouter wondering if Cub Scout pants are required. He had this question because of what he heard Cub trainers say during a training session. The following is how I responded to his questions as to whether or not CS pants are required even though he heard they were not.

Although I don't have the uniform insignia guide I do have the latest edition of the CS leader book. On page 16-2 there is a description of what the Cub Scout uniform consist of . The first *part* listed is Trousers or shorts followed by this wording - Official Cub Scout blue trousers or shorts. Machine washable poly/cotton.

Also it says on page 16-1 under Uniform policies and procedures that the national Cub Scout committee, made up of volunteer Scouters around the country, has the responsibility of setting the standards for the Cub Scouting uniforms. No changes or alterations in the uniform or badges may be made without its approval.

This is as good as I can get since I don't have the insignia guide, but sounds like from the resource I have the official pants/shorts are required.

PRAYERS & POEMS FOR SCOUTERS

The following poem was reprinted in the Chippewa Valley Council leaders paper after being found in a December 1961 Blue Hills District Newsletter that was on rec.scouting.usa newsgroup.

The Scouter's Dilemma

I love my children, I'm telling you,
And I know there's a lot of work to do,
In Scouts and Brownies and PTA,
But frankly, I just can't get away.

At the end of day, I'm tired you know,
Just want to go out and see a show,
Or watch TV or play some bridge,
Just to darned tired to mess with kids.

And speaking of kids, you know that crime,
Is on the increase all the time?
They ought to do something, maybe at school.
To teach the kids to respect a rule.

Or perhaps the church should do more good,
And teach them to act the way they should.

I can't understand why they act that way,
Something's wrong somewhere I'd venture to say.

I send my kids to Scouts and such,
But it really doesn't help to much;
They don't appreciate good things at all,
I used to be a Scout when I was small.

They need more volunteers you say?
Must be plenty around - must be some way,
To interest parents in worthwhile work,
That's something no one has a right to shirk.

Well, I hope they find someone, I'm telling you.
My kids need a leader they can look up to.
They need someone to direct their play.
It's really a shame I can't get away.

Greater St. Louis Area Council S-F Camp

For the gifts of food and freedom
and the hills to roam,
For crimson sunsets
and the earth our home,
For the stars at night
and the gentle winds in trees
we thank you great spirit for all these.
Amen.

Webelos are learning many things in preparing to become Boy Scouts. The following would be an excellent ceremony for the Blue and Gold in February. I put it in this month so Leaders could work on it early with their Webelos.

John Wayne: What the Scout Law means to me Greater St. Louis Area Council

A great American, John Wayne, passed away many years ago. One of his last public appearances was at a dinner. He was riddled with cancer and knew he was close to death. The purpose of the dinner was to benefit a land purchase for a Scout Reservation called John Wayne Outpost Camp. At this dinner, Wayne recited the Scout Law. Then he did something unusual, he said the twelve points of the Scout Law are "nice words". "Trouble is" he continued, "we learn them so young we sometimes don't get all the understanding that goes with them. I take care of that in my family. As each boy reaches Scout age, I make sure he learns the Scout Law. Then I break it down for him, with a few things I have picked up in more than half a century since I learned it."

2

BALOO'S BUGLE

The Wayne proceeded to explain the importance of the Scout Law, breaking it down for the guests at the dinner; much like he would have for his grandson.

Trustworthy: The badge of honesty. Having it lets you look any man in the eye. Lacking it he won't look back. Keep this one at the top of your list.

Loyal: The very word is life itself, for without loyalty we have no love of person or country.

Helpful: Part sharing, part caring. By helping each other, we help ourselves, not to mention mankind. Be always full of help--the dying man's last words.

Friendly: Brotherhood is part of that word. You can take it in a lot of directions - an go - but make sure and start with brotherhood.

Courteous: Allow each person his human dignity which means a lot more than saying, "yes ma'am" and "thank you sir". It reflects an attitude that later in life you wish you had honored more, earlier in life. Save yourself that problem. Do it now.

Kind: This one word would stop wars and erase hatreds. But it's like your bicycle, it just no good unless you get out and use it.

Obedient: Starts at home. Practice it with your family. Enlarge it in your friends. Share it with humanity.

Cheerful: Anyone can put on a happy face when the going is good. The secret is to wear it as a mask for your problems. It might surprise you how many others do the same thing.

Thrifty: Means a lot more than putting pennies away, and it is the opposite of cheap. Common sense covers it just about as well as anything.

Brave: You don't have to fight to be brave. Millions of good, fine, decent folks show more bravery than heavyweight champs just by getting out of bed every morning, going out to do a good day's work and living the best life they know how against the law of odds.

Clean: Soap and water help a lot on the outside. But it is the inside that counts and don't ever forget it.

Reverent: Believe in anything that you want to believe in, but keep God at the top of it. With Him, life can be a beautiful experience. Without Him, you are just biding time.

Parent' Prayer

Heart of America Council

O Heavenly Father, make me a better parent. Teach me to understand my children, to listen patiently to what they have to say and to answer their questions kindly.

Keep me from interrupting or contradicting.

Help me to be as courteous to them as I want them to be to me.

Forbid that I should ever laugh at their mistakes or resort to shame or ridicule.

May I never punish them out of anger or spite or to show my power.

Help me, Dear Lord, the meanness in me. And when I am out of sorts, help me to hold my tongue.

May I be ever mindful that my children are merely children and that I should not expect them to have the maturity and judgment of adult.

Let me not rob them of the opportunity to do things for themselves or to make their own decisions.

Help me grant them all reasonable requests and give me the courage to deny them the privileges that I think may be harmful.

Help me to be fair and just and kind, O Lord, so that I will earn their love and respect and they will want to imitate me. This is the supreme compliment. Amen.

Mike S. emailed this to me.

Lord, thank you for this sink of dirty dishes; we have plenty of food to eat.

Thank you for this pile of dirty, stinky laundry; we have plenty of nice clothes to wear.

And I would like to thank you, Lord, for those unmade beds; they were so warm and comfortable last night. I know that many have no bed.

My thanks to you, Lord, for this bathroom, complete with all the splattered mirrors, soggy, grimy towels and dirty lavatory; they are so convenient.

Thank you for this finger-smudged refrigerator that needs defrosting so badly; it has served us faithfully for many years. It is full of cold drinks and enough leftovers for two or three meals.

Thank you, Lord, for this oven that absolutely must be cleaned today. It has baked so many things over the years.

The whole family is grateful for that tall grass that needs mowing, the lawn that needs raking; we all enjoy the yard.

Thank you, Lord, even for that slamming screen door. My kids are healthy and able to run and play.

Lord, the presence of all these chores awaiting me says You have richly blessed my family. I shall do them cheerfully and I shall do them gratefully.

Amen

BALOO'S BUGLE

TRAINING TIP

Generally the Cub Scout program is flexible. There are many different ways of running a pack to fit the needs of members around the country. And, as long as your Cub Scout program is planned to fit the purposes of Cub Scouting and a few policies and procedures, you are on safe ground.

The policies are rules we must follow to play the game correctly. It is possible to play by other rules, but if you choose to do this, it won't be Cub Scouting. These rules are based on more than sixty-five years of experience in packs around the nation and have been established for these reasons:

- ◆ To make sure the objectives of the Cub Scout program are the natural outcome of the activities
- ◆ To protect the health and safety of each member and assure him of a program that will hold his interest
- ◆ To protect the Boy Scouts of America and its good name against misuse by those who would exploit boys and the organization for personal gain.
- ◆ To protect each leader while conducting the program.

Remember; the program is flexible, but the policies are not. All leaders agree to uphold these rules when they sign the Adult Application for registration.

This small excerpt was taken from Chapter 11 of the Cub Scout Leader book. This chapter further covers the policies of the BSA. Call your local Scout Shop and get one for yourself.

TIGER CUBS

Big Idea #4_Prepare for Emergencies

Know Your Bike

Heart of America Council

Your bike should be the right size for you. It should be safe and in good riding condition. Have an adult check it out for you. If you notice that something is wrong with it, be sure to tell Mom and Dad.

Bicycle Safety Check

Heart of America Council

It's important to observe safety precautions when participating in any sport or exercise. Part of bicycle safety is making sure your bike is working properly. Make a bicycle safety check on your bicycle.

Part	OK	Things that need to be done
-------------	-----------	------------------------------------

Brakes

Chain Tension

Handlebar Grips

Tire Pressure

Seat Treads

Lights

Horn

Reflectors

Pump/Tool

Other

Other

Have a family home safety check. Determine how each member can help keep the environment safe. What exit route, where is the meeting place and who will call 911?

Fireman's Hose Game

Circle 10 Council

Have each team of boys roll sheets of newspaper into tubes and connect them with tape so the final tube is at least 5 feet long. When they are ready, roll a marble or other object down the tube to make sure it goes through. The first team to have their "water" get through the pipe is the winner. This game helps strengthen teamwork skills.

Fireman's Drag Race

Circle 10 Council

This game can be played indoors or out. Have the boys divide into teams of three. Using an old sheet or blanket as a sling, they must drag one member of their team around a decided course. You can make it interesting by creating obstacles for them.

Fire Hose Off

Circle 10 Council

Equipment needed:

2 long sections of hose with plastic nozzles on the ends
long length of weed eater string
large Gatorade bottle to slide on the string

Directions:

Play this game outdoors during warm weather. Hook up the hoses to a Y connector so both lines are coming off the same water spigot. Tie the ends of the weed eater string between two trees or fence posts, approximately 6 to 8 feet off the ground with the Gatorade bottle hanging loosely from the center of the string. Turn on the water and have two teams of boys at opposite ends of the string. Cross the water streams above the bottle, say "Go", and watch the action start as the boys lower their water streams onto the

4

BALOO'S BUGLE

bottle and try to push it to the opponent's end of the string. Be prepared to get wet and have a lot of fun!

