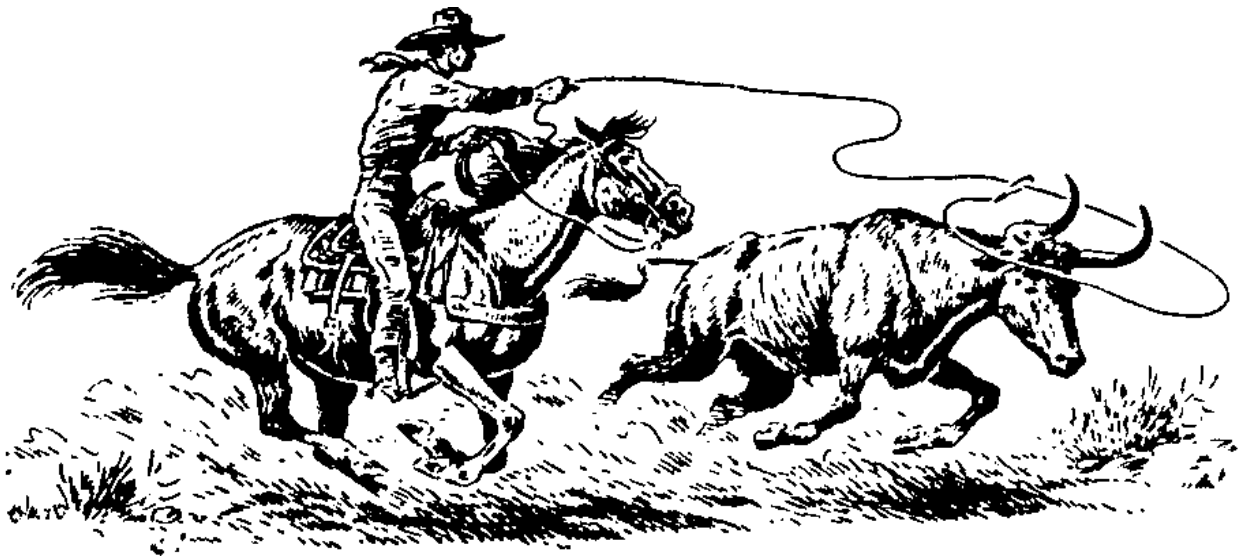


Rodeo Trail



AUGUST 1998

BECAUSE OF MY SON

Because of my son - I found a job to do,
I became a Scouter, tried and true.

I understand boys better - because of my son.
It happened through Scouting - Gee, what fun.

Because of my son - I can be worthwhile.
Oh what a reward, to see a boy's smile!

'Tis endless, the pleasures gained from Scouting.
Because of my son - I attend each meeting and outing!

Because of my son - I've gained friends beyond measure.
'Tis indeed blessed to hold, such a wonderful treasure!

Hours that were idle, are now filled to the brim,
Because of my son - I enjoy life with him!

Because of my son - I've a new way of life.
I recommend Scouting for each husband and wife!

Don't spend your spare time, doing nothing at all.
Because of your son - heed the Scouting call!

- Author unknown

AUGUST--TIME FOR PLANNING AND ROUNDUP

Annual Pack Planning Conference

It's time to plan the pack's program for the coming year. Pick up your Program Packet at this month's roundtable. Cub Scout & Webelos Scout Program Helps 1998-99 should be available at the Scout Shop sometime during the summer.

Roundup

Prepare for the membership roundup. Information on the Council-wide Fall Roundup should be available by August.

PROFESSIONAL RODEO

Professional rodeo is more popular and competitive than ever, largely due to the efforts of the Professional Rodeo Cowboys Association. The largest rodeo sanctioning body in the world, the PRCA has nearly 10,000 members. These cowboys participate in about 800 rodeos per year in 46 states and four Canadian provinces. The PRCA continues its commitment to rodeo excellence and maintaining the highest standards in the rodeo industry. This ensures that every rodeo sanctioned by the PRCA is competently managed and uses only the most healthy and well cared-for livestock. The PRCA's national headquarters is located in Colorado Springs, Colorado, adjacent to the Pro-Rodeo Hall of Fame.

(Adapted from 1997 Chief Seattle Council Pow Wow Book)

ROPE 'EM ON THE INTERNET

Cowboy resources such as literature, rodeos, western gear, art, publications, museums, humor and other cowboy sites are found at:

<http://www.cowboy.net/cowboy/index.html>

Wayte's Rodeo Page:

<http://www.roughstock.com/wayte/>

You can find a list of rodeos and rodeo information links at:

<http://www.roughstock.com/wayte/links.htm>

Information on Buffalo Bill's Wild West Show and links to other cowboy pages can be found at:

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

TEACHING KNOTS

Although you can use any type of rope, rope made with natural fiber like cotton works better than nylon cord. Nylon cord may slip and the knots may not stay tight. Sash cord or cotton clothesline are good. Cut rope into about 6 foot lengths. Whip the ends to prevent unraveling; use different colors for each end to make it easier to follow directions. Dental floss is ideal to use for whipping. Teach knots on the boys' side, not in front of them, so it is easier for them to follow your example. Keep cords in your den box. Take them, or shorter ones, on field trips so the boys have something to do while waiting in line. Wolf, Bear and Webelos Books are your resources for knots. There are many other knot books available. We found a small booklet Knots and How to Tie Them (published by the BSA) easy to follow and reasonably priced (72¢).

DID YOU KNOW?

There were no horses or cows in North America or South America until Columbus arrived. He brought Spanish horses and cattle on his second voyage to the Americas. Later Spanish explorers brought horses and cattle into Mexico. By the 1600s, huge herds of wild horses and cattle roamed the plains of Mexico and up into Texas.

The first big Texas cattle drives took place in the late 1860s when cowboys herded cattle north to the new railroads in Kansas. The railroads made it possible to ship cattle quickly back East.

Twice a year, cowboys had to round up cattle on the open range. At the spring roundup, cowboys gathered untended herds that had drifted during the winter and branded calves. After branding, cattle were turned loose on the open range to graze and get fattened up on plains grasses. In the early fall they were rounded up again. This time cowboys separated the cattle that would be driven to market.

The chuck wagon was a simple lumber wagon converted to a pantry on wheels. A cook prepared stews over open fire pits and baked fresh biscuits in portable ovens. Flour, beans, and bacon were typical chuck. The cook made stick-to-your-ribs meals like “son-of-a-gun stew” and “sucamagrowl,” a sweet dumpling.

While they appeared to move as a wide river of cow flesh on cattle drives, cowboys knew that longhorns had distinct personalities. The strongest and most dominant steers would move to the front of the herd. The cowboys riding “point” focused on guiding these lead steers along the desired path. With some careful and constant nudging by the cowboys, the rest of the herd calmly followed. These lead steers were very valuable to ranchers. One famous lead steer, Old Blue, trekked the 250 miles from Texas to Kansas for eight years. Old Blue lived to be 20 years old.

Cowboys were excellent braiders. They braided leather strips to make everything from lariats, quirts (riding whips), and hatbands, to hobbles (to tie a horse’s legs together to stop it from straying). Braiding added strength, and the thongs could be used to lash together corrals and fences when wire and staples were not available. Horsehair was also a popular material for handiwork by cowboys.

At first most cowboys bought plain white neckerchiefs at the general store but soon bright red bandannas became fashionable.

Every cowboy wore a hat, and it was one of his most treasured possessions. A cowboy could wear his hat indoors while he ate or danced, and was still said to have good manners, since everyone knew how important his hat was to him. Some cowboys even slept with their hats on! In the 1870s the high-crowned hat made by J. B. Stetson became very popular, and many cowboy hats were called Stetson, whether they were made by J. B. or not.

Chaps provided extra leg protection. There were many styles; wide chaps, narrow and tight ones, and those that came down only to the knee. Cowboys who worked in Montana and Wyoming, often wore “hair pants,” goat-hair chaps. Unfortunately, when the hair pants got wet, they became soggy and heavy and, as one cowboy said, “sometimes smellin’ stronger ‘n a wolf’s den.”

