

# Cubstruction



JANUARY 1999

## **WHY I'M A LEADER**

I'm not a Cub Scout leader for the easy hour;  
High pay, parents' gratitude, power or prestige.

I'm a leader because I want the world for your son and mine.  
A world he can share and help shape,  
A world of love and laughter, where he can show compassion.

I want him to look at the stars, a sunrise, a sunset,  
The work and world of man,  
And feel its beauty inside himself.

I want to help him learn to finish everything he starts and do it well,  
And guide him to know his worth with a deeper understanding of himself.

I want to help shape men who have strength of character,  
And who are sensitive to the needs of others.

I want them to be the best they can be.

I'm giving of myself and my time.  
I reap rewards far beyond what I give.

I receive for my children and future generation a better world.

**I'M A SCOUT LEADER BECAUSE I CARE!**

**DEN AND PACK ACTIVITIES**

## Pinewood Derby

For suggestions, please see Cub Scout Leader How-to Book, pages 9-39 to 9-44.

## Den Game Making Day

At one of the den meetings, have a game day. Let the boys make simple games like tic-tac-toe and play at the den. Give each boy a piece of thick cardboard or a piece of veneer as a base. They can draw a line on the base. For the play pieces, gather all sorts of odds and ends, like film canisters, pipe cleaners, washers, pompoms, nails and screws, feathers...just about anything that fits in the grid on the game board. Tell the boys to make pieces for O's and X's. They will have fun. The results will be delightful. Try some other games or let the boys invent new ones. Don't forget to display them at the pack meeting.

## Den Model Day

The theme for this month is Cubstruction. If your boys enjoy building models, have them bring them to the den meeting and share their creation with other boys.

## Den Doodles

Wolf and Bear boys must be getting close to completing their requirements for the rank. Keep track of their advancement with den doodles. If your den doesn't have one, this is a good month to construct one. Examples are shown in Cub Scout Leader How-to Book (pp. 3-13 to 3-14) and Staging Den and Pack Ceremonies (pp. 14 to 15).

## Wolf and Bear Advancement

Wolf and Bear Advancement ceremonies are found in Chapter 7 of Staging Den and Pack Ceremonies. A couple of additional Wolf and Bear ceremonies are included in this month. The all-purpose generic ceremony creator is listed in the introductory section of this book.

**CUB SCOUT LEADER POW WOW 99**

Be sure to register for this year's Pow Wow. Flyers are mailed to all the registered leaders. They are also available at the Roundtable and Council Service Center.

### THE JUMBLED TOOL BOX

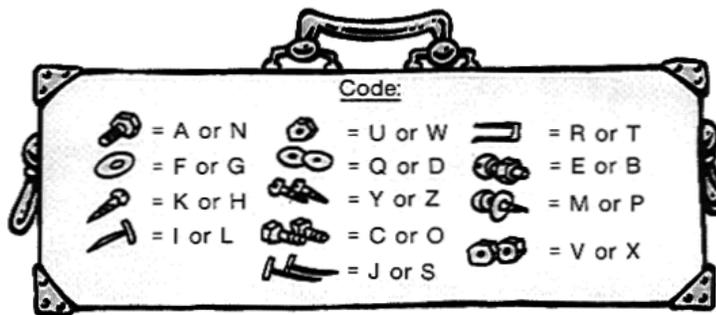
The tool box is all messed up. Unscramble the following words to find your tools. You may not know some of the tools. Ask grownups for help.

EWERCRIVSDR	CRAEB AND ITB	GCONIP WSA	IALN TSE
ODOW NEALP	TRCELEIC LIDRL	AHKC SWA	EIWR TREUTCS
MERMHA	RESLIP	EPTA RSUEAME	INT PSINS
SIVE	NDAH WSA	LVLEE	
PCLAM-C	LORLCS AWS	QAESUR	

Answers: screwdriver, wood plane, hammer, vise, c-clamp, brace and bit, electric drill, pliers, hand saw, scroll saw, coping saw, hack saw, tape measure, level, square, nail set, wire cutters, tin snips

### NUTS AND BOLTS

This code is as hard as nails. Each type of fastener stands for one or two letters. For example, the first one sometimes stands for A and other times for N. Can you hammer out the names of eight things you might find at a hardware store?



1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

**CAR CROSSWORD**

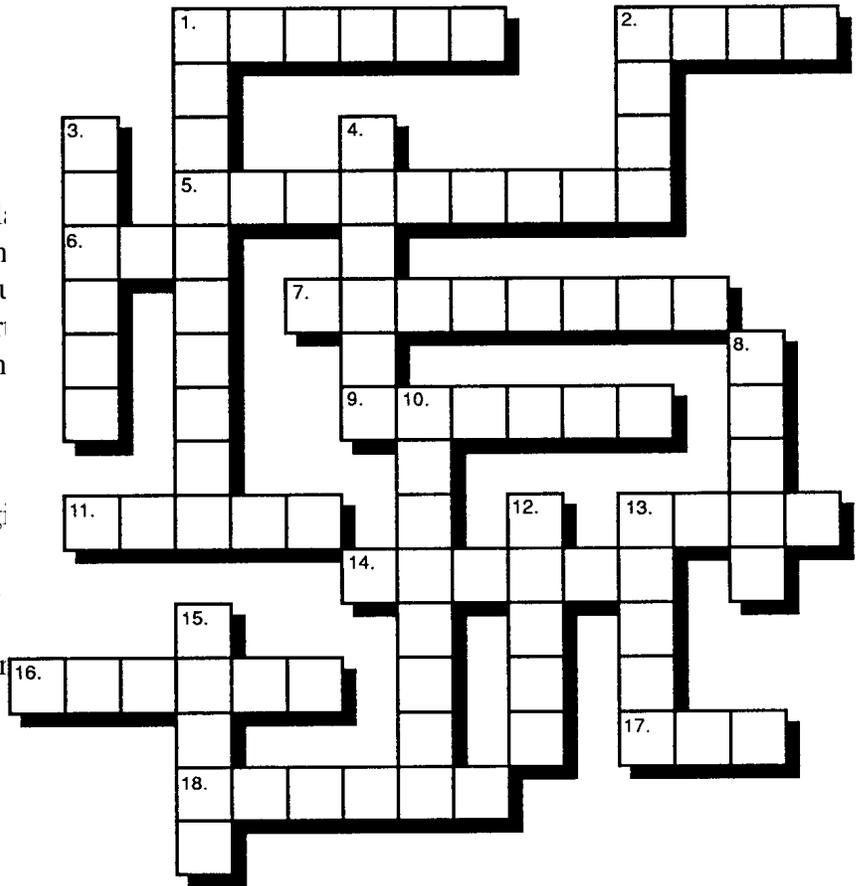
Do you know your parent's car well? All the answers to this puzzle relate to the car. Can you figure them out?