Fire Prevention

Tune: Clementine
Circle 10 Council

Check your hallways; check your closets, and underneath the stairwell, too.

For if you've piled lots of junk there,
A *big* fire may call on you.

Dirty paint rags, piled up papers,
Frayed extension cords won't do.
Fire prevention is the answer
All Tigers must follow through.

Practice For Emergency Situations

Circle 10 Council

As a den, go over the following situations with your Tiger Cubs and partners. Discussion of these topics will help the Tiger be more prepared should similar situations arise in their own lives. Read each problem aloud and let the Tiger and his partner give their solution.

1. You awaken in the middle of the night. Your bedroom door is closed and you smell smoke. What should you do?
2. You are returning home from a soccer game and see a grass fire in a vacant lot. What should you do?
3. You see smoke coming out of a window in an apartment building across the street. What should you do?
4. A stranger in a car stops you on your way home from school and offers you a ride. What should you do?
5. You find your baby brother playing with a bottle of aspirin and see that the top of the bottle has come off. What should you do?
6. A strange dog comes up to you as you are walking down the sidewalk. What do you do?
7. You awaken in the middle of the night and hear the baby crying. The babysitter has fallen asleep. What should you do?

8. A group of kids in your neighborhood is playing with some things left out for trash collection. They are climbing in and out of an old refrigerator they found. Sometimes, they close the door. What should you do?

9. The fire bell rings at school and two of your friends decide they'll play a trick on the teacher. You see them hide under a library table while the rest of the class goes out for the fire drill. What do you do?

10. A first grader steps on a rusty nail. It goes through his tennis shoe but only makes a scratch on his foot. He doesn't want to go to the school nurse. What should you do?

Bucket Brigade

Greater St. Louis Area Council

Play "bucket brigade*" and tell the boys that our forefathers used this method to put out fires.

Equipment:

Outside area, ten small paper cups, several gallons of water, plastic pitcher and a stick of red sidewalk chalk. Divide the Tigers into two groups: A and B. On a concrete surface, align the groups in two parallel lines. Have opposing team members facing each other. At the end of each line write the word FIRE with red chalk. Now call out the bucket brigade. To begin, pour one cup of water and give it to the first member of Team A. Direct the boys to pass the cup up the line until it reaches the last boy on Team A. Direct the boys to pass the cup up the line until it reaches the last boy on Team A, who pours the water onto the word "FIRE". This boy gives the empty cup to the opposite player on Team B; then the empty cup is passed down the line. Send a second full cup of water up line A. Continue sending cups of water until all ten cups are rotating through the lines simultaneously. The bucket brigade must continue pouring water onto the word FIRE" until it is erased.

Big Idea #5 Know Your Family

Great St. Louis Area Council

Have the boys draw a home that is modeled after their own home. Use crayons or markers to draw their house on white stock paper. Include a window for each family member. With a craft knife, cut out window openings. Place a photo behind each one, and tape the photo edges in place. (Instead of using the actual photos, ask the parents to take their photos and have them color copied at an office supply store). Cut along the house outline. Mount the art on a piece of cardboard and trim the backing so that it is flush with the art. Make a frame stand using a 3" wide cardboard strip that is at least half the weight of the house. Fold the strip in half vertically, line it up with the

BALOO'S BUGLE

frame bottom, and glue on one side to the back of the frame. Use the following poem and place it up the door:

I have a special place in my own family.
I need my family and my family needs me.
Open up the door to my family tree.
To find that important person I call me!

Family Activity Chart

Heart of America Council

Establish the Tiger Cub Family Activity Sticker chart. Keep track of the things the family does together.

Find recipes that are family favorites. Shop and cook together.

Make family flags. Use fabric paint to depict unique things about your family.

Discover interesting facts about each Tiger's ancestors.

PRE-OPENING ACTIVITY

1-to-7 Calculator Game

York Adams Council

This is a "join in anytime" game the boys can play as they arrive. Here's how it's played.

The boys sit around in a circle. One person is given a calculator to start. He punches in a number (any odd number from 1 through 7) and presses the + key. He passes it on to the next player, who does the same thing. This continues until the value reaches 50. If a player presses a number that causes the total to exceed 50, he has to pass it on to the next person to start. If he selects a number that gets the total to exactly 50, he gets to start the next round.

Match

Mt. Diablo Silverado Council

1. Data
 2. Input
 3. Process
 4. Output
 5. Internet
 6. Program
 7. Laptop Computer
 8. Computer Chip
 9. Hard Disk
 10. Floppy Disk
 11. Booting
- A. A set of steps or a list of instructions that tells a computer to do something.
 - B. The process that a computer goes through when you turn it on. It gets itself ready for you to use.
 - C. A portable, battery powered computer, small enough to comfortably fit on a person's lap.

- D. A worldwide network of computers that allows people to exchange information with machines all over the world.
 - E. A small, black package containing important electronic circuits.
 - F. Material that is stored in a computer. It can be letters, words, paragraphs, decisions, pictures, or even ideas.
 - G. Convert data into information.
 - H. Information that is given out by the computer. This information may be displayed on a screen, printed on a printing device, or shown in other ways.
 - I. Data that is given to a computer. Usually this data will be processed into information.
 - J. Permanent memory device.
 - K. A removable permanent memory device.
- Answers: A-6, B-11, C-7, D-5, E-8, F-1, G-3, H-4, I-2, J-9, K-10

Tony G. sent this to me

A quick test of intelligence. Don't cheat! Because if you did, the test would be no fun. I promise, there are no tricks to the test. Read this sentence:

FINISHED FILES ARE THE RE-
SULT OF YEARS OF SCIENTIF-
IC STUDY COMBINED WITH
THE EXPERIENCE OF YEARS.

Now count aloud the F's in that sentence. Count them ONLY ONCE: do not go back and count them again. See below...

ANSWER:

There are six F's in the sentence. One of average intelligence finds three of them. If you spotted four, you're above average. If you got five, you can turn your nose at most anybody. If you caught six, you are a genius. There is no catch. Many people forget the "OF"'s. The human brain tends to see them as V's and not F's. Pretty weird, huh? It fools almost everybody.

OPENING CEREMONY

C-O-M-P-U-T-E-R Cubs

York Adams Council

Have the boys make up letter cards (that people in the back of the room can see when the Cubs hold them up on stage) for the word *computer*. Have them draw pictures on the cards that represent (to them) what they are saying.

1. "C" stands for Cubs, we're gathered here tonight.
2. "O" stands for "outta." The meeting will be outta sight!

6

BALOO'S BUGLE

3. "M" stands for "many," the fun things we'll do
 4. "P" stands for "people," that's me and you.
 5. "U" stands for "under," let's get under way.
 6. "T" stands for "to," as in let's do it today!
 7. "E" stands for "everyone," so not one of you drag when...
 8. "R" stands for "rise," please all rise for the flag.
- The Denner calls out "Attention," "Salute," and "Please join together in the Pledge of Allegiance."

Computer

Heart of America Council

- C - communication not confined
- O - operating and on-line
- M - memory to store away
- P - programs that we learn and play
- U - utilities to keep us straight
- T - terminals to match and mate
- E - entering much information
- R - resource for many functions

Narrator: In looking far into our futures, we will use more of our computers.

Cubs Opening Or Closing

Circle 10 Council

Preparation: Four boys, each holding a card with one of the letters C-U-B-S. Each boy will hold up his card and say his line, which may be written on the back of the cards as a memory aid.

C Computers are important in our lives.

U Understanding them is the key.

B Boys who learn will gain much for their future.

S Scouts who search for knowledge will find success indeed.

Freedom for All

York Adams Council

When our forebearers came to America, they came with a dream and a will. A dream that life could be better under the flag of freedom and a will to form a nation in which freedom was a cornerstone. That same ideal still lives today and it is that very ideal that gives us the advancements we enjoy in every facet of our lives—including technology. If you look at the history of the computer, you see that every major advancement that has been made in bringing us the computer and computer networks we use today has come from the ingenuity that thrives in a free land—a land that was founded on a dream

of freedom for all and a will to make it happen. Let's join together in renewing our allegiance to our flag and the great nation that it represents.

CRAFT

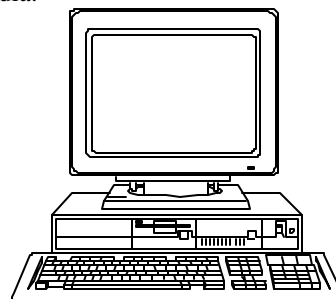
Build the "First Computer"

York Adams Council/Baloo's Bugle

The grandfather of all computer machines is the abacus. Have the boys build their own abacus and learn how to use it. A set of simple instructions for making an abacus is at the following URL

<http://usscouts.org/bbugle/bb9902/bbpuz.html>

To find out how to use an abacus, consult the internet or encyclopedia.



Crystal Garden

Mt. Diablo Silverado Council

An old-fashioned project that always provides wonder and excitement is a crystal garden. Gather several small stones, or use barbecue briquettes. Either will work just fine.

USE CAUTION WHEN HAVING AMMONIA AROUND YOUR CUBS!!!

Materials:

6-7 Charcoal briquettes, or stones

Shallow bowl

6 tablespoons salt

6 tablespoons laundry bluing

6 tablespoons water

1 tablespoon ammonia

Food coloring

Procedure: Place the briquettes or stones in the bowl. Mix all the other ingredients together, except the food coloring. Pour the mixture over the stones with a spoon. You may have extra; just store it in a covered container and add to the garden over the next few days to keep it growing.