The cowboy’s footwear was an important and very expensive item. In the 1880s, a pair of boots cost between \$10 and \$25, a high price for a man who made about \$30 for one month’s work. It’s no wonder many a man “slept with his boots on.” Cowboy boots were made for riding, not for walking. The soles were constructed of thin leather so that the rider could feel the stirrup.

RODEO WORD SEARCH

When looking for the words below, ignore spaces and hyphens.

- BANDANA
- BOOTS
- BRAND
- BRANDING IRON
- BULL
- BULLPEN
- CALVES
- CHAPS
- CLOWN
- COW
- HORSE
- LARIAT
- LASSO
- RIDING
- ROPE
- ROPING
- SIX-SHOOTER
- SPUR
- STETSON
- STEER

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

BUCKAROO MATCHUP

You probably know that the word “buckaroo” is another name for cowboy. Now try this match game and see how many of cowboy words you know.










- | | |
|--------------|---|
| 1. Lariat | a. A leather leg covering |
| 2. Dogie | b. A horse or cattle thief |
| 3. Bandana | c. Food similar to a pancake |
| 4. Corral | d. The cowboy’s favorite word for something he doesn’t like |
| 5. Bronco | e. A neckerchief |
| 6. Maverick | f. An orphaned calf, young steer |
| 7. Chaps | g. A fenced-in area for cattle |
| 8. Ornerly | h. A horse that cannot be broken |
| 9. Rustler | i. A rope with a loop in one end |
| 10. Flapjack | j. A rough, wild horse |
| 11. Outlaw | k. An unbranded calf |

Answers: 1-i, 2-f, 3-e, 4-g, 5-j, 6-k, 7-a, 8-d, 9-b, 10-c, 11-h

BRAND MATCHUP

Brands are like another language. Ranchers have to put brands on cattle so they can tell which cows belong to them. Some brands are made of letters, but others look like little pictures. See how many of these brands you can read.

- | | |
|----------------------------|----------------------------|
| _____ goose egg | _____ bow and arrow |
| _____ broken heart | _____ stirrup |
| _____ double circle | _____ running w |
| _____ turkey track | _____ stripes |
| _____ sunrise | |

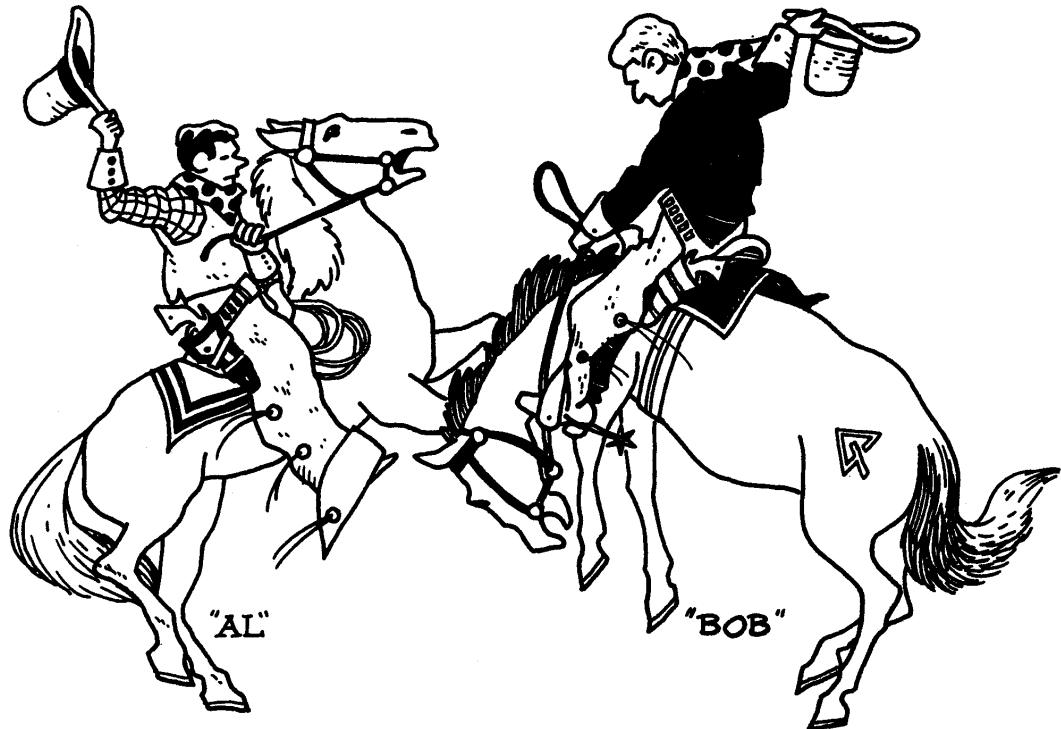
- | | | | |
|----|---|----|---|
| a. |  | f. |  |
| b. |  | g. |  |
| c. |  | h. |  |
| d. |  | i. |  |
| e. |  | | |

COWBOY MEMORY QUIZ

Study these cowboys carefully, then cover the picture and answer the questions below. No peeking!

(At the den meeting let the boys study the picture for a limited time or until they are ready. And ask the questions. At the pack meeting, expand the picture, make several copies, and post them in the room. As people arrive, direct them to take a good look at a copy. No note taking! At the beginning of the meeting, take down the pictures. Shortly afterwards, ask them the questions.)

1. Do both cowboys have hats?
2. In which hand is Bob holding his hat?
3. Do the cowboys have guns?
4. Is either horse branded? Which one?
5. Which cowboy wears a bandanna?
6. You can see spurs on the riding boot of one cowboy. Which cowboy is it? Which one of his legs is it?
7. Is Al's horse looking up or down?
8. Which cowboy wears a plaid shirt?
9. Are both men wearing chaps?
10. Which cowboy wears a holster?



RODEO TRAIL OPENING

Each Cub Scout holds up his card as he reads his line.

R is for Rodeo, a place where people challenge themselves.
O is for Old Glory to whom we pledge our allegiance.
D is for Doing our Best, the Cub Scout way.
E is for the Energy that we always have.
O is for Old West, the place where the Rodeo started.

T is for the Teamwork we find in our pack.
R is for Rounding up fun for everyone.
A is for Achievement that we all aim for.
I is for the Ideals of Cub Scouting.
L is for Lasso. Let's catch a wild time!

KNOT OPENING

Eight Cub Scouts stand in a line with the first Scout holding a length of coiled rope. After finishing his part, the first Scout loops the rope once around his left fist and passes the rope to the next Cub Scout. Each Scout does the same till all are "tied."

Cub Scout 1: The dictionary says that a knot is something that ties or binds closely. This month we have learned to make knots with rope and string.

Cub Scout 2: But in Cub Scouts we are learning about many other things that tie and bind.

Cub Scout 3: We are bound by our friendship with each other. Cub Scouts are all friends with each other.

Cub Scout 4: We are bound by our Cub Scout Promise and the Law of the Pack. These are strong knots that help tie us to God by reminding us of our duty to Him.

Cub Scout 5: They bind us to our pack by helping us to remember that each of us is important in making the pack go.

Cub Scout 6: They tie us to our community by encouraging us to help other people.

Cub Scout 7: We are tied to all that is good in us and the world by our promise to do our best.

Cub Scout 8: We are bound together with all the people of our country by our remembering to be good citizens and by offering our respect to our flag. Please stand and join with us in the Pledge of Allegiance.

RODEO OPENING

Dens are waiting outside the room. The boys are in western costume. Each den carries its flag. The color guard are in uniform.