Across:

- 1. Turn these on for a rainy day
- 2. Lets other drivers hear you
- 5. Front panel controls
- 6. Put this in the tank
- 7. Buckle this up for safety
- 9. Use this before you turn
- 11. Music maker
- 13. It's a bad day if this gets fl
- 14. This tells you who is behin
- 16. The heavy rubber on the ou
- 17. Without this you can't start
- 18. The machine that makes th

Down:

- 1. Front window
- 2. Open this to check the engi
- 3. Use these at night
- 4. All cars have four of these
- 8. An extra tire
- 10. Turn this on to start the car
- 12. Use this to stop the car
- 13. A good place for luggage
- 15. Obey the \_\_\_\_\_ limit



## BUILDING A BETTER WORLD

11 Cub Scouts, each holding a card with a letter on the front and his line on the back. Each speaker holds up his letter as he says his line. Last line is delivered by all.

Take a **B** for brotherhood, boosting for each others good.

Take an **E** for every land to share in earth's riches everywhere.

Take a **T** for trustfulness, trusting more, and fearing less.

Take a **T** for teamwork, for joining hands to put things through.

Take an **E** for equal chance for each nation to advance.

Take an **R** for real respect in spite of race, creed or sect.

Take a **W** for will to work for peace with faith and skill.

Take an **O** for opportunity to keep our speech and action free.

Take an **R** for reverence for a guiding providence.

Take an **L** for love to spread around when need and bitterness are found.

Take a **D** for dignity of man devoted to a bigger plan.

(All hold letters up)

There you have it -- that is how to build a **BETTER WORLD**, right now.

## TOOLS IN CUB SCOUTING

Cub Scout 1: (carrying a hammer) In Cub Scouts we learn to build character.

Cub Scout 2: (carrying a plank) It is not what the boy does to the wood, but rather what the wood does for the boy.

Cub Scout 3: (carrying a plane) Through Cub Scouting we learn to remove the sharp edges off our personalities.

Cub Scout 4: (carrying sand paper) As we grow in Cub Scouting, we become more refined and smooth in our manners.

Cub Scout 5: (carrying a tool chest) Our talents are gathered together and we get a chance to try them out when our den works on the themes each month.

Cub Scout 6: (walking with a parent) Our parents help us learn how to use the tools of life when they help us pass our achievements.

All: Thank you all for helping us grow into well rounded citizens.

**MANY SIDES -- OPENING**

Den Leader: We will try to show you the many sides to little boys we so proudly call son, but remember, these are all one boy.

1st Cub:

I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems.!

2nd Cub:

I'm the one all full of dirt, so very sure that soap and water will hurt.

3rd Cub:

I'm the show-off and athlete; I just can't stand to get beat.

4th Cub:

I'm the pouter, sensitive and shy, but I try to make people think I'm a real tough guy.

5th Cub:

I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.

6th Cub:

I'm the Cub Scout, the one we boys like best. That's 'cause I'm different from the rest. So everyone, please join us as we say the Promise we try to live by every day.  
(Audience and boys say the Cub Scout Promise)

Den Leader:

They're all these boys and even more. There are lots of surprises for you in store. So love them, protect them, and try to understand. It's a very hard job growing up to be a man.

**PINEWOOD DERBY OPENING**

Cubmaster:

If you take a moment tonight to contemplate these cars, you will realize that an awful lot of painstaking work went into each one. There is much creativity and ingenuity represented here. I don't know, but I imagine that each car was designed to be the fastest. Of course, not all cars will win. As we begin our pack meeting, keep in mind that in Cub Scouting, as in life, the victors are those who put forth earnest effort. As a great marathon runner from Kenya, a country in Africa, once said, "To win is to finish. To finish is to win." Please join me in the Pledge of Allegiance.

**PINEWOOD DERBY OPENING**

- P A Pinewood Derby is fun for all,  
But the whole family must answer the call.
- I I will enter the competition real soon,  
To win or lose or whatever my doom.
- N Neatly I painted my car with dad's expert help,  
But please let me run it all by myself.
- E Excitement runs all through the night,  
No matter who wins, it will be alright.
- W We would all like to come in first,  
But if not, our bubble wouldn't burst.
- O On with the races, don't hesitate,  
For this Pinewood Derby can't wait.
- O Open the gates, down the track; then we can rest.  
For, being Cub Scouts, we've done our best.
- D Don't mind tonight, where your car places;  
Cub Scouting will help you through all life's races.

**ESSAY ON ANATOMY**

Your head is kind of round and hard, and your brains are in it and your hair on it. Your face is the front of your head where you eat and make faces. Your neck is what keeps your head out of your collar. It's hard to keep clean. Your stomach is something that if you do not eat often enough it hurts, and spinach don't help it none... Your spine is a long bone in your back that keeps you from folding up. Your back is always behind you no matter how quick you turn around. Your arms you have to have to pitch with, and so you can reach the butter. Your fingers stick out of your hand so you can throw a curve, and add in arithmetic. Your legs are what if you have not got two of you cannot get to first base, neither can your sister. Your feet are what you run on. Your toes are what always get stubbed. And that's all there is of you except what's inside; that's full of Cub Scout spirit. Let your inside shine through.

## **CLOSING THOUGHT**

Every Cub Scout should accomplish something worthwhile everyday. And each day's accomplishment should be a little better than the previous day's. Tonight, stand at your window and look out into the darkness of night and ask yourself, "Have I done my best today?" Then each day, promise to do better than the day before. If we all do that, we'll have the best pack in the country.

## **PINEWOOD CLOSING**

Form a circle around the derby track.

Cubmaster:

"Coming together is a beginning. Keeping together is progress. Working together is success."

This is a quote from the famous car maker, Henry Ford.

All of the dens come together to form the beginning of our pack.

Keeping together at our monthly pack meeting is progress.

Working together in Cub Scouting is surely a success story of which you can have a great part.

Let's remember this in the coming months.

Please repeat with me the Law of the Pack.

Thanks for coming out for our Pinewood Derby tonight. We've worked together and made every boy in Pack \_\_\_ a winner!

## **PINEWOOD DERBY CLOSING**

When you give the Cub Scout Promise, the words "do my best" are often lost among all the other very important words. Let's stop for a moment and carefully consider these words, particularly in light of the Pinewood Derby. The word "best" describes efforts and actions a little bit above our usual level of performance. I would say everyone did their best tonight racing their cars. But everyone's "best" is different. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the Promise, you agree to do your best to do certain things. *Your* best is just that - the very best *you* can do. Think about the meaning of the Promise and decide that you will always do your very best, no matter what the job facing you might be.