Drop food coloring over the coated stones.

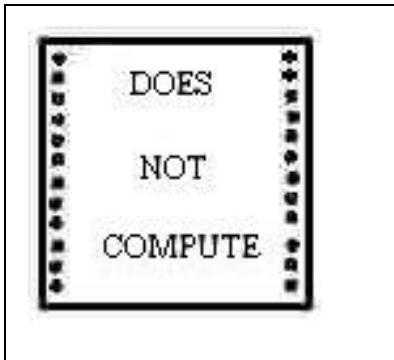
Crystals will begin to form in about twenty minutes. Pour more solution and add more coloring every day, and the garden will continue to change and grow.

DEN DOODLE

January 2000 – Does not Compute

BALOO'S BUGLE

Computer printout glued on cardboard



SLIDES

Mt Silver Diablo Area Council

Copy the pattern below on to tagboard. Color, if desired.

Cut it out. Attach a piece of pipe cleaner to the back with hot glue.

LEADER IDEAS

This is part of a message a Cub Scouter sent to Scouts-L and how the California Gold Rush was done along with some other ideas.

I am currently the Cub Committee Chairman for Pack 96. Our Pack has been very successful over the last year, averaging 60-80 awards every month and we only have 20 boys!

Last pack meeting we did a fun activity. I made up a big sign out of newspaper end roll. Then cut the message into pieces like a puzzle. I rolled the papers up and put them inside of big balloons (12") and blew the balloons up. I just taped them around the room for decoration. For one of the activities, each scout picked a balloon and sat on it until it popped. Then they all had to work together to put the puzzle back together. You could have anything on the paper.

I used the idea from Baloo's Bugles some months ago that had "F_N, C_B, SCO_TS, AD_LTS, CAMPO_TS, etc and then told everyone that our Cub Scout Pack was nothing without "U". It worked out pretty well and I thought that the idea could be used for almost anything, Scouting or Cub Scouting.

Since the theme was "Hey Look Us Over", we got pictures of each boy when they were a baby, and had everyone try to match the pictures with the boys names. We also had

one piece of trivia about each boy that others wouldn't know. It was very interesting and fun, but proved to be too hard for both Cubs and adults. We did learn about the boys, however.

For our upcoming Pack Meeting we are staying with the theme "California Gold Rush". The Den Master and I will be wearing hard hats with a Styrofoam cup taped on the front (like a light). We'll be donned in old overalls and flannel shirts. I am using 2X4's to build a frame around one of the doors, and then will drape paper or gunny sacks, etc to make it look like the entrance to a mine shaft. We'll have our lanterns (Coleman battery operated) and a 3 legged stool to sit on.

As we have the boys come up for their awards, they have to go into the darkened "mine shaft" which is an adjacent room to pan for their awards. Aluminum Pie plates will hold their awards. They'll come back out and hand their "gold" to the Cub Master and she'll present them.

Our treat for the night is going to be a "sack of gold" which includes Hershey's nuggets, Rolo's, Hershey's Almond Kisses and some Gold foil covered chocolate coins.

Shauna R

AUDIENCE PARTICIPATION

It's All In Your Mind

York Adams Council

From Santa Clara County Council 1996 Pow Wow Book

JUMPING JACK: Stand up and jump once; then say "Boinggg" and sit down.

RUNNING RALPH: Stand up and run in place; bring feet down three times, say "Zipp" and sit down.

COMPUTER CHARLIE: Stand up and, in robot fashion, swing arms back and forth saying "Does compute. Does Compute" then sit down.

This is a story about a boy called JUMPING JACK and another one named RUNNING RALPH, and still another boy called COMPUTER CHARLIE. These three boys were all friends and they stuck pretty close together around the neighborhood.

JUMPING JACK got his nickname because everywhere he went he was always jumping over things for no apparent reason except that he liked to jump. You would see the boys walking along the street with JUMPING JACK jumping over benches, curbs, fences, and almost anything that wasn't too high.

As you probably guessed, RUNNING RALPH got his name because he was always running. Maybe it's because his legs were shorter than those of his two friends, which meant that he had to run to keep up with them.

COMPUTER CHARLIE got his name because he was a very intelligent boy and he excelled in mental skills.

BALOO'S BUGLE

Everyone teased COMPUTER CHARLIE because he wasn't good in sports and wasn't as strong as his friends JUMPING JACK and RUNNING RALPH. However, this didn't matter to them because the three boys were great friends and went everywhere together.

One day something happened to prove to all the other children that COMPUTER CHARLIE was just as valuable to this world as anyone else, and that having strong muscles is not more important than being good in mental skills.

The three boys, JUMPING JACK, RUNNING RALPH, and COMPUTER CHARLIE, were on their way to the store one day when suddenly they saw the local bank being robbed and the robber making his get-away. JUMPING JACK jumped over hedges and fences hurrying to a neighbor's house to call the police. RUNNING RALPH was right beside him. But COMPUTER CHARLIE just stood there watching the whole thing. The swiftness of the two boys brought the police running to the scene of the robbery. The policeman began asking questions. But JUMPING JACK and RUNNING RALPH could tell them nothing about the robbery because they had been too busy running to telephone the police. But COMPUTER CHARLIE began rattling off a long list of facts about the model and color of the car, the license number, the direction the robber went, and a full description of the robber. His mental abilities were a great help to the police.

After reading about it in the local newspaper, all the other children were so proud of COMPUTER CHARLIE that they never again teased him about his mental skills. They came to realize that the COMPUTER CHARLIE's of the world are just as important as the JUMPING JACK's and RUNNING RALPH's, because when they all pool their talents, they can accomplish great things!

The Little Computer Who Could

Mt. Diablo Silverado Area

This is an audience participation skit. Divide the pack into as many groups as there are parts. When the character is mentioned in this story, the group assigned to that character makes the designated sound.

Old Computer - "Not Enough Memory At This Time"

Cub Scout - "Do Your Best"

Cubmaster - "Does Not Compute, Does Not Compute"

New Computer - "Save that Screen!"

Den Leader - "Log on, Log on"

It was December, and the **Cubmaster** announced that the theme the next month was "Does Not Compute". The **Den Leaders** announced this theme to their **Cub Scouts**. The **Cub Scouts** were quite excited about the innovative theme. They could not wait to start learning things about their **New Computers**. The **Den Leader** announced that their **Cubmaster** wanted the **Cub Scouts** to come to the Pack

Meeting with new things to show and tell about their computers. One **Cub Scout**, Tommy, had a very **Old Computer**. It belonged to his **Den Leader** when he was a boy. The **Cub Scout** did not feel that his **Old Computer** would work as well as the other boy's **New Computers**. Each week the **Cub Scouts** came to the den meeting with their notebooks full of computer paper from the previous week's den assignments. The **Cub Scouts** were all excited to share what their **New Computers** had done. Tommy was very sad because he felt his **Old Computer's** work was not good enough. Tommy would not show any of the other **Cub Scouts** what he had in his notebook. The **Den Leader** kept asking Tommy to share, but he came up with all sorts of excuses.

Finally, the night of the Pack Meeting came, and the **Cub Scouts** all assembled to show their month's work with great anticipation. The **Cubmaster** asked the **Den Leaders** one by one to have their den come up and explain what the boys had learned and done. As the **Cub Scouts** went up den by den, Tommy heard and saw all of the wonderful things that the **New Computers** could do. Eventually, it was Tommy's den's turn. Each boy explained what he had done and it was now Tommy's turn. Tommy looked down at this notebook full of papers and took a deep breath. Tommy explained that he only had an **Old Computer** and that he didn't want to show anyone what he had done. Earl, Tommy's good friend, pulled one of the papers out of Tommy's notebook and exclaimed, "Wow!! This is neat!" Everyone jumped up and ran to the paper. Earl said, "Look at how Tommy's **Old Computer** printed this graph. It doesn't look as smooth and refined as mine, but it looks cool. It has a lot of dots on it." Tommy's face was red, but he explained to everyone about the dot matrix printer. He explained that back in the old days that is how all **Old Computers** printed. He said that the **New Computers** usually have laser printers that make things look different than the old printers. After the meeting, all of the **Den Leaders** and **Cub Scouts** told Tommy they really enjoyed leaning about his **Old Computer**. The **Cubmaster** came up to Tommy and told him how proud he was of Tommy and that he was glad his **Old Computer** had such a good home. Tommy went home and gave his **Old Computer** a big hug. He said, "I'll never trade you in on a **New Computer** because you do what the **Cub Scout** motto says "Do Your Best."

FUN FACTS

Just how big is the world's biggest ball of twine? Well stop in at Cawker City, KS to see. Look at these figures:

17,000 pounds

40 foot circumference

Over 6,000,000 feet of sisal twine

BALOO'S BUGLE

Frank Stoeber started this ball of twine on his farm in 1953. By 1957 it weighed 5,000 pounds, stood 8 feet high, and had 1,175,180 feet of twine on it. Stoeber gave the ball to Cawker City in 1961 before his death in 1974.

Canis Major is the brightest star in the sky, alpha C ma

The state of Delaware accepted the Constitution on December 7, 1787. Delaware is the second smallest state in the Union, but can claim that it is the "First State."

Sir Francis Galton, , began his observations of fingerprints as a means of identification in the 1880's. In 1892, he published his book, "Fingerprints", establishing the individuality and permanence of fingerprints.

Why do you yawn?

You yawn because oxygen levels in our lungs are low. The brain prompts the body to yawn to get more air into the lungs.