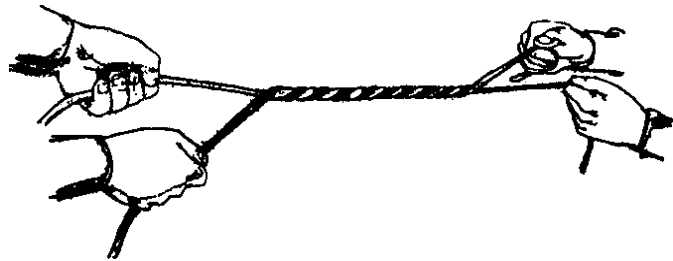
Cubmaster: Good evening rodeo fans. Welcome to the Cub Scout Rodeo. Like any rodeo, we have thrills and chills, feats of daring, and best of all, we have a grand entrance. (Dens now enter and parade around the arena while recorded western music is played.) That's one of the best parts of a rodeo, with all the riders carrying their own flags. But the greatest flag of all is our own Old Glory. Let's show our respect now by rising to salute the flag of our country. (The color guards advance the colors and lead the Pledge of Allegiance.)

RODEO CLOSING

Cubmaster: Rodeos started with cowboys competing in their everyday work to see who was the best at a particular job. It has now grown into a huge national sport but 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 all please stand and repeat with me the Law of the Pack?

ROPE CLOSING

Cubmaster: (Show two strands of cord in different colors like blue and yellow.) By itself, neither of these strands is very strong. I think a couple of strong Cub Scouts could break either one. (Call forward two Cub Scouts and ask them to wind cord into a single rope.) Together the two strands make a rope that is more than twice as strong as either one alone. There's a lesson in that for us: If our pack is to be strong, both boys and parents must do their part.



COWBOY HAT ADVANCEMENT

(Use a cowboy hat sitting on the table and have the awards inside. Pick up the hat and show.) Buckaroos, a cowboy's hat is used for many things. It shades his head, holds water for his horse to drink, fans the flames of a fading campfire or fans the flies away from his food. Tonight it is serving a different purpose. It holds all the awards earned by the cowboys in our pack. (Call up the boys and parents and present their awards.)

RODEO ADVANCEMENT

Cubmaster: In the rodeo, awards are given for the winners in the contests. We have some specially earned awards to present tonight. Each of these boys have lived up to the best tradition of Cub Scouts everywhere: "Do Your Best." We are proud to honor them tonight. Will the following Cub Scouts and their parents please come forward? (Present each award starting with Bobcat.)

BRANDING ADVANCEMENT

Equipment: Various branding irons, either one for the pack or one for each rank (see Cub Scout Leader How-to Book p. 9-28); ink pad (water soluble); cowboy hat for the Rangemaster (Cubmaster); a fence (lash two horizontal logs about 6' long to two 2' logs) is stood up against table; awards attached to the fence. (If the table legs can be used as part of the fence, set this up before the meeting as part of the room decoration.)

Rangemaster:

Everyone has been "whooping" it up tonight at the rodeo. Now, it is time to round them up for a big "branding" party.

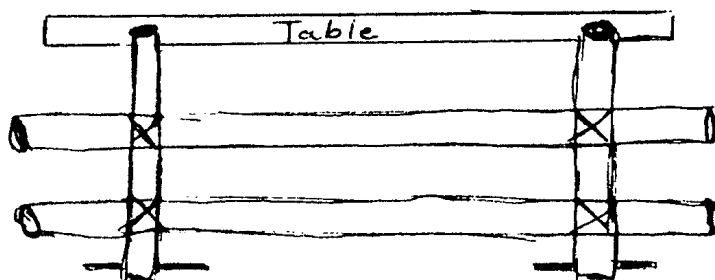
As with all roundups, first we need to brand the mavericks. Let's herd them up here. (Call Bobcats and parents) Great job! Congratulations to all of you. (Give the Bobcat branding iron to parents and ask them to stamp the brand on the back of their son's hand. Present the awards.)

I can see our herd tonight is pretty frisky. I think we've got some colts out there who are really kicking up their heels. Would _____ (names) and their parents meet me at the corral? (Wolf brand and badges and/or Arrow Points)

We've been very lucky to have some "yearlings" in our herd. These are the ones that are in their 2nd year and sometimes a little harder to rope in. But our herd can't grow without them. Let's bring them up here. (Call Bears and their parents forward to receive their awards and brands)

I have to say we really couldn't have done this roundup tonight without our "Scouts." They've ridden the trail before and know how hard it is to keep the herd together. They serve us well as key lookouts as well as an example for everyone to "look up" to. Would the following Webelos Scouts and parents come forward and receive their awards? (Present awards and brands)

Now let's brand the rest of the herd so it'll be clear to others that they all belong to our herd. Will all the "old hands" come up to the corral?



CAMPFIRE CEREMONIES

OPENING (If the Campfire Advancement is going to be used, don't light the fire yet)

The cowboys of the old west sat around the campfire for warmth and fellowship. They told stories and jokes. They sang ballads of the trail, accompanied by harmonica. Tonight we too are going to sit around the campfire telling stories and singing songs. Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. If every Cub pack in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.

CAMPFIRE ADVANCEMENT

The cowboys settled down at night and usually had a campfire for cooking and for warmth. It takes several ingredients to make a campfire.

To start, you have to find some small sticks or twigs. Would Bobcat candidates and their parents bring in some twigs or sticks and place them in the campfire ring? (Discuss their accomplishments and present badges.) (Set sticks on fire.)

Next we add kindling to get the fire going. Would the Wolf candidates and their parents put kindling on the fire? (Discuss their accomplishments and present their badges.)

The next step is to add some fuel to the fire. We do this by adding wood. Bear candidates and their parents, would you bring in some wood and place it on the fire? (Discuss their accomplishments and present their badges.)

The Webelos Scouts add to their knowledge and Scouting Experience by completing activities. The fire will not burn unless more wood is added. Would the Webelos candidates and their parents place more wood on the fire? (Discuss their accomplishments and present badges.)

(With the fire now burning take an arrow and discuss the elements to earn the Arrow of Light. Call the candidates forward.) This arrow and the light from the fire represents the highest award a Cub Scout can achieve, the Arrow (hold up the arrow) of Light (point to fire). (Discuss accomplishments and present badges.)

CAMPFIRE CLOSING

The spirit of Cub Scouting burns brightly here, just as does this campfire, and it also burns brightly in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart through the remaining of this busy summer, wherever you go and whatever you do, and may its light bring you back to our next pack activity.

THE SAD TALE OF TWO FAMOUS COWBOYS

Wild Bill Hiccup: "Hic-c-cup"
Hap-A-Long Catastrophe: "Oooops"
Cactus: "Eeech, Ouch"

Let me tell you the story of two famous cowboys from western history. Yes, you've guessed it! They are WILD BILL HICCUP and his sidekick, HAP-A-LONG CATASTROPHE. It seems that WILD BILL HICCUP was constantly plagued with long seizures of hiccups for which there seemed to be no cure. Many doctors all over this land of sagebrush and CACTUS had tried to cure him, but it was all in vain. Nothing worked!

WILD BILL HICCUP'S buddy, HAP-A-LONG CATASTROPHE was also plagued with a peculiar ailment. It seems that he was so clumsy that he was like a bull in a china shop. He stumbled his way from one catastrophe to another.

Out in this land of sagebrush and CACTUS these two men were continually keeping each other company and trying to keep out of the way of others so as not to disturb any more people than necessary. Thus WILD BILL HICCUP and HAP-A-LONG CATASTROPHE were together constantly.

One day, as usual, HAP-A-LONG CATASTROPHE stumbled and fell while trying to mount his horse, thus scaring the horse and causing him to run away. Being his best friend and feeling sorry for his bad luck, WILD BILL HICCUP told him to jump onto his horse and they would ride out through the CACTUS and look for the runaway horse.

Finally, with much effort and many tries to stay on, HAP-A-LONG CATASTROPHE made it onto the horse with WILD BILL HICCUP and off the two rode through the land of sagebrush and CACTUS. After riding awhile, they caught sight of the horse. It had calmed down and was slowly walking among the CACTUS. Wouldn't you know it! WILD BILL HICCUP got so excited at finding the horse that he began to hiccup violently and of course, HAP-A-LONG CATASTROPHE being the way he was, could not take the jerking of his friend on the horse. Just as they came to the next big CACTUS, WILD BILL HICCUP gave out with a tremendous hiccup which sent HAP-A-LONG CATASTROPHE sprawling right into the middle of the CACTUS and frightened the horse again and sent him running off into the sun.