## THE RACETRACK ADVANCEMENT

Personnel: Cubmaster, Den Chief

Equipment: Racetrack Ceremony Board (instructions below), flashlight, badges pinned on small shapes (racing cars for Bobcats; green flags for Wolf badges or Arrow Points; red flags for Bear badges or Arrow Points; white flags for Webelos Activity Badges, checkered flags for Arrow of Light Awards.)

Setting: Room is darkened. Den Chief stands with flashlight behind ceremony board. At the appropriate time, he illuminates the proper cut-out with flashlight. Cubmaster reads script.

In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scout rank. The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers on our Cub Scout advancement track. (Den Chief illuminates racing car cut-out.) Will the following boys and their parents come forward? (Read names. Asks the boys to repeat the Promise and Motto, and tell them to remember them well)

The green flag symbolizes those drivers who have qualified for a Wolf position on our advancement track. Will the following boys come forward? (Call boys and parents. Den Chief illuminates green flag) Because your parents were helping you and cheering for you, we would like them to present the badges to you.

The red flag indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following boys and their parents please come forward. (Call them. Have red flag illuminated) Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you. They thus share in your honor. (Parents present badges)

The white flag tells us that the driver has but one lap to go to reach the checkered flag, the Arrow of Light. He had learned to manage the turns, jams, and upsets. Will the following Webelos Scouts come forward to receive their activity badges? (Call boys and parents forward. Have white flag illuminated) Many a driver wins because of the support given by his pit crew. Your parents have helped your in earning these badges and your Webelos leader has been an important part, too. (Webelos leader presents Activity Badges)

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races - the Indianapolis 500 - which is Scouting. Will the following boys come forward to receive the highest track award, the Arrow of Light? This is the only badge in Cub Scouting which may be worn on the Boy Scout uniform. Your parents share in your achievement, since they have helped you do your best and have traveled the track of Cub Scouting with you.

Congratulations to All!!

Race track Ceremony Board: Cardboard or plywood rectangle. Flags and car shapes are cut out and backed with cellophane of the proper color. Flashlight illuminates cut-outs at proper time.

**WOLF OR BEAR ADVANCEMENT**

Cubmaster:

Tonight, we have \_\_\_ boys who have advanced in rank and are receiving their (Wolf or Bear) Badges. These boys have worked hard and faithfully. We are proud to be able to award these badges to them. Would the following boys and their parents please come forward and would the parents stand behind their sons? (While they are coming forward) As you all must know how the parents have an important part in helping their sons achieve their goals, so they, too, should share in this ceremony. For without Mom and Dad back of them, helping and encouraging and signing off the achievements, the boys cannot advance. So, you see, it's a matter of **TEAMWORK**.

Now, if each boy will turn, face your parents and shake hands with Mom and Dad. Please thank them for their help. And parents please congratulate them for the fine job they did. O. K., now boys, if you'll face the audience again, our assistant Cubmaster, \_\_\_\_\_, will present each of you your new badge of rank.

Now I want all you new Wolves (Bears) to make the Cub Scout sign and repeat after me:

We boys now promise  
To go back to our dens  
And do our very best  
To work on electives  
And to keep advancing

Thank you boys, we're looking forward to seeing you all up here again soon for your Arrow Points. Congratulations.



NAIL CHEER: "You nailed it perfect!"

NAIL POUNDING CHEER: "Pound, pound, pound. THERE!"

CUBSTRUCTION CHEER: "Wow! Look at THAT!!"

PINEWOOD DERBY CHEER: Move hand like a racer and go "ZZRRrroooooommm" three times.

PINEWOOD DERBY CHEER II: Hold right hand above head and bring it down with hand pointing in front of you as a Pinewood car going down a track while saying "SWOOSH" "THUD"

RACE CAR: Say "Varoom" five times starting quietly and increasing in loudness each time while shifting gears with right hand.

## WOLF ADVANCEMENT

In every step of the Cub Scout advancement trail, each Cub Scout learns many things. In their preparations for the Wolf Badge, Wolf Cubs learn how to keep themselves physically fit, how to use tools, how to cook indoors and outdoors, how to be safe at home and away, and how to have fun with his family. But one of the most important things these young Wolf Cubs learn is Duty to God and Country. Without these two things, all our plans for Cub Scout advancement would be for nothing. We have \_\_\_ Cub Scouts who have completed this second step in their Cub Scouting advancement trail. As always when learning something new, they had help. Would the following Cub Scouts and their parents come up?

You have learned many things in the last few months. You have completed your Wolf Badge requirements. Now you can go on to more -- gold and silver Arrow Points. I will give this Wolf Badge to your parents who will present it to you. Congratulations.

## BEAR ADVANCEMENT

Earning the Bear Badge is the next step in the Cub Scout advancement trail. As in the Bobcat and Wolf Badges, there is preparation and learning. Cub Scouts learn more about his God, what makes America special, how to share his world with wildlife, taking care of his planet, law enforcement, more cooking and family fun, sports, how to be a leader, and how to build things. These things are meant to help the Cub Scout grow. They are lessons they need in their lives, now and in the future. We have \_\_\_ boys who have completed the Bear Badge requirements. Will \_\_\_\_\_ and their parents please come forward? As in the Wolf and Bobcat Badges, you learned many things. The Bear was a little harder. But you are older now. And you met the challenge well. Are you prepared for the further adventures awaiting you? I am pleased to present to your parents the badge you worked so hard to earn. They will in turn present it to you. Congratulations.



WOLF CHEER: Look up and howl as long as you can. "Aaaaaarrrrroooooooooooooo!"

BEAR CHEER: Give a great big 'GRRRRRRRROWL!!!'

See Staging Den and Pack Ceremonies for more Wolf and Bear ceremonies:  
 "Shere Khan -- Wolf Advancement" (pp. 74-75)  
 "Wolf Advancement" (p. 75)  
 "Elective Arrow Points (Wolf or Bear)" (pp. 76-77)  
 "Bear Advancement" (p. 78)  
 "Hunters--Bear Advancement" (pp. 78-79)  
 "Pull Together" (pp. 79-80)

## HOW TO BUILD A THINGAMAJIG

Doodads: "Clickety clack, clickety clack"  
 Dingford: "Whiz, bang, boom"  
 Freedistant: "Whoosh, shoosh"  
 Hygoricky: "Snap, crackle, pop"  
 Scatuhreekus: All sounds together

Very few families these days can get along without a thingamajig. While they can be purchased already assembled in a wide range of shapes, sizes and colors, they are relatively easy to put together yourself, using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

The DOODADS of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly DINGFORD to a FREEDISTANT. The assembly DINGFORD may be placed upon any corrugated doomaflatchy or use the FREEDISTANT to assemble your DOODADS. Carefully remove the plastic gizmo of the DOODADS from the FREEDISTANT and lay out the DOODADS on a clean acka-ma-rackus. Learn the name of each part of the DOODAD by comparing them with the assembly DINGFORD and assemble the DOODADS in the correct order. You will need a drill with a 3/16" gizflunky for the HYGORICKYS and a pair of pliers.