Samuel Morse designed the first telegraph. On May 24, 1844, the first telegraph message, "What hath God wrought," was successfully sent and received along the first telegraph wire system.

BOOK(S) OF THE MONTH

Cub Scout Leader How-To Book

Cub Scout Leader Book

CEREMONIES FOR UNIT LEADERS

Cubmaster Induction

Daniel Webster Council

Equipment: Indian headdress for Old Chief Akela, artificial campfire, Indian blanket.

Arrangements: Committee Chairman and the new Cubmaster stand beside the fire. Former Cubmaster as Old Chief Akela is out of sight.

Chairman: We expect a visit from "Old Chief Akela." (A knock is heard and the Old Chief Akela enters).

Old Chief: I am here to install a new Chief. Are the leaders of the tribe assembled?

Chairman: They are here, Akela.

Old Chief Akela: Do they have a new chief?

Chairman: They have and he/she is here. (The new Cubmaster is brought before the Old Chief.)

Old Chief: Akela: You have chosen to be the new chief of this tribe. Will you be loyal to the trust that has been placed in you by our committee, Cub Scouts, and parents:

New Cubmaster: I will be loyal.

(Old Chief Akela puts his blanket on the shoulders of New Cubmaster and a war bonnet on his head).

Old Chief Akela: I declare you to be Chief Akela, of the tribe of Pack ____ in the ____ Council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

New Cubmaster: They do.

Old Chief Akela: Let them give the law.

All. The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout grow.
The Cub Scout gives good will.

ADVANCEMENT CEREMONIES

Denner Installation Ceremony

Daniel Webster Council

This ceremony should be held in den meeting, as soon as denner is elected.

Equipment: Table, den diary (if desired), candle in holder, Denner Cord.

Staging: Den Leader or Den Chief can perform installation. Assistant denner could be installed at the same time.

Den Leader: (name), please step forward. (lights candle) Before you burn a white candle which represents the Spirit of Cub Scouting. It takes a team to keep the spirit alive, to keep the candle burning. You have just been elected to be a member of that team.

As Denner, your duties are to assist me and our Den Chief. You will keep the Den Diary, help take attendance and collect den dues. (This may be varied depending on responsibilities which Den Leader wishes Denner to have.) During the week, you will set a good example for the other members of our den, by being honest, fair, and showing true Cub Scout spirit.

Do you accept these responsibilities which will help us keep the Spirit of Cub Scouting alive and the candle burning:

Denner: I do.

Den Leader: I'm happy to present you with the denner cord, which is to be worn on your left sleeve during your term of office. Wear it proudly and with honor. Congratulations.

Advancement Ceremony

Mt. Diablo Silverado Area Council

This ceremony can be done with little or no expense. Go to a local software store or computer repair shop. Ask them to give you any old, outdated, or broken parts of computers, or maybe old floppy disks. Attach the Cub Scouts awards to the items that you've gathered. Fashion a computer out of a cardboard box. (Some stores that sell computer centers have cardboard computer likenesses) Place the "computer"

10

BALOO'S BUGLE

on a table, covered with a tablecloth. Call each den up to receive the awards. You can have an adult under the table to hand up the awards. The adult can also be the voice of the "computer" to act as the sidekick for the Cubmaster. You can say that the awards are the computer output". Use you imagination, and have FUN!

WORLDS LARGEST COMPUTER

Circle Ten Council

Preparation: A large box to be used as a computer monitor, another box to be used as a keyboard and, if needed, another to use as a printer. Cubmaster may wish to have an Assistant Cubmaster ready to put letters up onto the screen at the appropriate time. Letters are cut out or plain paper with letters written on them.

Cubmaster:

We have anxiously waited for this time to arrive. The year 2000 with its double digit 0 has mystified computer programmers, users, and the common man for many years. Man has studied the potential problem for at least 2 decades. But we are past the 2000 problem. You see, we have just completed building the world's largest computer and just in time! Many boys and their families have been working on achievements and advancements. All of their hard work has been entered into the computer and, tonight, we will find out the results! We have also entered into the computer the requirements for each rank and advancement. And now – let's see how many matches we have!

Cubmaster pretends to key in the letters W-O-L-F and Assistant puts them up onto the screen. Have either a large page with each boy's name listed to put on the monitor or get a printout and read the boys names. When each boy comes forward with his parents, hand them the awards and ask them to stand at the side. Repeat this for each award (i.e., B-E-A-R or W-E-B-E-L-O-S). You can give arrow points and activity pins with the ranks or handle them separately in a like manner.

Cubmaster:

Parents, you have helped to develop your boy's character to what it is today and will be tomorrow. You guide them and help them to learn by their experiences on a daily basis. You have been handed your boy's rank in Cub Scouts and he must do one more thing to get it sewn onto his uniform. Each boy is to do a good turn before his rank may be sewn in place. Until then, use the parent's pin to hold the patch upside down on his uniform.

Advancement Ceremony

York Adams Council

[Note that this and other ceremonies should be reviewed and modified to suit the specific awards being giving at the

meeting. This ceremony is written so that any particular award can be used or omitted without impacting the whole of the ceremony.]

Cubmaster: There are a lot of computer games on the market today, and while I was surfing the Internet the other day, I found a really good one that I want to share with you. It's called "Advancement."

Now unlike many of the games out there, this one doesn't have all the wiz-bang violence and high-speed flying and diving; it doesn't involve racking up billions of points on the scoreboard; and it can only be played by a very select group of people—Cub Scouts. This is a "game" that checks out your ability to "Do Your Best."

And as in any game, the player must first learn the rules of the game. In this program, the players start in any grade, from 2nd through 5th. They learn the rules, such as the Cub Scout Promise and the Law of the Pack; what the different signs and signals mean in the activity, like the handshake and Scout sign; and special phrases and messages used during play, like Webelos and "Do Your Best." Once they've learned these basic rules, they are ready to begin the game in earnest. And once the player has learned the rules, the computer places an icon on the screen that shows the player has completed the "rules" phase—the icon looks like this.

[Cubmaster holds up a Bobcat badge.] It looks like a Bobcat!

(BOBCAT) As a matter of fact, I think we have some Cub Scouts here tonight who also found that program and have been studying the "rules" so that they are ready to join in. [List names of Bobcat recipients and call them with their parents to the front of the room.]

As with any program, software or otherwise, we have to understand what we are getting ready to do and how we're supposed to do it before we get started. You guys have done that. Just to help remind the rest of the players, will join with me now in reciting the Cub Scout Promise?

[Hand parents the awards to present to the boys and congratulate them with the Cub Scout handshake. Offer the keyboard applause and ask them to take their seats.] own degree of skills required. To get to the firstlevel, the player has to get through 12 achievements. And like in other computer games, the player has to "learn" how to do things to complete these achievements. In the first level, the achievements include everything from doing physical feats of skill to learning about the flag and holding a flag ceremony to learning make the right decision in unsafe situations. And once you've completed the 12 achievements, another icon is displayed [holds up Wolf badge]. This one looks like a Wolf.

(WOLF)

11

BALOO'S BUGLE

Among all of you computer wizards out there tonight, it turns out we have some who have reached this level of the program. [List names and invite them with their parents to come forward.] These players have spent a lot of time learning new skills and have reached the Wolf level. [Hand out badges to parents to give to the boys. Congratulate them and offer Power Outage applause. Have them sit down.]

Once the program advances the players to the next level, the achievements become a little tougher and the players have to make some program choices to complete this level of the program. I guess the program uses "if... then" statements or something. Anyway, at this level, the players again try to complete 12 achievements, but in four different subject areas—God, Country, Family, and Self. Once they've completed 12, a new icon is displayed [hold up the Bear badge].

(BEAR)

Again, we've got some real program experts with us tonight who have completed these achievements. [List off Bear candidate names and invite them and their parents to the front of the room.] These Cub Scouts have mastered their level to get the Bear icon, but they are encouraged to keep working on this level until the program moves them up to the next level. [Hand parents the awards to present to the boys and congratulate them. Offer the Computer Freeze applause and ask them to take their seats.]

The Advancement program is a little different than other programs. Because once you've gotten the Wolf icon, you still stay at that level until the program tells you it's time to begin working on the next level. But while you're working at the Wolf level, you still do other things and learn new skills. And as you do, the program gives you bonus icons [hold up arrow points]. An arrow point is awarded each time a boy completes ten electives; a gold arrow point for the first ten and a silver arrow point for each ten after that. (ARROW POINTS)

[List off Arrow Point candidate names and invite them and their parents to the front of the room.] These players (in both the Wolf and Bear levels) have really mastered the program and are gaining a lot from it. Tonight we award them with the extra arrow points they've earned. [Hand parents the awards to present to the boys and congratulate them. Offer the "You've Got Mail" applause and ask them to take their seats.]

This Advancement program is really a pretty smart program. Whether or not a player gets the icon for a level, the program automatically advances the player to the next level when the player is ready to take on new challenges. For those who have advanced to the level above Bear, they begin to get ready for an even greater, more challenging program that they'll be able to enjoy in just a couple of

levels later—it's called the Boy Scout Advancement program. So the players in the next level begin to "prep" for this. Unlike the Wolf and Bear levels, this next level of play involves completing separate activities for which the program recognizes the player. These activities are more challenging than the Bear achievements, but then again, the players are ready for them too. While the player completes the activities, he also works on special challenges—part of the "prepping" I mentioned. This assures that the player will understand the rules and requirements of the program after this one. As the player completes an activities, he gets a mini-icon [hold up Activity Badge pins] and when he has gotten certain mini-icons and completed the "prep" challenges, the program gives him yet another icon [hold up Webelos badge].