The last anyone saw of our Western Heroes, HAP-A-LONG CATASTROPHE was still trying to mount WILD BILL HICCUP'S horse, only to be sent flying back into the CACTUS by a giant hiccup from his friend. I'm sure after many trials and failures, our heroes must have felt the whole thing was pointless, but the CACTUS was still there reminding them of the point.

AT THE RODEO

This is a stretcher. It gives the audience a chance to stand up and stretch their muscles a bit. This can be done by one person or by a narrator and his assistant who leads the audience in action.

WAY OUT WEST AT THE RODEO,

(Extend arms wide in all directions)

COWBOYS RIDE THE BRONCOS FOR FUN AND SHOW.

(Stand bowlegged and jog up and down as if riding a horse)

THE CROWD JUMPS UP WITH A WILD CHEER,

(Jump up in air and holler “Yippee”)

AS THE COWBOY ROPES THE MIGHTY STEER.

(Pull back hard with both hands as if pulling on a rope while saying “Whoaaa”)

THE SPURS ON HIS BOOTS JINGLE AS HE WALKS AWAY.

(Walk in place saying, “Jingle, Jingle, Jingle”)

THEN HE SITS DOWN TO REST CALLING IT A DAY!

(Sit down while wiping sweat from brow and saying “Whew-w-w-w!”)



TRAIL COOK APPLAUSE: “Come and get it!”

COWBOY CHEER: “Yippee, yippee, yippee!”

HAY! STRAW!: Explain that when you call out “Hay!” the group is to respond with “Straw!”; and when you call out “Straw!” they are to respond with “Hey!” For more fun, mix them up fast.

HORSING AROUND: Make galloping noises and whinny.

CACTUS CHEER: “Yucca, yucca, yucca.”

FLAPJACK APPLAUSE: Use one hand to pretend to pry a spatula under a flapjack, then throw it up in the air and nod your head three times up and down as if watching the flapjack flip, then catch it on the pan as you bring your other hand down with the loud clap.

HOWDY APPLAUSE: Yell, “Hooooow--Deeee!!!” (You can add “Paaaaardnerrrr!” and/or “And welcome!”)



A boy enters the room pulling a rope behind him.

Leader: Why are you pulling that rope?

Boy: Have you ever tried pushing one?

THREE RIVERS

Setting: In the wilderness two cowboys meet. First cowboy has camp set up and is cooking. Dog (boy on all fours) is sitting beside the fire. Second cowboy comes in looking tired and hot.
 Props: No. 10 cans for cooking, fake campfire, mask or sign for dog, plates

Cowboy 1: Howdy!
 Cowboy 2: Howdy!
 Cowboy 1: How's going?
 Cowboy 2: Not bad.
 Cowboy 1: Come fur?
 Cowboy 2: Quite a ways
 Cowboy 1: Et lately?
 Cowboy 2: This mornin'.
 Cowboy 1: Hungry?
 Cowboy 2: Yep.
 Cowboy 1: Join me?
 Cowboy 2: Don't mind iffen I do. (Holds up plate and looks at it) Don't wanna seem to be picky-innish, but ain't this plate a mite dirty here?
 Cowboy 1: (Looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.
 Cowboy 2: Clean as Three Rivers can get it?
 (Cowboy 1 dishes out stew and they eat)
 Cowboy 2: Mighty good vittles!
 Cowboy 1: Thanks pardner. Mind handin' me the plate so we kin clean em up?
 (Cowboy 2 hands him the plate)
 Cowboy 1: (Puts plates on the ground and calls loudly over his shoulder) Here Three Rivers. Here Three Rivers!
 (Dog comes up and starts licking the plates)

—  **RIDDLES**  —

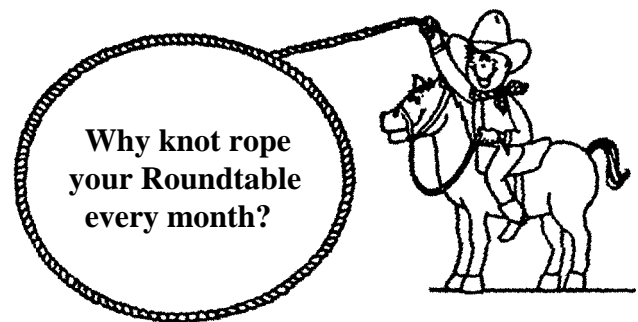
Why wasn't the cowboy allowed to wear his neckerchief?
 Because it was a banned-dana.

What do you call the author of a rodeo story?
 A horse-back writer.

How does a cowboy find out which horses like to run?
 He takes a gallop poll.

What does it mean when you find a horseshoe?
 Somewhere a horse is going barefoot.

When does a cowboy decide what boots he'll wear?
 On the spur of the moment.



THE BANANA BANDANA

Props. A bandana, a ripe banana, a towel to protect the floor.

Cast: Cowboy and assistant. Assistant is standing behind cowboy; neither looks at what the other is doing. Cowboy says what he is doing and assistant copies it except with a banana. Assistant has a banana in his back pocket, hidden from cowboy and audience.

Cowboy: Howdy, folks. Today I'm going to show you how to fold a bandana. I have a new assistant to help me. He'll do exactly what I say.

First you take the bandana out of your back pocket.

(Takes bandana out. Assistant takes banana out)

Show to the good folks. Show both sides.

(Assistant shows the banana with confidence)

Now fold it in half.

(Folds the bandana one time. Assistant begins to look concerned, shrugs, bends banana in half.)

Now fold it in half again

(Assistant folds the banana again. Remember to keep a straight face.)

Fold again. (Repeat until the bandana is folded)

Now crease it well.

(Assistant mashes the banana)

Cowboy: (without turning back sticks his hand back) Now let's see how you did.

(By now the banana is mush. Assistant plops it in the Cowboy's hand.)

Cowboy: Yuk. What is this?

Assistant: A banana.

Cowboy: A banana?

Assistant: Yea, a banana. I folded it like you said.

Cowboy: You folded it? A banana?! I said a BANDANA!

Assistant: Oh, this is a banana.

Cowboy: A bandana.

Assistant: No. This is a banana.

Cowboy: That's what I mean. This is a bandana. That's a banana

(They walk off repeating "Banana, bandana banana bandana...")



BANANA CHEER: Peel banana, eat banana, throw peel over shoulder, rub tummy and say "Ummmm good."

BANDANA CHEER: Throw a bandana in the air with instructions for the audience to clap and cheer until it hits the floor. Vary the length of the noise, with a long throw, a short throw, or no throw at all.

RIDE 'EM COWBOY

You will need a cowboy costume (hat, bandana and belt, for example) and one chair per team and an inflated balloon per player. Divide the group into dens or teams of six or so. A chair is placed about fifteen to twenty feet in front of each team. On "Go," the first player of each team puts on the hat, bandana and belt, and places a balloon between his knees. He proceeds in bowlegged fashion to the chair, where he places the balloon on the seat and rides the "bronco" until it "breaks." He returns to his line, passing the hat, bandana and belt to the next cowboy. The game proceeds in this relay fashion until all broncos have been broken.

WATERING THE HORSES

Divide into teams of equal numbers. Each player is given a paper cup half filled with water. In turn they race to a turning point about 10 yards away taking their cups with them. When there, they turn round, kneel, put the cups between their teeth, and with their hands behind their back, drink the water. As soon as the cup is empty, they get up and race back to their team for the next player.

PONY EXPRESS RELAY

Best played outside or in a large hall. Divide group into equal relay teams. Then place players from each team at different "stations." First player in each team is given a stick horse and Pony Express bag. On signal, he rides to his teammate at the next station, carrying the bag over his shoulder. The horse receives a new rider and the bag is transferred. This continues until all players have ridden their section of the Pony Express route.