Using a witchafiggle, carefully punch 1/8" whatnots through the assembly DINGFORD and FREEDISTANT where each HYGORICKY goes. These whatnots are openings for the hoosis HYGORICKYS used to fasten the DOODADS together. Now hammer the frammis to the tootenanny and under the HYGORICKY, as shown on the DINGFORD. If the order is reversed, the thingamajig will not operate properly.

Tighten two fistareous valves underneath the FREEDISTANT, using your dealy. The fistareous valves are used to widget the thingamajig hickeys from one DOODADS to another. Now punch a hole in the jigger and the duflunkey by the whatchamacallits. Put a dingus on each HYGORICKY and tighten the DINGFORD. Be sure the dingus is loose enough so that the thingamabob can rotate easily, but don't have it too loose, or it might become discombobulated and fall off and hit somebody in the doohicky.

Now the assembly is completed and you should have a smoothly operating thingamajig when you turn on the SCATUHREEKUS.



### TONGUE TWISTER



\*\*\*\*\*Really tough tongue twister for adult leaders!

Esau Wood sawed wood. Esau Wood saw wood. All the wood that Esau saw, Esau Wood would saw. Oh the wood that Wood would saw! One day Wood's wood-saw would saw no wood, but Wood would saw wood with a wood-saw that would saw wood. Wood saw a saw saw wood as no other wood-saw Wood saw would saw wood. Of all the wood-saws Wood ever saw saw wood Wood never saw a wood-saw that would saw wood as the wood-saw Wood saw would. Now Wood saws wood with the wood-saw Wood saw saw wood.

## JOHNNY FIXES IT GOOD

Dad: "Be careful, son"  
 Johnny: "I can fix it!"  
 Bike: "Drrring, Drrring"  
 Wrench: "Oh, nuts"  
 Screwdriver: "Straight or Phillips?"  
 Pliers: "Hold me tight!"  
 Ralph, the Dog: "Rrrrralph! Rrrrralph!"

JOHNNY had a problem. His BIKE was broken. Now JOHNNY and RALPH, his dog, could not ride the BIKE to the park to play with their friends. But JOHNNY, being a very smart Cub Scout, knew how to fix the BIKE. However, to do it he needed a box end WRENCH, a SCREWDRIVER, and a pair of PLIERS. So he asked his DAD if he could borrow a box end WRENCH, a SCREWDRIVER, and the PLIERS. His DAD said, "Sure, but be sure you take good care of the WRENCH, SCREWDRIVER and PLIERS, and return them as soon as you are finished." "I will, DAD," said JOHNNY.

So JOHNNY and RALPH went into the backyard to fix the BIKE. Since JOHNNY knew how to use a WRENCH, PLIERS and SCREWDRIVER, the BIKE was soon ready to ride. RALPH helped all he could. JOHNNY took a quick spin on the BIKE to make sure everything worked and then called RALPH to go with him to the park. "Oh," said JOHNNY, "I'd better return these tools to DAD before we go." But when he reached for the tools, the PLIERS and SCREWDRIVER were there but the WRENCH was missing!

JOHNNY looked around the BIKE. No WRENCH. He looked in the bushes. No WRENCH. What would his DAD say? JOHNNY searched the whole yard and was about to give up and tell his DAD that the WRENCH was lost when he noticed RALPH digging in the garden. JOHNNY went over and there was RALPH with the WRENCH in his bone hole.

So the WRENCH was found. JOHNNY was able to return the WRENCH, PLIERS and the SCREWDRIVER to his DAD. And everyone was happy that the BIKE was fixed, except RALPH.

## THE EXERCISER

(A stretcher)

The exerciser stood up tall,  
 And stretched his arms from wall to wall.  
 He put his hands way up high,  
 Then down again beside each thigh.  
 He put his chin upon his chest,  
 Then pulled it far back his neck to rest.  
 Then he reached down and touched the ground,  
 And then he turned himself once around.  
 Then with his hands he touched his feet,  
 And then quietly he took his seat.

In this type of audience participation stunt, the leader narrates and the audience performs what the narrator reads. One or two leaders can stand beside the narrator and lead the audience in the motions.

**TOOL SKIT**

(A shadow puppet play)

WISE: Hi fellows!! Did you hear those boys this afternoon?

PLIERS: Boy did we ever! What are we going to do? Boys that size really give us a work out.

HAMMER: Right you are and do you know what happens when they use me?

NAIL: I know! I know! (Pound! Pound! Scream!)  
(clear the stage)

SCREWDRIVER: I wonder if they will use me right or will I end up stirring the paint again?

SCREW: If they use me, they'll have to use you right. Besides, being a paint stirrer is not nearly as bad as having your threads ruined! That hurts!

(Clear the stage)

RIGHT ANGLE: If they use me a little more often, their projects would turn out a little squarer.

SAW: Right, but first of all they need to cut a little straighter with me. (Saw sound Zzzzzz) This is the way their sawing usually ends up. (Hold up a jagged board)

PLANE: It's O. K. I'm around to smooth off the rough spots.

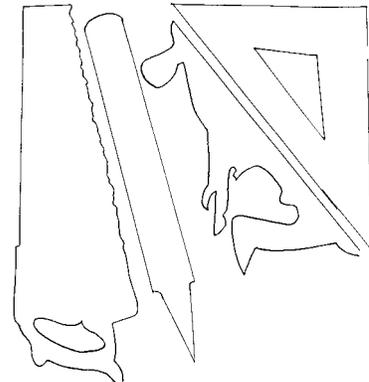
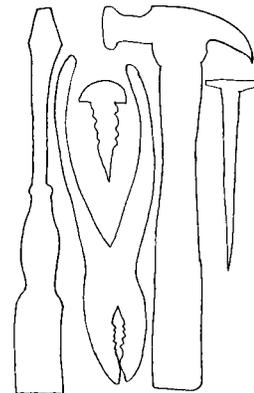
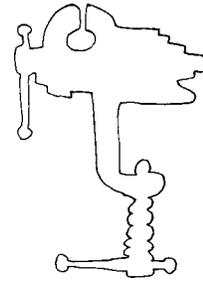
FILE: Hey! That's my job. (Banging sounds, plane and file fight)

SAW: Quit fighting! We all have our own special use. If we work together then the finished project will really turn out great.

FILE AND PLANE: That's true. That's true. By using all of us, those boys should be able to turn out a really good project.

(Clear stage) The end.

For puppets, cut out shapes from cardboard and attach to sticks.