(WEBELOS)

With us tonight are some players who have done just that. They have worked the program to get several mini-icons (or Activity Badges) and some have even completed the prep challenges to get the Webelos icon. [List names and invite them with their parents and Webelos Den Leaders to come forward.]

[Hand parents the awards to present to the boys and congratulate them. Offer the Pac Man applause and ask them to take their seats.]

So the program seems to go on and on. But really, there is a "finish" to the program, and some very hard-working players even reach the pinnacle (the top) of the program by going all out. These players have to "capture" other mini-icons and complete even more of the challenges in this level of the program. But when they have, the program awards them the top icon [hold up Arrow of Light Award]. It takes a lot of program skill and perseverance—sticking to it—just like with any other computer program. This icon is so special, that the players who get it carry it over into the next program, Boy Scout Advancement.

(ARROW OF LIGHT)

Tonight we recognize those players who have displayed their skills in the program, have worked hard to master the challenges of the "game" and have come out on top. [List names and invite them with their parents to come forward.] [Hand boys the parent's Arrow of Light pins to present to their parents. Then give parents the awards to present to the boys and congratulate them. Offer a BIG applause and ask them to take their seats.]

One final word about this program. Anyone can play. And for the players who Do Their Best, they all come out winners!

Computer Invention
York Adams Council

12

BALOO'S BUGLE

Equipment: Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.

Cubmaster: In keeping with our theme of "Does Not Computer", I would like to unveil my latest invention. (Uncover, or bring in "Computer") This amazing device is able to collect all the information that comes in from our pack committee members, den leaders, Webelos den leaders, and parents. It can then determine which Cub Scouts and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

(Hold up Bobcat card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from rear of box.)

Will (name) and his parents please come forward? (Present awards).

(Follow similar procedures for awards of Wolf, Bear, arrow points, and Webelos badge and activity badges).

(Hold up Arrow of Light card. Insert into machine. Call for Arrow of Light recipient). These young men may or may not be real inventors, but they have shown the truth of the old saying 90 percent of success is perspiration. They have worked long and hard - some as long as three years - to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today, better young men. In recognition of this achievement, we present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. (Present awards). I want to congratulate all of you and your parents. The whole pack is proud of your accomplishments, and we're sure you will continue to "Do Your Best".

GAMES

Algorithm Magic

Circle 10 Council

Computer programs are made up of many algorithms (pronounced al-gore-rhythm). An algorithm is a set of instructions that give you an answer or a finished product. Each performs a specific job. Many logic and math games are algorithms. Try the one below. No matter what number you start with, you always get 10 for an answer.

- 1.) Think of a number from 1 to 10.
- 2.) Add 6 to the number.
- 3.) Subtract 4 from the number.
- 4.) Subtract your original number.
- 5.) Add 3 to the number.
- 6.) Multiply the number by 2.

Write Your Own Program

York Adams Council

Explain to the boys that programming is a very exact (and sometimes tedious) job. A computer does exactly what it is programmed to do. This includes programs that run on desktop PCs as well as computer programs in different kinds of machinery (like robots, for example). If the program doesn't include every command, the machine must do, the task won't be done properly.

For this activity, tell the boys that they are going to write a program to make a robot move an item from one place in the meeting room to another place in the same room. (Pick start and stop points they can see, but that have obstacles between them.) They are to write out the program commands for the robot, which you will have another Cub Scout then follow. After the boys are finished, shuffle all of the "programs" and give them out so that no one has his own. Then take turns reading each program out, having the "robots" follow the exact instructions from the "programs."

Dissect A Computer

York Adams Council

Get someone from the den who knows about computers to come in with a couple "throw-away" computers (old 386s or 486s) and have the person work with the boys on identifying the different components of the computer. They may even be able to take a bunch of parts from different computers and build one working computer. Make sure the boys get to see some of the main components that they hear about all of the time, such as motherboard, RAM, hard drive, modem, sound card, etc.

Floppy Disk Ring Toss

York Adams Council

Do you remember those floppy disks we used to use? No, I don't mean the 8" diameter ones—only a few of us really old computer nerds remember them! I mean the 5-1/4 diskettes. They came in a thin, square "wrapper." Well if you can find some, remove the outer sleeve and you'll find a disk that the boys can use for a short-distance ring toss. You'll need to make "targets" but these can be dowels or pencils stuck into pre-drilled boards. Make sure you leave enough room between the dowels that the rings can go onto any of them. Mark each target with a point value and let the boys take turns trying to see how many points they can get. (By the way, if you can't find any of those diskettes, ask any of your computer friends as they'll surely have some around!) Another suitable computer ring is the CD; many people get lots of these as junk mail.

13

BALOO'S BUGLE

SONGS

An Annoying Song York Adams Council

Ed Note: Many are probably asking "What does this have to do with 'Does Not Compute'?" Well if you've ever done even the most basic of computer programming, you've probably ended up in a continuous DO Loop at one point or another. And that's exactly what you could end up with here if you don't have a CNTL+ALT+DEL (or CONTL+Q) command. This series is one of many that the boys cannot get enough of (and that the parents and leaders would rather the boys didn't know existed!). Teach this to the Pack just before a long bus trip and then dare them not to sing it—I DARE YOU!

Tune: Battle Hymn of the Republic

Borrowed from:

<http://www.macscouter.com/Songs/SillySongs.html>

I know a song that gets on everybody's nerves
I know a song that gets on everybody's nerves
I know a song that gets on everybody's nerves
And this is how it goes,
Repeat indefinitely! Or---

This is the song that never ends,
It goes around and round again.
This is the song that never ends,
It goes around and round again...
Or --

The cow went up the hill. The cow went up the hill.
Next verse, same as the first, it never gets better, it
only gets worse.
(repeat)

Thanks to Signe Rogers, John Pannell

Impossible Code

Tune: The Impossible Dream

Borrowed from:

<http://www.mudcat.org/folksearch.cfm>

To code the impossible code
To bring up a virgin machine
To pop out of endless recursion
To grok what appears on the screen

To right the unrightable bug
To endlessly twiddle and thrash
To mount the unmountable magtape
To stop the unstoppable crash

This is my quest
To debug that code

No matter how hopeless
No matter the load
To write those routines
Without question or pause
To be willing to hack FORTRAN IV
For a heavenly cause

And I know if I'll only be true
To this glorious quest
That my code will run cuspy and calm
When it's put to the test

And the queue will be better for this
That one man, scorned and destined to lose
Still strove with his last allocation
To scrap the unscrappable kludge

Where Have All The Beaches Gone?

York Adams Council

Ed: Sorry that my '60s and '70s roots are showing, but enjoy it anyway!

Where have all the beaches gone?
Long time passing.
Where have all the beaches gone?
Long time ago.
Where have all the beaches gone
Processed into silicon.
When will they ever learn?
When will they ever learn?

Where has all the silicon gone?
Long time passing.
Where has all the silicon gone?
Long time ago.
Where has all the silicon gone
Made into microchips in Californ'.
When will they ever learn?
When will they ever learn?

Where have all the microchips gone?
Long time passing.
Where have all the microchips gone?
Long time ago.
Where have all the microchips gone
Installed in PCs by Dell and Sun.
When will they ever learn?
When will they ever learn?

Where have all the PCs gone?
Long time passing.
Where have all the PCs gone?
Long time ago.
Where have all the PCs gone

BALOO'S BUGLE

Delivered to Coders to make them run.
 When will they ever learn?
 When will they ever learn?

Where have all the Coders gone?
 Long time passing.
 Where have all the Coders gone?
 Long time ago.
 Where have all the Coders gone
 Gone to beaches to have some fun.
 When will they ever learn?
 When will they ever learn?

FUN FOOD

I searched and searched for foods that would be appropriate for this theme and could find nothing. But then I came across the "Urban Legend and the the Infamous Neiman Marcus \$250 Cookie Recipe Hoax." This urban legend has been around for years and has been passed along to me numerous times via email. Until 5 years ago I had never heard about this until we got on the computer. When this recipe is sent to me (and yes I still get it every so often) I know it "Does Not Compute". Included with the recipe is the urban legend that always comes along with the recipe. Sometimes the name changes from Neiman Marcus, to Marshall Fields in Chicago, Mrs. Fields and sometimes the recipe even changes (as the **facts** in a legend do) to the Waldorf Astoria Red Velvet cake.

IT IS UNTRUE BUT IF YOU WISH TO TRY THE COOKIES WITH YOUR SCOUTS GO AHEAD.

 **

Typically this is the email you will receive

"THIS IS TRUE---PLEASE TAKE THE TIME TO READ IT AND PLEASE SEND THIS TO EVERY PERSON YOU KNOW WHO HAS AN E-MAIL ADDRESS...THESE COOKIES ARE FABULOUS!!

My daughter & I had just finished a salad at Neiman-Marcus Cafe in Dallas & decided to have a small dessert. Because both of us are such cookie lovers, we decided to try the "Neiman-Marcus Cookie".

It was so excellent that I asked if they would give me the recipe and the waitress said with a small frown, "I'm afraid not." "Well", I said, would you let me buy the recipe?"

With a cute smile, she said, "Yes." I asked how much, and she responded, "only two fifty, it's a great deal!" I said with approval, "just add it to my tab."

Thirty days later, I received my VISA statement from Neiman-Marcus and it was \$285.00. I looked again and I remembered I had only spent \$9.95 for two salads and about \$20.00 for a scarf. As I glanced at the bottom of the statement, it said, "Cookie Recipe \$250.00."

That's outrageous!! I called Neiman's Accounting Dept. and told them the waitress said it was "two-fifty," which clearly does not mean "two hundred and fifty dollars" by any interpretation of the phrase. Neiman-Marcus refused to budge. They would not refund my money, because according to them, "What the waitress told you is not our problem. You have already seen the recipe - we absolutely will not refund your money at this point."