TUMBLEWEED

Two teams at the opposite sides of a large table (old sheet stretched out flat on the floor will also work). Place a ping-pong ball in the center of the table. The object of the game is for one team to blow the ball off the other team's side of the table. Score points for each time they succeed.

WESTERN HOSPITALITY

One player is the stranger. All others form a large circle facing in. The stranger runs around outside the circle, tags one of the players and continues on his way. The player who was tagged starts running around the circle in the opposite direction. When the two meet, they must stop, shake hands, and say, "Howdy, stranger," before continuing on their way. The first to get back to the empty place in the circle stays there. The other is the stranger for the next round.

See <u>Cub Scout Leader How-to Book</u> for: "Western Festival" (pp. 9-28 to 9-31) "Bronco Tag" (pl. 2-17) "Wagon Train" (p. 2-41) "Blind Horse Relay" (p. 2-42)
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BRONCO RIDING

This is a game for six or so boys. All, except one, form a line. Each boy puts his arms around the waist of the boy in front of him. This line is called a bronco. The remaining boy, called the cowboy, tries to ride the bronco. He does this by trying to grab the waist of the last boy in the bronco. This is hard to do, because the bronco switches and jerks about to keep the cowboy from holding on. If the cowboy can hang on for five seconds, he has won. Then change cowboys.

KNOTTING RACE

Divide den into two teams. Give each boy a three-foot length of 3/8" rope. For each team, have two straight chairs spaced 15 to 20 feet apart. Teams line up between their chairs. On signal, each boy nearest the chairs ties a cow hitch (two half hitches, see [Program Helps](#), CUB2Aug98) to the chair. The other boys on the team connect the ropes, on the two chairs, with their own by tying square knots. First team finished, with all knots tied correctly, wins. (Older boys can tie clove hitch, bowline or lark's head to the chairs.)

CORRAL THE CATTLE

This is best played on a smooth tabletop or floor. You will need pennies or buttons as cattle. Using pencils, cups, small kitchen items, set up your course and goal (see example). Place a penny on the table across from the goal, then flick the penny with your index finger to make it shoot across. The fewer flicks it takes to corral the cattle, the better. Cattle can be corralled by individual cowboys or herded by a team of cowboys.

BICYCLE RODEO

Make sure all boys wear helmets. The best place for a bike rodeo is in a large parking lot. If this is a pack event, each den thinks up a ranch name. Each Cub Scout makes up his cowboy name, such as Wyoming Ed, or Hopalong John. These can be written on cardboard and taped to the handlebars. Dens may compete against dens. You may wish to have one champion per den or one individual as overall bike rodeo champ. Recognize others for sportsmanship, accuracy, best cowboy name, etc. Arrange beforehand to have enough adults to serve as judges and safety supervisors. Encourage judges to dress in cowboy costume. Have cowboy music playing in the background. Be sure the boys know exactly what they are being judged on for each feat, dexterity, timing, or accuracy. The lower the score, the better. Let the boys walk through the course and ask questions before it begins. Have a barbecue afterward. Have a rip-snortin' good time!

BICYCLE RODEO (continued)

CORRAL THE DOGIES

This is a test of speed and dexterity. Each cowboy must circle the dogies twice following the marked line. With tape, mark a circle about 6-8 feet across. Paint several half-gallon milk cartons brown. Add a calf head made of paper to each. Set these in the center of the circle for the dogies. Each cowboy is timed in seconds.

PONY EXPRESS

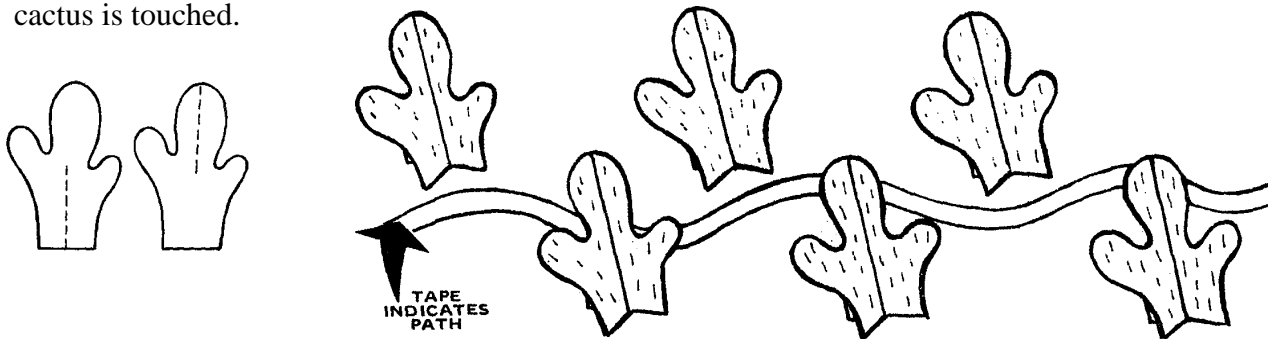
Get that message through and pronto! At a signal, from a marked spot, each rider goes from station to station, picking up mail. Starting and stopping points can be made easier to spot with the help of cowboy hats or boots.

CROSS THE RIVER

This is a test of dexterity and accuracy. Cowboys must cross over a wriggling “river”. One of the adults pulls a wriggling rope as biker tries to cross over rope. The river(rope) is painted red at tip, then yellow, then blue. Scoring: If biker rides over the red, he gets 2 points. If he rides over the yellow, 4 points and 6 points for the blue. (The lower the score, the better.)

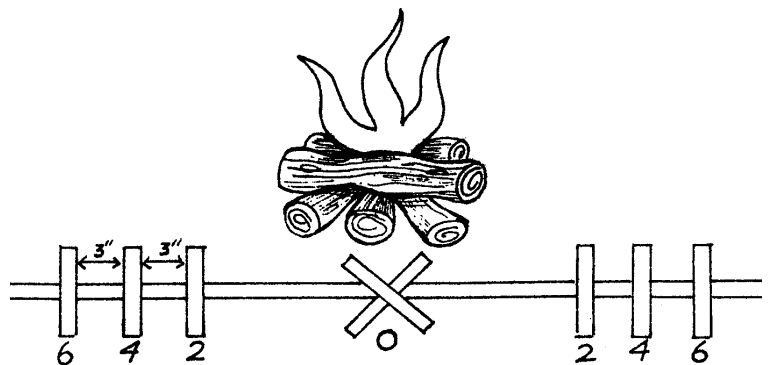
CACTUS SLALOM

Dexterity is tested. Cowboy rides between rows of cactus without touching them. Make at least 6 standing cacti. To make one, cut two identical pieces of cardboard in a cactus shape. Slit and fit pieces together. Paint green, and paint on black pricklers. Add 2 points to score each time the cactus is touched.



STOP BY THE CAMPFIRE

This is an accuracy event. Cowboy stops front wheel as near campfire as possible without stopping short of the mark or overshooting it. Make a campfire by stacking several logs, and inserting a paper flame between top logs. Tape a path line next to campfire. Tape an X on the path adjacent to the fire. At about 3” intervals, tape cross lines with



penalties. Boys should start about 50 feet back from fire. Scoring: No points if front wheel stops on X. Add points to score, as shown if bike stops before or after X.

I'M A WORN OUT COVERED WAGON

(Tune: Clementine)

I'm a worn out covered wagon
 Many times my shape you've seen,
 Rolling westward, ever westward,
 On your television screen.

I'm the bad guy you've heard tell of,
 Cattle rustler, robber bold,
 And the good guy always gets me
 That's the way the story's told.

I'm a cowboy on my pony
 On an endless cattle drive,
 Breathing dust and crossing rivers,
 It's a wonder I'm alive.

I'm a ghost town, long abandoned,
 Everybody's gone away,
 But I once was full of people
 Happy miners, rich and brave!

I'm the sheriff of the county
 With a star upon my chest.
 Oh I never shirk my duty
 I'm the best shot in the west.

I'm a campfire and you'll see me
 When the evening shadows fall.
 Here the cowboys cook their supper
 And a song's enjoyed by all.