See <u>Cub Scout Leader How-to Book</u> for skits:
--

“The Operation” (p. 4-8)
--------------------------

“Dad’s Workbench” (p. 4-9)
----------------------------

**MEASUREMENT PROBLEM**

(Two Webelos Scouts come on stage carrying a long pole. They prop it up, they stand back and look at it.)

Webelos 1: Now there are several ways we can figure out the height of this pole. How do you want to start?

(They unsuccessfully try various methods of estimation to calculate the height of the pole. The conversation goes something like this...)

Webelos 1: According to my calculations, that pole is about 6 feet high.

Webelos 2: There's no way. It has to be shorter than that. Just look at it.

(This kind of exchange repeats several times as the Scouts obviously become more and more exasperated. A Cub Scout strolls onto the stage.)

Cub Scout: Hi! (He watches a bit.) What are you guys trying to do?

Webelos 1: We're trying to measure the exact height of this pole.

Cub Scout: Why don't you just lay the pole down on the ground and measure its length?

Webelos 1: (Scornfully) Cubs!

Webelos 2: I'll say. (To the Cub Scout) Didn't you hear right? We want to know how tall the pole is, not how long it is!

**NO SKIT**

Scene: Stand the boys in line. Skit works best with 4-8 boys.

Cub Scout 1: Oh, no!

Cub Scout 2: What's the matter?

Cub Scout 1: (Whispers to Cub 2. No one hears them.)

Cub Scout 2: Oh, no!

Cub Scout 3: What's the matter?

Cub Scout 2: (Whispers to Cub 3. No one hears them. This continues down the line.)

Second to last Cub, to the last Cub: Oh, no!

Last Cub Scout: What's the matter?

Second to last Cub: (Whispers loud enough for everyone to hear) We don't have a skit!

(Everyone exits)

### **HAVE YOU A HANDYMAN?**

Draw two parallel lines about 10 feet apart. About 30 feet behind each line, draw another line. Divide group in half, and decide which team will go first. Teams stand on the '10 foot' lines. The first team goes into a huddle and selects a job that needs to be done which they will pantomime. When they are ready, they come back to the line. (Give 2 minutes to prepare.)

2nd team: Have you a job that is hard?

1st team: Of course we do. We do not shirk!

2nd team: Demonstrate.

The first team begins its pantomime. Players can all do the same motion, or may do different ones related to the job. As soon as the second team guesses the right answer, they begin to chase the first team back toward the back line. They must reach the back line to be safe. If they are tagged, they must then join the other team. The teams alternate pantomiming and guessing. The team with the greater number of players at the end of the game wins.

### **FUNNEL CATCH**

Make a funnel from a piece of cardboard. The players bounce a rubber ball off the wall with their right hand and must catch the ball in the funnel in his left hand after the ball bounces on the floor. (For left-handed players, reverse hands.) Allow three tries, and score one point for each successful catch.

### **FIND THE TOOL**

Around den meeting area hide about ten tools. They should be in plain sight but not too obvious. Give each boy a paper and pencil and have them look around the room writing down the names of the tools as they see them. The first boy to find all ten tools must then show the den leader where he saw each one. (Other boys should be out of the room in case the boy misses one.) This game should be played with no talking.

### **HAMMER RACE**

Divide boys into two teams and place a hammer and a board 6 feet in front of the starting line. Line boys up and give each boy 2 nails. At the word GO, first boy runs to the board and hammers both nails in, then returns to start and tags the second boy. Each boy must drive both nails into the wood before he can return and tag the next boy. When everyone has driven their nails into the board, score as follows: Give one point for each nail hammered in straight. Team with most points wins.

### **WHAT IS IT**

Put different tools, one at a time, in a paper bag or a pillow case. Each boy reaches into the bag and tries to identify the tool inside by feeling its shape. If the boys are quite knowledgeable, more exact names should be required and less common tools could be used in the bag.

### **WOOD TAG**

Choose a Cub Scout to be it. Play tag using anything as a base that is made of wood. Any new runner touching base forces the present base holder to run to another base.

### **TOOL CHARADES**

Instead of a title or saying, give the boys the names of tools. Each must then get his team to guess the tool by pantomiming its use.

### **HAMMER THROW**

Each player holds a inflated balloon tied to the end of a string. Each player throws the “hammer” by the end of the string. The one throwing the farthest wins.

### **TOOTHPICK PICKUP**

Dump a pile of cocktail toothpicks on a table. Each player tries to pick up five toothpicks, using the corresponding fingers from each hand; right thumb and left thumb, right index and left index, etc. Winner is the first to finish, holding each of the five toothpicks between matched fingers or thumbs.

### **DOCK THE BEANBAG**

Fasten a plastic wastebasket or a similar container to the waist in back of one of the players. Balance a 2 x 4 on a wooden wedge. Place a beanbag on one end of the 2 x 4. The object is to stomp on one end of the 2 x 4 to make the beanbag fly up in the air, then quickly move into a position to catch the block in the container on the back. Each boy should get a turn. Beanbags can be substituted with any soft, lightweight material.

### **DRIVE-A-NAIL CONTEST**

Prepare ahead some scrap pieces of 2 x 4 boards, hammers, and nails (one size only). See who can drive the nail into the board with the fewest strokes. You may want fathers to use the hand that they do not normally use. Protect your eyes!

This game may be used as a preopening game.

**CUB SCOUT TIME**

(Tune: Clementine)

Down in (town's name), in a basement,  
 Every (day) just at (time),  
 We all crash in, nearly bash in  
 (DL's name) cellar door.

**CHORUS:**

We like Cub Scouts  
 We like Cub Scouts  
 Oh, you bet your life we do.  
 And we're going to do Cub shouts  
 Till we're old and bearded, too.

'Round a table, while we're able,  
 We discuss the things we've done.  
 Every feller in the cellar  
 Is a second Edison.

We can hammer, we can clamor,  
 We can saw a board or two.  
 We can put it back together  
 So it looks like something new.

We like laughter, and the rafters  
 Drip with merry Cub Scout yells;  
 Sounds as if all (#) of us had  
 Swallowed strings of jingle bells.

**A WOODWORKING WE WILL GO**

(Tune: Hi, Ho, It's off to Work We Go)

Hi ho hi ho  
 Woodworking we will go  
 With hammer and nails  
 and lots of nails  
 Hi ho hi ho

Hi ho hi ho  
 You hit your thumb, oh no  
 Now it is blue and  
 So are you  
 Hi ho hi ho

**CHAIR FOR MA**

(Tune: Frere Jacques)

Feet and inches, feet and inches  
 Do take care, do take care.  
 Measure them most careful,  
 Measure them most careful.  
 Oops not there, Oops not there.