I explained to her the criminal statutes that govern fraud in Texas, I threatened to refer them to the Better Business Bureau and the State's Attorney General for engaging in fraud. I was basically told, "Do what you want, we don't care, and we're not refunding your money."

I waited, thinking of how I could get even, or even try and get any of my money back. I just said, "Okay, you folks got my \$250, and now I'm going to have \$250.00 worth of fun."

I told her that I was going to see to it that every cookie lover in the United States with an e-mail account has a \$250.00 cookie recipe from Neiman-Marcus for free. She replied, "I wish you wouldn't do this." I said, "Well, you should have thought of that before you ripped me off", and slammed down the phone on her. So, here it is!!!

Please, please, please pass it on to everyone you can possibly think of. I paid \$250 dollars for this... I don't want Neiman-Marcus to EVER get another penny off of this recipe.

Neiman Marcu Cookie Recipe

(Recipe may be halved):

- 2 cups butter
- 4 cups flour
- 2 tsp. soda
- 2 cups sugar
- 5 cups blended oatmeal**
- 24 oz. chocolate chips
- 2 cups brown sugar
- 1 tsp. salt
- 1 8 oz. Hershey Bar (grated)

15

BALOO'S BUGLE

- 4 eggs
- 2 tsp. baking powder
- 2 tsp. vanilla
- 3 cups chopped nuts (your choice)

Measure oatmeal and blend in a blender to a fine powder. Cream the butter and both sugars. Add eggs and vanilla; mix together with flour, oatmeal, salt, baking powder, and soda. Add chocolate chips, Hershey Bar and nuts. Roll into balls and place two inches apart on a cookie sheet.

Bake for 10 minutes at 375 degrees. Makes 112 cookies.

Have fun!! This is *NOT* a joke --- this is a true story.. Ride free, citizens!

**

REMEMBER, PLEASE, PLEASE, THAT THIS STORY IS AN URBAN LEGEND!

IT IS _NOT_ TRUE.

Neiman Marcus Responds

Alongside sewer-dwelling bands of alligators, bugs in bottles of soda, and other urban myths resides the Neiman Marcus \$250 cookie fabrication.

NM has never charged anyone anything for a recipe, but the story still persists. Help stamp out untrue gossip by forwarding our free chocolate-chip cookie recipe to any naysayers out there!

- 1/2 cup unsalted butter, softened
- 1 cup brown sugar
- 3 tsp. granulated sugar
- 1 egg
- 2 tsp. vanilla extract
- 1/2 tsp. baking soda
- 1/2 tsp. baking powder
- 1/2 tsp. salt
- 1 3/4 cups flour
- 1 1/2 tsp. instant espresso powder, slightly crushed
- 8 ounces semisweet chocolate chips

Cream the butter with the sugars until fluffy. Beat in the egg and the vanilla extract. Combine the dry ingredients and beat into the butter mixture. Stir in the chocolate chips. Drop by large spoonfuls onto a greased cookie sheet. Bake at 375 degrees for 8-10 minutes, or 10-12 minutes for a crispier cookie. Makes 15 large cookies.

Collected by Bert Christensen
Toronto, Ontario
web site:
<http://www.interlog.com/~rosewood>

STUNTS & APPLAUSES

Jokes

York Adams Council

Q: Which way did the computer go?

A: He went data way!

Q: What's a computer's favorite sport?

A: Running!

Q: How do computers choose their meals?

A: From menus!

Q: What is a computer's favorite snack?

A: Silly corn chips!

Y2K Fix

York Adams Council

Cub walks on stage with a January calendar (8-1/2 by 11 sheet with month title "JANUARK" at top and blocks with date numbers in them) Cub holds up the calendar and announces "I installed Y-to-K software in my computer and look what happened!"

Circle 10 Council

Did you hear they caught the burglars who were robbing all the computer stores?

No, how'd they catch them?

Well, their get-away car broke down, because they had a HARD DRIVE!

Boy comes on vigorously waving a butterfly or fishing net.

Hey, what are you doing?

I'm catching computer viruses.

What's that you're using?

It's an INTER-net!

Boy rushes out, glancing backwards, obviously frightened.

Help, help it's scaring me!

What's scaring you?

My computer, I heard that it BYTES!

Found these in my mailbox--thanks WoodOwl for the laughs or would that be groans :)

BALOO'S BUGLE

Evidence has been found that William Tell and his family were avid bowlers. However, all the league records were unfortunately destroyed in a fire. Thus we'll never know for whom the Tells bowled.

A man rushed into the doctor's office and shouted, "Doctor! I think I'm shrinking!" The doctor calmly responded, "Now, settle down. You'll just have to be a little patient."

A thief broke into the local police station and stole all the lavatory equipment. A spokesperson was quoted as saying, "We have absolutely nothing to go on."

A famous Viking explorer returned home from a voyage and found his name missing from the town register. His wife insisted on complaining to the local civic official who apologized profusely saying, "I must have taken Leif off my census."

Applauses

York Adams Council

Keyboard applause: Drum fingers on a hard, flat surface as if typing on the keyboard.

Power Outage applause - Stare into the imaginary computer screen in front of you with a concerned look that you just lost all of your data when the power went out. Whisper "Please don't, please don't, please don't." and then (realizing you didn't lose the data) shout "YES!"

"You've Got Mail!" applause - There are certain sounds that we specifically associate with the computer and certain programs on the computer. One of those is the America On Line® (AOL) sing-song "You've Got Mail" notification. This applause uses that same sing-song "melody" to announce "You Done Good."

Pac Man applause - Make hand into shape of a pac man figure. Open and close fingers and thumb like a mouth chewing and in a nasal voice say "wonka-wonka-wonka-wonk."

Computer "Freeze" applause - Make a big show of getting ready to clap. Bring hands together as if to clap but "freeze" just before the hands make contact with each other.

Applause

Mt. Diablo Silverado Council

Computer Applause: Turn on your computer and say: "Bee do loop, Bee do loop" Then you punch in some data and say in a very monotone voice, "Does Not Compute, Does Not Compute, Does Not Compute."

Mouse Applause: Have the group stand up and say: "Squeak, Squeak, Squeak."

Zee End Applause: Tell your group this is to be the last applause for the night, have them take a deep breath, and yell: This is Zeee End!"

Big Thumb Applause: Hold your hand in front of you, make a fist, hold your thumb up and say: "Great Job!"

Cute for Walk-Ons

From Judy P

Thought for the Day

- 1) Before you criticize someone, you should walk a mile in his shoes. That way, when you criticize him, you are a mile away from him and you have his shoes.
- 2) A bus station is where a bus stops. A train station is where a train stops. On my desk I have a workstation...
- 3) I believe five out of four people have trouble with fractions.
- 4) If quitters never win, and winners never quit, what fool came up with, "Quit while you're ahead?"
- 5) Do Lipton Tea employees take coffee breaks?
- 6) What hair color do they put on the driver's licenses of bald men?
- 7) Employment applications and other forms often ask who should be notified in case of emergency. I think you should write: "The best doctor you can find."

SKITS

Computer Repairmen

York Adams Council

Setting: Cubs are sitting around the work table (scattered with tools like soldering iron, screwdrivers, schematics, old computer parts, etc. and one computer that is the object of their concentration) obviously trying to get the computer to work.

Note: that the computer is on and running except that the monitor should be turned off so it doesn't appear to work.

Props:

Floppy disk - rubber disk like a jar lid gripper

Microchips - potato chips

Motherboard - wooden paddle or cutting board

Mouse - rubber mouse toy

Serial bus - Cereal box folded into shape of a bus

Computer case - brief case

Cub 1: Well we've got to get this thing working before [Den Leader's name] gets back from the store.

Cub 2: You're right! It was working fine when he left and we were playing Tetris. What do you think went wrong?

BALOO'S BUGLE

Cub 3: I don't think we did anything to it; it just kinda' stopped working all a sudden.

Cub 4: (Holding up "floppy disk") Did you check the floppy drive?

Cub 5: Yeah. It seems to be fine. (Holding up "microchips") I even checked the memory chips and they're okay too.

Cub 6: (Holding "motherboard") You don't think it's the motherboard, do you?

Cub 7: Nah. We didn't even touch that. (Holding up "mouse") And besides, we were only using the mouse to play the game.

Cub 8: (Holding up "serial bus") Well if we were only using the mouse, could it be the serial bus is the problem?

Cub 9: I think I know what the problem is. (Holding up computer case) Here, you guys get all these parts back in the case and I'll go get the help we need.

Cubs huddle around the computer case putting things into it while Cub 9 goes into audience and gets "appropriate help," for example, the Cubmaster or Den Leader. Cub returns with "help" and asks him/her [out loud] to hold this screw in the back. All Cubs stand back and Cub 9 turns on the monitor so that the computer "works."

Cub 9: I thought that's what it was—it was missing a nut!

The Gathering

York Adams Council

Setting: One Cub is sitting at his desk with his computer. What are not seen are several pinewood derby cars and a piece of stiff cardboard that will work as a car ramp.

Another Cub enters.

Cub 1: Were you able to get some?

Cub 2: (Holds up two or three CD jewel cases) Oh yeah! I got this one CD that has AOL Version 9 on it. And I also got Microsoft Office 2005. They should be really cool.

Another Cub enters

Cub 1: How 'bout you? Find any good CDs to use?

Cub 3: (Holds up two or three CD jewel cases) You bet! I got this one from my Dad; it's AutoCad 23. And my brother let me use his Dungeons and Dragons Naturally Speaking. How's that?