Now the people all weren't handsome
 I am sorry to relate,
 But they had the will and vision
 That have made America great.

I can tell of deeds of bravery
 Sacrifice and sorrow, too,
 As the wagon trains moved westward.
 Best of all, my tales are true.

HAPPY TRAILS TO YOU

Happy trails to you, until we meet again.
 Happy trails to you, keep smiling 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.

RIDE, RIDE, RIDE MY HORSE

(Tune: Row, Row, Row Your Boat)

Ride, ride, ride my horse,
 On a cattle drive
 Under the blue sky and white clouds
 I'm glad I'm alive.

Rope, rope, rope a steer,
 At the rodeo
 Throw and catch and hang on tight
 What a ropin' show!

THE HORSE WENT AROUND

(Tune: Turkey in the Straw)

Oh, the horse went around with his foot off
 the ground,
 Oh, the horse went around with his foot off
 the ground,
 Oh, the horse went around with his foot off
 the ground,
 Oh, the horse went around with his foot off
 the ground,
 Same song, second verse,
 A little bit faster and a little bit worse!

(Repeat but leave off "ground")

(continue leaving off a word each verse until
 whole song is sung silently. End song by
 repeating verse 1.

GHOST RIDERS IN THE SKY

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-plowing through the ragged skies and up a
cloudy draw.
Yipee-yi-ay, Yipee-yi-oh, Ghost Riders in
the sky.

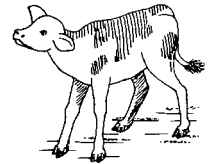
Their brands were still on fire and their
hooves were made of steel,
Their horns were black and shiny and their
hot breath he could feel,
A bolt of fear went through him as they
thundered through the sky,
For he saw the riders coming hard and heard
their mournful cry.
Yipee-yi-ay, Yipee-yi-oh, Ghost Riders in
the sky.

Their faces gaunt, their eyes were blurred,
their shirts were soaked with sweat,
They're riding hard to catch the herd but
they ain't got 'em yet.
They have to ride forever on that range up in
the sky,
On horses breathing fire, as they ride I hear
them cry.
Yipee-yi-ay, Yipee-yi-oh, Ghost Riders in
the sky.

The riders loped on by him and he heard one
call his name,
"If you want to save your hide and soul a-
ridin' on this range
Then cowboy change your ways today or
with us you will ride,
Trying to catch the devil's herd across the
endless sky."
Yipee-yi-ay, Yipee-yi-oh. Ghost Riders in
the sky.

I RIDE AN OLD PAINT

The musical score is written in G major (one sharp) and 4/4 time. It consists of six staves of music. The lyrics are written below the notes. The score includes a chorus section marked 'Chorus' and 'Dr' (drum). The lyrics are: 'I ride an old paint, I lead an old dam, I'm goin' to Mon-tan-a to throw the hoo-li-han*. They feed in the cou-lees*, they wa-ter in the draw*, Their tails are all mat-ted, their backs are all raw. Ride a-round, lit-tle do-gies*, Ride a-round-them- slow, For the fi-'ry* and snuf-fy* are rar-in' to go.'



* Definitions:

- paint - spotted horse
- dam - mother of a foal
- throw the hoolihan - to rope a steer and wrestle to the ground
- coulees - ravines
- draw - a ravine which drains water after a hard rain
- dogies - motherless calves
- fiery - spirited
- snuffy - disagreeable

In Cub Scout Songbook:

- "Home on the Range"
- "Git Along, Little Dogies"
- "The Cowboy's Sweet Bye And Bye"
- "Mules"
- "Round the Campfire"

CATTLE BRANDS

Brands permanently identified an animal as belonging to a certain rancher. Branding irons have been used since the days of the Egyptians, and Spanish herdsmen brought the tradition to North America. Registry books throughout the West listed all the ranchers' brands and the owners' names and addresses. It took a team of cowboys about four seconds to brand a calf, and a skilled crew could handle more than one hundred animals in an hour.

For examples of brands, see the following page.

Cub Scouts can make their own "brands." Have them arrange their initials or design something that characterizes them. The design must be simple, though. They can use the "brands" as personal stamps.

You will need: Funfoam (available at craft stores). Wood or thick cardboard base up to 4" square. Cork or film canister for handle. Tacky glue. Scissors.

1. Draw your own brand design on paper the same size as the base. Make it simple. Lines need to be fat.
2. Transfer the design to the foam. (Place paper with design on the foam, trace the design hard. You will see a slight indentation in the foam.)
3. Cut around the design. Don't worry if you accidentally cut at a wrong place. You can fix it when you glue the foam onto the base.
4. Glue the design onto the wood base. Apply glue on the side that you drew the design; so when you look at the brand from the bottom, your design appears reversed.
5. Glue cork piece or film canister as a handle.

STAMP PAD

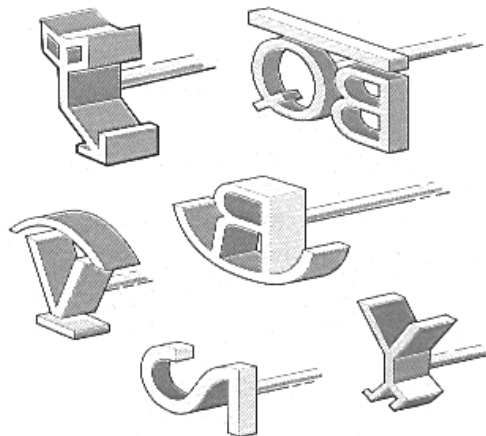
After the glue has set, the brand-stamp is ready! You can use a stamp pad or create your own stamp pad. This stamp pad doesn't last long but you can make it any color. You can make it bigger too and it's definitely cheaper and more fun.

For each color you will need: A meat tray or a thick paper plate. Sponge (thin ones are better). Tempera paint.

Glue the sponge piece to the tray. Mix paints to create the color you want. Pour it over the sponge (spread it with fingers).

Now 'ink' your stamps and have fun.

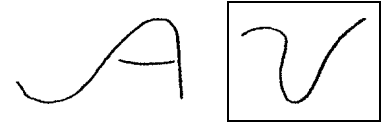
(If you used a meat tray, you can wash the whole thing when you are done and save it for later.)
















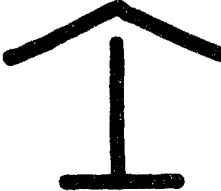
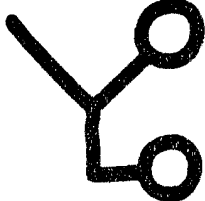


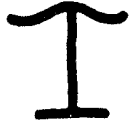






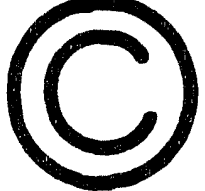


Suggestions: Decorate your own T-shirts with your brand. Maybe your den can make a den "brand" and the boys can use that and their personal brands on their T-shirts. Insert cardboard or wax paper inside the shirt. Use mixture of acrylic paint and paint medium (available at craft stores) on the stamp pad above. Follow directions on the bottle for the paint and medium ratio. You can use plain acrylic paint but it will fade in time. Don't buy expensive T-shirts. Use packaged undershirts or old shirts.

CATTLE BRANDS (continued)

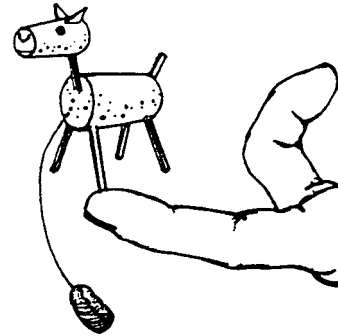
Often the names of ranches or ranchers were chosen for brands. For example, the JA Ranch was owned by John Adair and his brand looked like the two letters JA. The Four Sixes Ranch in Texas was known by its 6666 brand. Other brands had nothings to do with ranch names. The Matador Ranch had a flying-V brand.