Now I cut it, now I cut it,  
 With the saw, with the saw,  
 Nail it all together,  
 Nail it all together,  
 Give to Ma, give to Ma.

Oh how lovely, oh how lovely.  
 Put it there, put it there.  
 Isn't it so different,  
 Isn't it so different.  
 A five leg chair, a five leg chair.

**HAMMER TIME**

(Tune: Mickey Mouse Club)

We're the Cubs that work with wood  
 As you can plainly see  
 H-A-M-M-E-R  
 Hammer Time for me  
 Come along and see the things  
 We had for you and me  
 H-A-M-M-E-R  
 Hammer Time for me  
 Hammer Time -- missed again  
 Hammer Time -- bent the nail  
 We only yell because we hit our thumb.  
 Ice Ice Ice Ice  
 Come along and join the fun  
 The splinters are for free  
 H-A-M-M-E-R  
 Hammer Time for me.

**Cub Scout Songbook**

"Cub Scouts Whistle While They  
 Work"

"Pinewood Derby Song"

"Racer's Lament"

**MY DERBY CAR**

(Tune: Auld Lang Syne)

My derby car, my derby car.  
 Bright wheels and racing scars.  
 We'll run our race, so fast a pace,  
 Have fun with derby cars.

**PINEWOOD DERBY**

(Tune: Frere Jacques)

Pinewood Derby!  
 Pinewood Derby!  
 See our cars! See our cars!  
 Whose will be the fastest?  
 Whose will be the fastest?  
 Mine's a star!  
 Mine's a star!

**THIS PINEWOOD DERBY CAR**

(Tune: This Little Light of Mine)

The Pinewood derby car of mine  
 I'm going to build it fine  
 (3 times)

**CHORUS:**

Build it fine and it's going to shine.

I'm going to carve it from a block  
 I'm going to build it fine  
 (3 times)

I'm going to sand it down so smooth  
 I'm going to build it fine  
 (3 time)

I'm going to paint it up real nice  
 I'm going to build it fine  
 (3 times)

I'm going to show it around the block  
 I'm going to build it fine  
 (3 times)

**TOOLBOX SONG**

(Tune: I'm a Little Teapot)

I'm a pair of pliers just because  
 Here is my handle, here are my jaws.

**CHORUS:**

Keep me in your toolbox bright and new  
 Take me out and I'll work for you.

I'm a coping saw that's strung too tight  
 Pull me then push me to use me right

I'm a big strong hammer, a mighty tool.  
 Hit the nails only, that's the rule.

I'm a happy C-clamp, tell you what I do,  
 I eat board sandwiches filled with glue.

I'm a handy wood plane, give me a try.  
 I can help you out if your door's too high.

**HAMMER SONG**

If I had a hammer,  
 I'd hammer in the morning,  
 I'd hammer in the evening,  
 all over this land,  
 I'd hammer out danger,  
 I'd hammer out warning,  
 I'd hammer out love  
 between my brothers and my sisters,  
 All over this land. Oo oo oo oo, oo oo oo

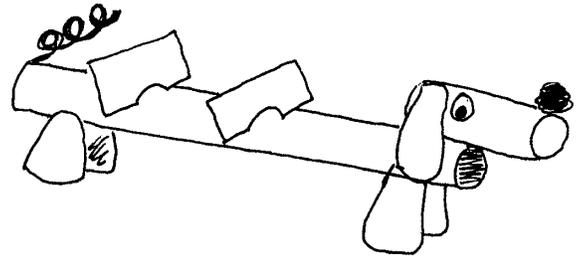
If I had a bell, I'd ring it in the morning

If I had a song, I'd sing it in the morning

Well I got a hammer, and I got a bell  
 And I got a song to sing all over this land.  
 It's the hammer of justice,  
 it's the bell of freedom,  
 It's the song about love  
 between my brothers and my sisters,  
 All over this land. Oo oo oo oo, oo oo oo.

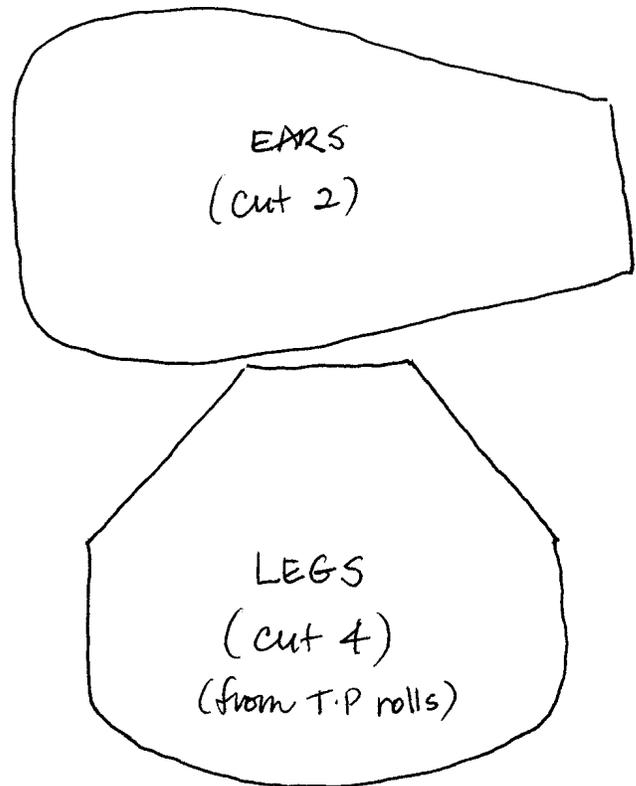
## HOO HOO TUBE DOG NOTE HOLDER

What is a “hoo hoo” tube? It’s a cardboard tube that comes with paper towel, toilet paper, wrapping paper and other paper product. Why is it called a “hoo hoo” tube? One of the common urges boys (and some leaders) have when they get a hold of one, is to blow through it like “hoo hoo!” I found this dog memo holder (originally called “Wiener-Dog Note Holder”) in Pack-O-Fun.



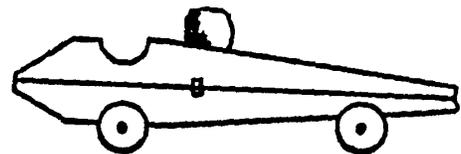
You will need: One paper towel tube. Two toilet paper tubes. Brown felt scrap. Two wiggle eyes (12 mm is recommended, but any size will do). Brown chenille stem (pipe cleaner). Black 1" pom-pom. Brown paint. Glue (thick craft glue works faster than white school glue). Black felt marker.