This continues with as many Cubs as possible bringing in CDs (jewel cases) to share. Once all of them are together, the Cubs prop up one end of the cardboard "track" and start to run their Pinewood Derbies down the ramp, saying: "Sure is a good thing we have this software to help us practice for the big race!"

Software Glitch

York Adams Council

Setting: One boy is sitting at a table with a stack of fanfold computer paper. He's holding the top sheet up, looking at it forlornly. Another Cub Scout enters.

Cub 1: Sure glad you could come over. I can't figure out what's wrong with this computer program.

Cub 2: Yeah, well I had a problem with my inverse trigonometric algorithms just the other day. I should be able to help you figure out this one.

Both boys sit down and stare at the paper, lifting different sheets and shaking their heads. Another Cub enters.

Cub 3: Any luck guys? (Mumbled "no" responses) Did you check the multitasking routine to make sure the WAIT FOR statements weren't asynchronous?

Cubs 1 & 2: Uh-huh. That all checked out.

Boys sit staring at the pages yet again. Sometimes pointing at different things, checking them, and shaking their heads.

The stream of Cubs continues, each asking some inane computerish question, getting "positive" responses, until the last Cub comes in.

Last Cub: Well, guys, did you solve the problem yet? (Heads shake "no") Here, let me look too. All boys return to their review and begin flipping the sheets further and further to the back until they all stand up screaming and yelling "There it is! There it is!"

The Den Leader comes running in, asking what the problem is. They lift up the paper and show him (and the audience) the sheet with the code and the picture of a bug on it, as they say "We had a bug in the software!"

Abbott & Costello on Windows 95

York Adams Council

Costello: Hey, Abbott!

Abbott: Yes, Lou?

Costello: I just got my first computer.

Abbott: That's great, Lou. What did you get?

Costello: A Pentium II-266, with 40 Megs of RAM, a 2.1 Gig hard drive, and a 24X CD-ROM.

Abbott: That's terrific, Lou.

Costello: But I don't know what any of it means!

Abbott: You will in time.

Costello: That's exactly why I'm here to see you.

Abbott: Oh?

Costello: I heard that you're a real computer expert.

Abbott: Well, I don't know.

Costello: Yes-sir-ee. You know your stuff. And you're going to train me.

Abbott: Really?

Costello: Uh huh. And I am here for my first lesson.

Abbott: O.K. Lou. What do want to know?

Costello: I am having no problem turning it on, but I heard that you should be very careful how you turn it off.

Abbott: That's true.

Costello: So, here I am working on my new computer and I want to turn it off. What do I do?

Abbott: Well, first you press the Start button, and then

Costello: No, I told you I want to turn it off.

Abbott: I know, you press the Start button...

18

BALOO'S BUGLE

Costello: Wait a second. I want to turn it Off. I know how to start it. So tell me what to do.

Abbott: I did.

Costello: When?

Abbott: When I told you to press the Start button.

Costello: Why should I press the Start button?

Abbott: To shut off the computer.

Costello: I press Start to stop?

Abbott: Well, Start doesn't actually stop the computer.

Costello: I knew it! So what do I press?

Abbott: Start.

Costello: Start what?

Abbott: Start button.

Costello: Start button to do what?

Abbott: Shut down.

Costello: You don't have to get rude!

Abbott: No, no, no! That's not what I meant.

Costello: Then say what you mean.

Abbott: To shut down the computer, press

Costello: Don't say, "Start!"

Abbott: Then what do you want me to say?

Costello: Look, if I want to turn off the computer, I am willing to press the Stop button, the End button and Cease and Desist button, but no one in their right mind presses the Start to Stop.

Abbott: But that's what you do.

Costello: And you probably Go at Stop signs, and Stop at green lights.

Abbott: Don't be ridiculous.

Costello: I'm being ridiculous? Well, I think it's about time we started this conversation.

Abbott: What are you talking about?

Costello: I am starting this conversation right now. Good-bye.

CLOSING CEREMONY

Closing Ceremony

Mt. Diablo Silverado Area Council

The computer has changed our lives in more ways than we now know. It has opened up many new and exciting possibilities for all of us. It is in this way that the computer is like Cub Scouting. Cub Scouting allows boys to experience many new and exciting things, too. It will change the lives of all who join in the fun. It will open up a world of wondrous things for boys to encounter. New horizons for them to see. Endless opportunities to enjoy. Cub Scouting is growing and changing to fit today's world. And, as with computers, the time we spend in Cub Scouting will change boys lives in more ways than we now know.

The World Is Changing
York Adams Council

While the world is changing by leaps and bounds, let's not get too caught up in the change to leave behind the positive values of the past and present.

Here's a reminder of the kinds of values that Cub Scouts hold dear.

C - Courtesy. Being polite, like holding the door for someone.

O - Obligations. Remembering that we have responsibilities, like doing our chores and our studies.

M - Manners. Remembering to say "please" and "thank you" to others.

P - Peace. Keeping control of ourselves and remembering the Golden Rule.

U - Upbeat. Wearing the smile that helps ourselves and others remember that things are really pretty good, no matter how bad they may seem.

T - Truthful. Being honest.

E - Eagerness. Being ready and willing to help others when they need our help, whether they ask us or not.

R - Respect. Remembering that God made us all no matter how different we are from one another and that we all deserve to be treated with dignity.

S - Sensitivity. Paying attention to other people's feelings and needs.

Sure, these letters may spell out "computer"—a modern day wonder. But don't ever forget that no matter how fast, how fancy, and how powerful these modern machines get, they'll never be as fast as the first "hello," as fancy as the first "You are special," or as powerful as the first "thank you!"

Cubmaster: It's January [date], 2000! A new year, a new century, and a new millennium. Isn't it great that we have this opportunity to start anew? Tonight, as we close for the evening, let's take a moment to reflect on this opportunity, to renew our commitments to ourselves, our families and friends, our communities, and our world. Pause for a moment of silent reflection. Then wish the Pack a good night.

Computer Closing

York Adams Council

Adapted from Santa Clara County Council 1996 Pow Wow Book

The theme for this month has focused on the computer. In these days, we can't imagine what life would be like without them. Computers are wonderful! But let's not forget they are only tools and they need good programming to be useful. Also we need to know how to use them.

In some ways boys are like computers. They need motivation and good guidance. With parents' help, Cub

BALOO'S BUGLE

Scouting can give boys such motivation and guidance. Unlike computers, however, once set on the right path, a boy can grow to become a good, conscientious citizen. Let's give them good a program and keep them moving along the Scouting trail toward that end.

WEBELOS

FITNESS

Circle 10 Council

Have the boys read a story in the newspaper or magazine about a drug or alcohol related incident. Have them report back to the den and discuss what happened.

Invite a nurse, doctor, or EMT to talk about the effects of tobacco, drug or alcohol abuse as well as the positive effects of eating a healthy diet.

Invite a local sports figure or coach to come and discuss fitness with the boys.

Let boys design posters on how to say no to drugs, cigarettes and alcohol. Display at a pack meeting.

Show films (approved by parents and pack committee) on drug and alcohol abuse.

Invite a dietician to come and discuss the benefits of a balanced diet.

Take a field trip to a fitness or recreation center.

Have the boys collect advertisements for tobacco and alcohol. Help the boys see that the activities in those ads have nothing to do with tobacco or alcohol. Have them read the warning labels on cigarette advertisements, note the size of the warning in relation to the ad. Can people do the activities depicted in the ads without smoking or drinking?

Substance Abuse Information Resources

Circle 10 Council

Awareness of substance abuse problems is a very important part of the Fitness pin. Remember to stress that prescription drugs administered by a doctor or parent are okay and emphasize that the problem is misuse or abuse of drugs for non-medical purposes. Many pamphlets and books, written on the level of Webelos age boys, exist on this subject. Some resources are: "Drugs: A Deadly Game", community hospitals, local police stations and DARE officers, libraries, and the Consumer Information Center, which you can contact at PO Box 100, Pueblo, Colorado, 81002.

Test Your Heartbeat

Circle 10 Council

Did you know that you can't actually hear a heartbeat? The heartbeat itself is just a contraction of muscle and is perfectly quiet. What you can hear is the sound of heart valves snapping shut. Here's how to test your heartbeat:

Press the first two fingers of one hand over the radial artery in the opposite wrist. The radial artery is located under the depression just below the base of your wrist. Sit very quietly and move your fingers until you can feel the pulse of your blood. Using a watch or clock with a second hand, count the number of beats in 10 seconds. Multiply by 6. Now you know the number of beats per minute.

Run, exercise, or jump rope for 10 minutes. Take your pulse again to see how much faster your heart is pumping.

Magic Circle

Circle Ten Council

Preparation: At least three people, roughly the same size

Can you and all your friends all sit down without touching the ground and without using a single chair? Everybody stands in a circle facing the same way with his or her hands on the next person's waist. Now, everybody bends their knees until they are sitting on the knees of the person behind them. Lead your entire pack in this activity at the next pack meeting. What is the largest Magic Circle you can make? All the workers at a Japanese car factory formed the world's largest Magic Circle of 10,323 people!

Jumping Rope

Circle Ten Council

Jumping rope is wonderful aerobic exercise, which means that it exercises the heart. Professional athletes like boxers use skipping rope to build their endurance and coordination.

See how many jumps you can do before making a mistake.

How long can you jump rope? The world record is over 12 hours.

How fast can you jump rope? Fast jumping is best done boxer style with both feet together all the time. It is helpful to have a short rope so that it just misses the ground as you jump.

Can you jump backwards? With practice, you will find this almost as easy as skipping forward.