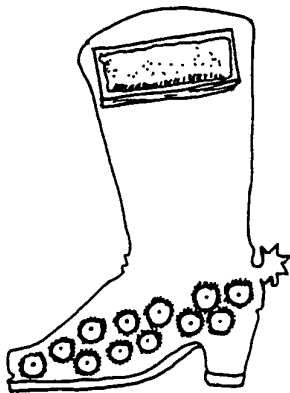
 CIRCLE A OFFICIAL STATE BRAND OF ARIZONA	 FLYING O WYOMING BRAND	 CIRCLE A ARIZONA AND CALIFORNIA BRAND	 'THREE RIVERS' NEW MEXICO BRAND	 REVERSE D BOX D COLORADO BRAND	 A NOTED TEXAS BRAND
 HEAD OF COW FIRST CATTLE BRAND-ARIZONA SPANISH	 WILL JAMES COWBOY ARTIST MONTANA	 A PROMINENT WYOMING- BRAND	 A GREAT TEXAS OUTFIT	 WHITTAKER BRAND WYOMING-	 A BIG- RANCH IN NEW MEXICO
 LONE STAR OFFICIAL BRAND OF TEXAS	 A COLORADO BRAND	 BRAND OF WYOMING	 'RAFTER T. DOWN' A BRAND OF COLORADO		 BRAND OF EARLY SPANISH RANCH IN ARIZONA
 A UNIQUE NEVADA BRAND	 LARGEST OLD SPANISH RANCH CALIFORNIA	 FAMOUS BRAND FROM CANADA- TO MEXICO	 'RAFTER T. DOWN' A BRAND OF COLORADO		 BRAND OF EARLY SPANISH RANCH IN ARIZONA
 FOUR SIXES DOKER HAND THAT WON RANCH TEXAS	 WILL ROGERS' BRAND OKLAHOMA	 BRAND OF CLARA BOW & REX BELL NEVADA	 BRAND OF WILL ROGERS' FATHER-OKLAHOMA		 'CIRCLE C' A MONTANA BRAND

BALANCING HORSE

The body is a large cork; the head is a smaller cork, tapered if possible. With a small nail, punch holes for the used wooden matches that are the legs, neck, and tail. Add features with markers and small pieces of paper. Bend a length of stiff wire in an arc as shown. Push one end of the wire into the horse's chest. At the other end of the wire, mold a fairly heavy piece of clay. Balance one leg of the horse on your fingertip, and as long as the clay is under your finger, the horse should remain balanced there.



BOOT SCRAPER



You will need: 6" x 10" plywood. Bottle caps. Scrub brush. Nails. Paint. Shellac (optional).

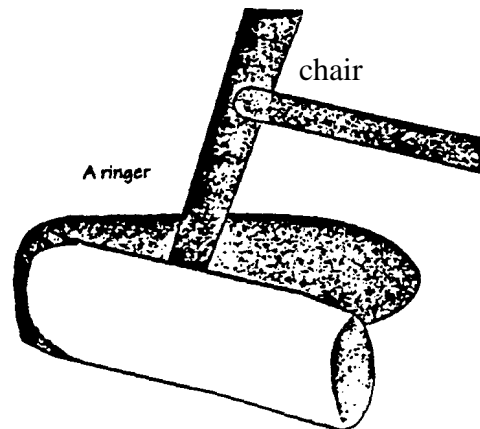
1. Draw the boot pattern.
2. Cut out, paint and shellac if desired.
3. Nail bottle caps, fluted edges up.
4. Nail a scrub brush, bristles up, along the top of the boot for cleaning the sides of shoes.

FLOPPY HORSESHOES

This is a "beanie horseshoe." (Wolf Elective 9: Make a bean bag.) You will be surprised how many boys enjoy sewing. (Don't expect small stitches, though. Use larger beans for younger boys so beans don't spill out from between the stitches.)

You will need: Cloth or felt. Needle and thread. Dried beans or peas. Scissors.

1. Cut two pieces of cloth or felt, each about 16" by 4". Fold each one in half lengthwise.
2. Using a needle and thread, stitch one end and the long side together, but leave the other end unstitched.
3. Turn the bag right side out, so the stitches are on the inside. A pencil will come in handy for poking the end of the bag through the opening.
4. Fill the bag with dried beans or peas, leaving about 1 inch to 2 inches unfilled. Then with needle and thread stitch the top closed.
5. If desired, make the second floppy horseshoe just as the first.



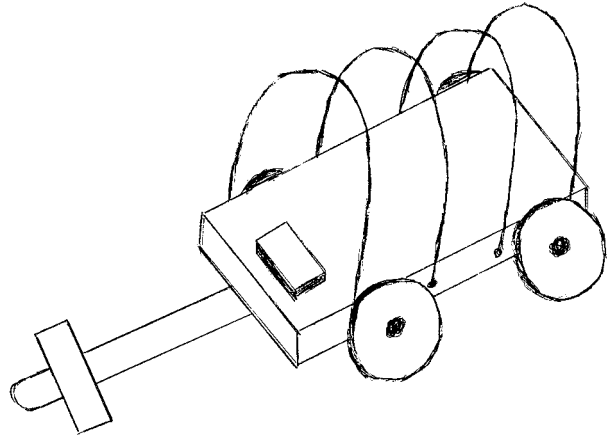
How to play:

Use a chair leg, a stake pushed into the ground or a pole as the target. Mark a throwing line and see if you can ring the target with your floppy horseshoe. The player with the most ringers wins.

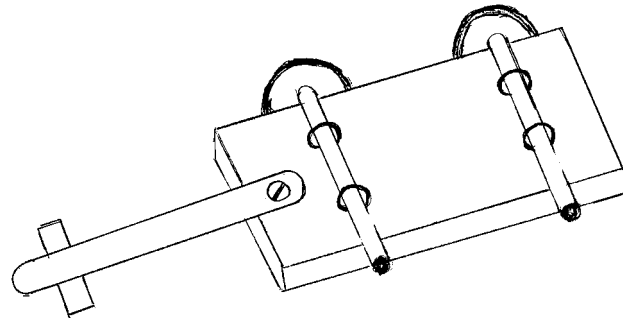
CHUCK WAGON NAPKIN HOLDER

Instead of cooking utensils, this wagon holds dinner napkins or letters.

Wagon base: 2" x 5" x 1/2" wood block
 Axles: 1/4" dowel, approx. 2 5/8" long
 Wheels: Four "slices" of 1" dowel, with 1/4" hole
 Tongue: Popsicle stick.
 Seat: Scrap wood or popsicle stick pieces
 Hoops: Wire or pipe cleaners
 Hardware: Four screw eyes for axle supports
 One #6 x 1/2" screw to secure the tongue
 Ten 3/4" box nails for hoops



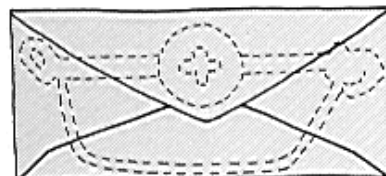
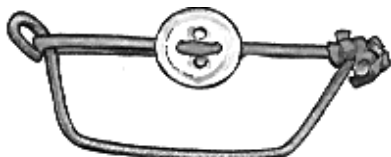
1. Insert screw eyes on the bottom of the wagon.
2. Fashion the tongue by gluing small piece of popsicle stick to a whole one.
3. Attach the tongue to the bottom of the wagon with a screw.
4. Fashion the hoops from wire. Wrap ends of wire around a nail and hammer the nail into the side of the wagon.
5. Place axles through the screw eyes and wheels. (Put dab of glue on the ends of the axles so the wheels are secure.)



RATTLESNAKE EGGS

You will need: An envelope. A big button. A good rubber band. A piece of stiff wire.