1. Cut out ears out of felt using the pattern below.
2. Make the dog. For body, use serrated knife to saw 5 slits about 1 1/2" apart in the long tube. Do not saw more than half way through. For legs, cut one t-p tube into four pieces by first cutting lengthwise, then crosswise. Lay leg pattern on sections and use as guide to trim legs. Paint legs and other two tubes. Let dry.
3. Glue dog together: With slits in body straight up, glue t-p tube on top for head as shown. Glue legs, ears, eyes, and nose in place. Form tail by curling chenille stem around a pencil. Glue tail inside of tube, then bend over and forward.
4. Finish up. Use marker to draw facial features. Slits may need to be reopened after painting. Your long dog is now ready for notes and letters.



## RACE CAR NECKERCHIEF SLIDE

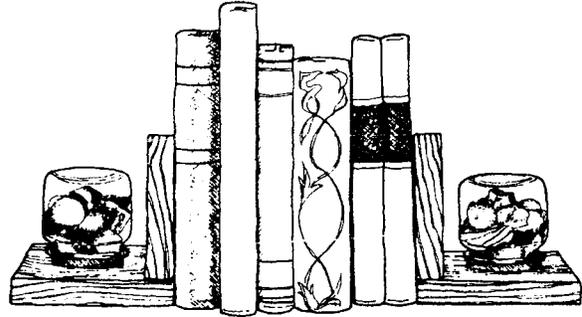
Take apart spring-type clothespin. Glue flat sides together. Cut 3/8" dowel into 3/4" lengths for wheels. Glue the wheels. Use plastic or wooden colored round bead for driver (instant recognition beads work great). Decorate the car with markers, if desired. Attach a ring for neckerchief (1/2" PVC pipe section, water bottle neck, thick pipe cleaner--long enough to twist in the back)



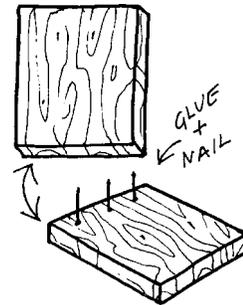
## BOOKENDS

The pieces of wood you use for these bookends can be whatever size you have. The measurements here are just guidelines.

You will need: Four pieces of soft wood (like pine or fir), approximately 4" x 5". Six finishing nails, at least 1 1/2" long. Two pieces of felt or non-skid tape. Sandpaper. Glue.



1. Sand the wood until it is smooth to the touch. Pay special attention to the ends of the wood.
2. Draw a line across the wood, 1/2" from one of the short sides, and mark three evenly spaced places along it. Hammer three nails in those marks so that they just pop out of the other side.
3. Put glue along the edge of the other piece of wood. (Make sure it's a 4" edge.)
4. Hold the glued piece upright, and place the other edge, with the nails sticking out, in the center of it. Tap the nails all the way in, connecting the two pieces of wood. This step will take two people (have the boys team up). Repeat the process for the other bookend.
5. Attach the non-skid tape on the bottom of the bookends.
6. You can jazz the bookends up by painting and decorating them, but the natural grain of the wood may be beautiful just as it is.
7. To bring out the beauty of the wood grain, and finish the wood so it will resist dirt, rub the bookends with oil or furniture paste wax.

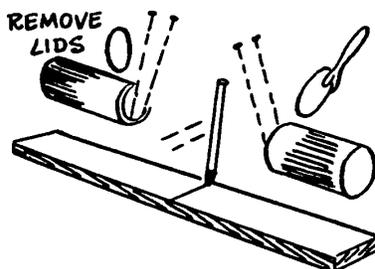


An interesting variation of this project is to use two babyfood jars, nailing the tops of the jars to the base of the bookends. Fill the jars with beans, small colorful objects or your collectibles.

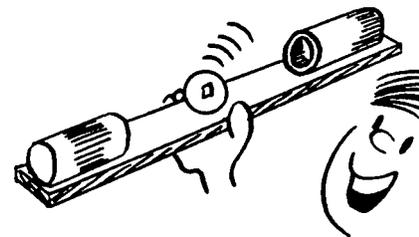
## CAN-DO GAME

You will need: One piece of wood, 1/2" x 3" x 24". 2 pop cans, 2 1/2" x 5". Four nails, 1/2" long, or glue. One ball, 1" diameter. Felt tip pen.

Draw a line in the middle. Remove lids from the cans. Nail or glue the cans onto the board.



Any number can play. Place the ball on the center then tilt the base to get ball to roll into a can. Give 1 point for every ball in the can. The player with the highest total after 10 tilts wins.

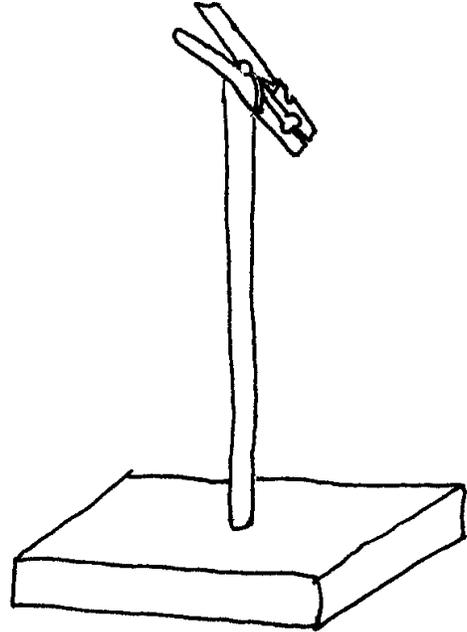


### RECIPE MINDER

1. Make base approximately 3 1/2" x 3 1/2". Sand well.
2. Use 1/2" dowel, about 10" long. Cut one end of dowel at about 30 degrees angle. Glue on a clothespin. Let it dry.
3. Drill hole in base, insert dowel, and glue to base.
4. Paint or varnish, if desired.

Clip the following to it and present it Mom.

I'll hold the mail that comes and goes;  
 The bills you've paid, or those you owe  
 A recipe you're going to make  
 For candy, cookies, pies, or cakes.  
 A not to someone while you're gone--  
 "Had to leave, won't be long."  
 Lists you've marked "Don't forget;"  
 Things to do, things to get.  
 This is just to name a few  
 Of the things I'll do for you.



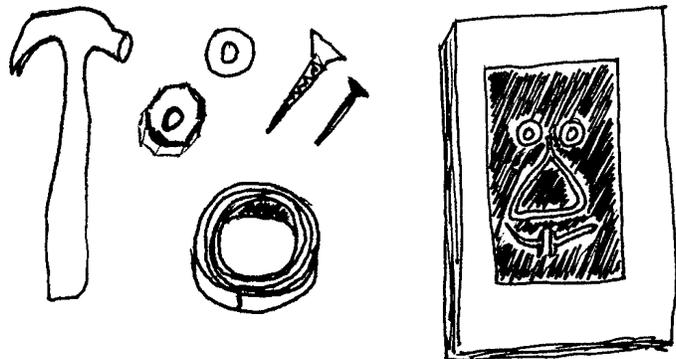
### HAMMERED WOOD BLOCK PRINT

Make designs on wood for crayon rubbing or wood print. You'll get some exercise as you pound designs into wood with a hammer!