Cross hand jump: jump in the normal way but, as the rope passes over your head, bring your hands forward and cross your wrists. Quickly uncross them before jumping over the rope.

Two jump: jumping with a friend using only one rope.

Smell Test

BALOO'S BUGLE

Everyone knows what a taste test is, but have you ever had a smell test? One way to cook healthier meals is to replace some ingredients like salt or fats, which are used primarily as taste enhancements, with healthier alternatives. Herbs and spices have strong and distinctive smells as well as flavors. Many of the smells can be associated with favorite or special food memories from even very early childhood, like mom's apple pie or grandma's cookies. This introduction to herbs and spices will come in handy in a year or two when your Webelos will be responsible for cooking their own meals in Boy Scouting. It also provides a meeting full of surprising discoveries.

Before the meeting, gather a number of herbs and spices. Try to have a few examples of an herb in both dry and fresh forms. Also, look for prepared food items in your kitchen that have the distinctive aroma of one or two of the items you have gathered.

During the meeting, have the boys sniff the herbs and spices (one at a time) and try to think of a food that often smells the same. Have them sniff a dried herb, then crush or break off a fresh piece of the same herb so they can see the difference in the strength of the aroma and taste.

Finally, open a container of a prepared food and see if they are able to identify which herb or spice gives the food a distinctive flavor.

READYMAN

Suggested Den Meeting Activities

Circle Ten Council

Discuss first aid. Practice the treatment for "hurry cases."

Put together a first aid kit for your den.

Practice mouth to mouth resuscitation on a mannequin.

Talk about where and how to get help in various emergency situations.

Consult the Boy Scout Field Book for safe bicycling tips.

Make floor plans showing a home fire escape route.

Discuss home fire escape procedures.

Make posters showing how and where home accidents are most likely to happen.

Review bicycle safety rules.

Plan a bicycle reflector campaign.

Have a bicycle obstacle course competition.

Review safe swim defense plan.

Ask an off duty local rescue squad or ambulance corps to demonstrate some first aid situations and techniques.

Places To Go

Circle 10 Council

fire station

Red Cross center

trauma center

Pack Activities

Circle Ten Council

Stage a bicycle rodeo.

Stage a fire drill during a pack meeting.

Invite a local Scout troop to come and do a first aid demonstration.

Pack Meeting Demonstrations And Exhibits

Circle Ten Council

Display floor plans of your home fire escape route.

Display posters showing how and where accidents commonly occur in the home.

Demonstrate the proper way to refuel a power mower, with the motor off and cool.

Dramatize the danger of having medicine bottles without labels in the home.

Explain the danger of frayed wires on an electrical appliance, emphasizing that major wiring repairs should be done by an expert.

Demonstrate a telephone conversation asking for emergency help.

Show and explain how to handle the "hurry cases" of first aid.

Display first aid kit.

Recognize any adult pack member who works in emergency services.

Fireman's Drag Relay

Circle Ten Council

21

BALOO'S BUGLE

Preparation: Neckerchiefs; participants divided into 2 teams

Two teams – half the members of each team are firemen, the other half are victims and are laying on their backs. On signal, the first fireman runs up to his victim, ties his wrists together with a neckerchief, and pulls him back to the starting line with the fireman's drag. He touches off the next fireman, who then rescues his victim. First team to bring in all their victims wins.

Bicycle Safety True Or False

Circle Ten Council

- T F 1. Obey all traffic laws, signs, and signals.
T F 2. Ride single file, close to the right-hand curb. Ride against traffic, not with it.
T F 3. Ride in a straight line except when you have to weave in and out of traffic.
T F 4. Look, then signal before turning or stopping. Use arm signals.
T F 5. After dark, you can only carry two passengers safely.
T F 6. Give pedestrians and motor vehicles the right of way.
T F 7. Slow down and look carefully before crossing intersections.
T F 8. Ride bike as fast as you can across railroad crossings and busy intersections.
T F 9. Don't hitch onto cars and trucks.
T F 10. Don't shoot out of blind driveways and alleys.
T F 11. Be alert for other vehicles, like cars pulling out from curbs and driveways.
T F 12. Don't try to squeeze in between cars and trucks.
T F 13. If bike isn't in good mechanical condition, only ride in slow traffic areas.
T F 14. Be sure your bike has good brakes and a horn or warning bell.
T F 15. Be courteous. Respect the rights of other cyclists, drivers, pedestrians.
1. True.
 2. False. Ride with traffic, not against it.
 3. False. Never stunt, race, or weave in and out of traffic.
 4. True.
 5. False. Don't ever carry passengers.
 6. True.
 7. True.
 8. False. Walk your bike across railroad crossings and busy intersections.
 9. True.
 10. True.
 11. True.
 12. True.
 13. False. Keep bike in good mechanical condition or don't ride it.

14. True.
15. True.

Web Sites

BSA Web Site

<http://www.bsa.scouting.org>

Congratulations to the essay winners in Scouting Magazine's contest on Seeing America Everywhere
Check them out here

<http://www.bsa.scouting.org/mags/scouting/9903/amer.html>

Get a Cub Scout Uniform for \$36.00

<http://bsa.scouting.org/stuff/cubuniform/index.html>

Cub Scout Activity Guide

http://usscouts.org/profbvr/cub_activities/start.html

Pack 114 Fun Pages

<http://www.creighton.edu/~bsteph/pack114/funpages/web-crf2.html>

Naturalist Activity Badge

<http://www.geocities.com/Yosemite/Trails/2431/natural.htm>

Geologist Activity Badge

<http://www.geocities.com/Yosemite/Trails/2431/natural.htm>

J Lance Wilkerson's Neckerchief Slide's Page

<http://perdita.lcs.psu.edu/BSA/woggle.htm>

Program Help Web Site from Pack 182

<http://users.erols.com/jadf/scout/>

Just For Fun

From Judy P--Dress Up Garfield (CS uniform not available though)

<http://www.uexpress.com/ups/kidstuff/gd/>

U.N. contest for kids

<http://www.un.org/Pubs/CyberSchoolBus/peaceflag/index.html>

The Science Museum of Minnesota has put together a list (along with the assistance of visitor suggestions) of some of the greatest places on Earth. Although you won't find behind home plate on the opening day at Fenway Park on the list, you will find such other worldly locales as Tibet, Greenland, Amazon, and Madagascar.

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

Put some teeth into art and science

<http://www.childrensmuseum.org/kinetosaur/>

Look, Learn and Do

<http://www.looklearnanddo.com/documents/home.html>

Measuring Time

<http://www.britannica.com/clockworks/>

How microprocessors work

<http://www.intel.com/education/mpuworks/>

The world of nature--past to present

<http://www.amnh.org/naturalhistory/>

Yahooligan games

<http://games.yahooligans.com/>

Dumb Laws--yes all 50 states are represented

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

Sports Jeopardy

BALOO'S BUGLE

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

PowWows around the USA

Central Region

Great Sauk Trail Council will hold it's PowWow on January 22, 2000 at Saline High School in Saline MI. This event will include training sessions for Cub and Boy Scout leaders, as well as a couple of sessions for/about unit commissioners, new this year. The cost for this will be around \$10 for early registrations. When the final cost is decided later this month I will have an update on that., but will decide that later this month. Event contact person is Amy, as she is co-chair for this event!

Great Sauk Trail Council

1979 Huron Parkway

Ann Arbor MI 48104

(734) 971-7100

or Amy Echlin (734)487-5042 amyechlin@hotmail.com

Corinne Stolaruk (734)971-6201 ccstolaruk@aol.com

Northeast Region

Connecticut Rivers Council

From Jerry Cub Training Chairman-Nutmeg District We are having both Pow Wow and a University of Scouting this coming year. The Pow Wow is November 20th at East Windsor Jr.-Sr. High School, East Windsor, CT, and we are using a medieval theme. The University of Scouting is being held January 22-24, 2000 at Camp Rowland, Niantic, CT. We offer degrees in Commissioner Science and District Studies, and a certificate program in Roundtable Science.

Anyone wanting information can call or write the Council Service Center:

Connecticut Rivers Council, BSA

60 Darlin St.

PO Box 280098

East Hartford, CT 06128-0098

(860) 289-6669

Resources

The scouting graphics for all levels of scouting are available on line at

<http://usscouts.org/cd/index.html> or you can get it as a CD

Why A CD?:

For years we have been maintaining a free online library of Scouting images. Over the years many Scouters asked about how to go about having their own copy of all the images on the ftp site so that they could take the library with them on Scouting events.

This USSSP CD-ROM contains over 16,000 images (approximately 5,000 unique images in multiple formats) and 1,500 documents from our Clipart & File Library Site.

Purchase Your Copy of the CD:

If you would like to purchase a copy of the CD you can use our order form.

If you have suggestions for what you would like to see included on the next version of our CD, please drop us a line.

Download the Same Resources for Free:

Remember, you don't have to buy a CD to use any of our free resources. Please feel free to browse our Clipart and File Library and download anything that will help you or your Scouting organization. We built the Clipart and File Library for the purpose of making Scouting resources available to Scouts and Scouters to further the aims of Scouting.

Need Something You Can't Find At USSSP:

If you can't find what you need, please let the U.S.

Scouting Service Project know and we'll see what we can do. Contributions Welcome:

If you have clipart, documents, or other stuff that you'd like to share, please let us know. We are always looking for new material to add to the library.

Versions and Future Plans: Version 1.1 of the USSSP CD has a new cover to indicate that it was produced by USSSP (Version 1.0 was produced by our fulfillment agent). The contents are the same as Version 1.0.

We are currently considering the production of a Version 2.0 CD with more content and resources