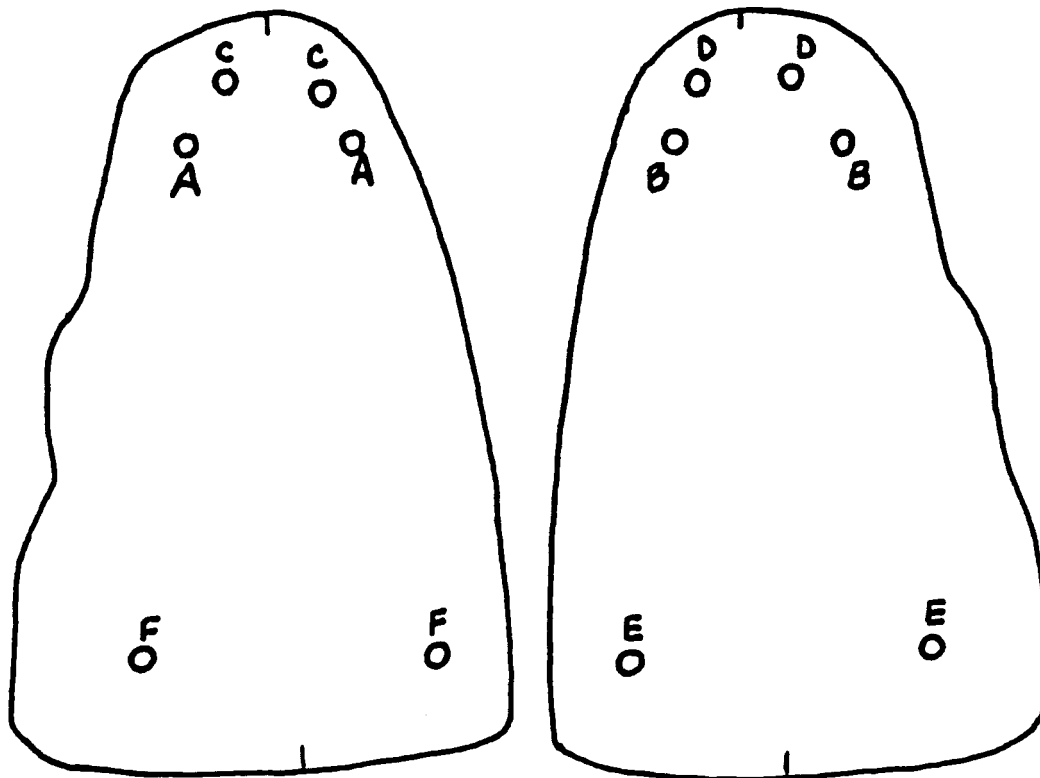
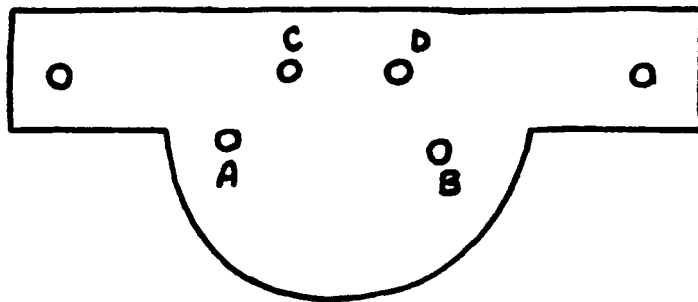
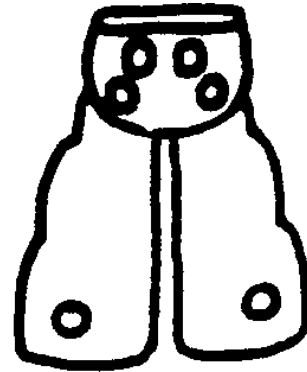
1. Mark on the envelope, "RATTLESNAKE EGGS."
2. Cut the rubber band and thread it through the big button. Then, with pliers bend off a length of wire and shape it carefully into a "C." Make sure it fits in the envelope. Tie the rubber band on as shown.
3. Wind the rubber band and insert the whole thing into the envelope, rubber band side up.
4. Watch when envelope is opened!



CHAPS NECKERCHIEF SLIDE

You will need: Scrap leather or vinyl. Seven 1/2" paper fasteners.
Leather punch.

1. Cut pattern out with sharp scissors. Make holes with leather punch or scissors points. (DO NOT use a standard size paper punch--it makes the holes too big.)
2. Fold leg in half lengthwise to match hole letters on pattern.
3. Attach legs using fasteners. (Note that the front of the "outer seam" is the scalloped edge. Don't put the legs on the wrong side!



PORK 'N' BEAN BREAD "COWBOYS"

Ideal for the pack rodeo party.

2 cups sugar
1 cup oil
3 eggs
1 can (16 oz.) pork & beans, drained
2 cups flour
1 teaspoon cinnamon
1/2 teaspoon baking powder
1/2 teaspoon baking soda
1 cup raisins
1 teaspoon vanilla
5 empty cans (16 oz. Size), with lids attached.

1. In a large bowl, mix sugar, oil, eggs and beans. Beat until smooth.
2. In a separate bowl, combine next 4 ingredients. Add to bean mixture, stirring just until combined.
3. Stir in raisins and vanilla.
4. Fill 5 greased and floured cans 2/3 full with batter. Bend each lid away from can opening to allow bread to rise while baking.
5. Place cans on a baking sheet and bake 45-50 minutes at 325 degrees.
6. Bend the lid so it will look like a tipped hat. Tie a 14 1/2" square of bandana fabric, folded in half diagonally, around top of can.

CAMPER'S PIZZA

2 cups Bisquick
1/2 teaspoon salt
2/3 cup milk
1 bottle (14 oz.) ketchup or pizza sauce
Grated cheese

1. Mix Bisquick and salt, stir in milk. Beat until stiff and slightly sticky. Knead 8-10 times.
2. Divide in 4 parts. Make each into 8" circle.
3. Place on grill 5" from coals. Cook 8 minutes.
4. Turn grilled side up and add ketchup or pizza sauce. Add cheese.
5. Cook 12-15 minutes longer until sauce bubbles and edges are browned.

Makes 4 servings.

HAYSTACKS

1 cup peanuts
3 cups Chinese noodles or pretzels

16 oz. Milk chocolate
2 Tablespoons shortening

1. Melt chocolate and shortening together in microwave or over boiling water (double boiler).
2. If using pretzels, break the sticks into bite size pieces.
3. Mix all ingredients together in a large bowl.
4. Drop by teaspoon onto wax paper. Let cool until chocolate is set.

MICROWAVE S'MORES

Marshmallows
Graham crackers
Thin chocolate bars

1. Put half of a graham cracker in the middle of a microwaveable plate. Top it with four small squares of chocolate and a marshmallow.
2. Put the plate in the middle of the microwave and cook it on high power for 15 seconds. Don't Overcook!
3. Remove immediately and top with the other half of the graham cracker.

This is a snack to watch! The marshmallow expands to several times its usual size in the microwave. The boys would enjoy watching it. The marshmallow shrinks back down as soon as the cooking stops. Be careful; the s'more is really hot. And very sticky. Be ready with wet washcloths.

COFFEE CAN "ICE CREAM"

small package instant pudding
1 6-oz. can evaporated milk
1 to 1-1/2 cups regular milk
1-lb. coffee can with plastic lid

3-lb. coffee can with lid
rock salt
lots of crushed ice
Strong tape (Duct tape works well)

Place the pudding mix and evaporated milk into a clean 1-lb. coffee can and stir well. Add enough regular milk to fill the can three-quarters full. Cover it with lid and tape the lid securely.

Put crushed ice in a Zip-loc bag and crush it more. Put a thin layer of salt and ice at the bottom of the 3-lb. can. Put the 1-lb. can into the 3-lb. can. Add layers of crushed ice and rock salt, making sure that the smaller can is completely surrounded by ice and rock salt. Put the lid on the large can and tape it securely. Roll the can back and forth for 15 to 20 minutes. Carefully take off the tape from the large can and remove the lid. Remove the smaller can and rinse off salt before removing the lid. "Ice cream" will be very hard around the edges and soft inside. Mix well before serving.

Note: Coffee can sizes do not have to be exact. You just need a large can and a small can.