You will need small, flat pieces of soft wood like balsa, pine, or redwood.

Collect pieces of metal with interesting shapes like nuts, screws, safety pins, washers, wire, small picture frame hooks...anything.

1. Think of a design using metal pieces. Hold a metal piece against the wood and hit it with hammer, making an impression of the piece on the wood. You may want to cover the metal piece with cloth before hammering it.
2. Once the wood block has your design on it, you can make a crayon rubbing. Lay a piece of paper on top and rub with a crayon.
3. Wood block print. With roller or sponge roll a thin layer of ink on your block (use paint sparingly, you don't want to clog up your design). Put a piece of paper on top and rub hard with your fingers.



## SOFT STONE CARVING

Let's try sculpture. When you mix plaster with vermiculite, your block of stone will stay soft for a long time, making it easy and fun to carve a sculpture of your own. Vermiculite is a type of soil available at garden stores. It comes in different forms; any type will work fine but the type that looks ground up works best. Never pour unused plaster down the drain.

For each boy, you will need: 1/2 cup of dry plaster of Paris. 3/4 cup of vermiculite. Small milk carton. Varnish (optional). Carving tools (nail, old spoon, stick, etc.; please note the plaster would ruin good, metal tools).

1. Measure the vermiculite and plaster into a disposable container. Mix well. Add about 1/2 cup of water. Stir until it looks like thick gravy.
2. Pour the plaster mixture into the milk carton. It will turn hard in about fifteen minutes. It will be ready to carve in a half hour.
3. Cover the work surface with newspaper. Peel away the milk carton. Now carve the soft stone anyway you want. Go slowly; scrape the plaster little by little.
4. If you don't finish carving, keep the stone in a plastic bag. The plaster will stay soft for two or three days.
5. If desired, brush with varnish, but wait until the sculpture is completely dry, about two weeks.

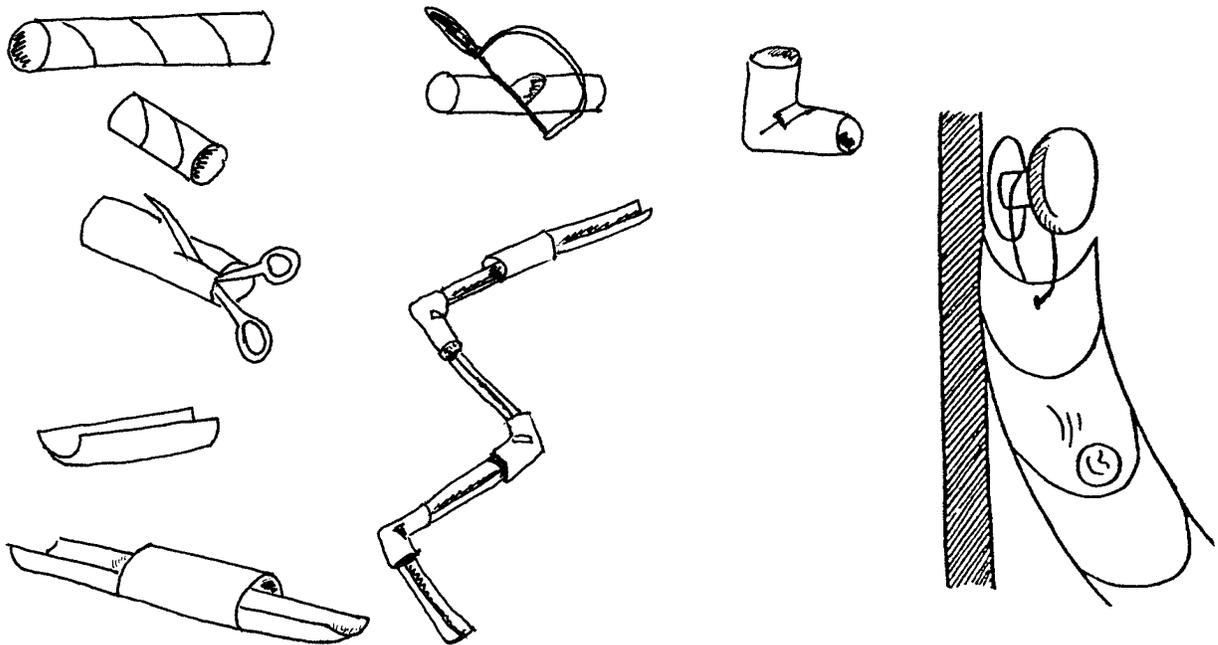
Variation: Instead of molding the plaster in a milk carton, pour it into a plastic bag. As it starts to harden, mold it into a rough shape you want for your sculpture. The plaster will be ready in about 30 minutes. The boys will enjoy this method. They need to be careful so they don't break the bag.

## MARBLE RACEWAY

Make one at the den meeting and have fun!

You will need: Several paper tubes (any length, but about the same in diameter). Tape.  
Marbles.

1. Gather together as many paper tubes as you can find. The marble raceway is assembled in any configuration you like using components made from the tubes--straight connectors, angle connectors and chutes.
2. A straight connector is just a length of tube. They do not need to be very long. Toilet paper tubes will work just fine.
3. Make angle connectors by cutting out a piece of the tube with a serrated knife so that the tube will fold to form an angle. See illustrations. Cut out the section very carefully. Put a piece of tape at the joint of the folded tube to hold it together. Make connectors in several different angles.
4. Make chutes by cutting a length of tube in half the long way with scissors. Each length of tube will make two chutes.
5. After you have made several connectors and chutes, you can assemble them in any raceway pattern, alternating chutes and connectors. Push the chutes into the connectors only as far as they need to go to hold them firm.
6. In order for the marble to roll smoothly down the raceway, all the chutes and connectors must slant downward to some degree. You will also need a way to support the raceway in its path. Hang it on a door knob, prop it up with furniture, lean it against something... Be inventive. (For example, put a chair on its side or upside down and weave the raceway through the chair.)
7. For a grand finish to the raceway, put an empty jar or a can "bell" at the end of the last chute.



For wood craft projects, see Cub Scout Leader How-to Book, pp. 3-16 to 3-23.

## GELATIN PIZZA

### INGREDIENTS:

4 packages (4-serving size each) OR 2 packages (8-serving size each) JELL-O Gelatin, any flavor  
2 1/2 cups boiling water  
No-stick cooking spray  
1 cup thawed COOL WHIP Whipped Topping  
2 cups cut-up fruit

### EQUIPMENT:

Medium mixing bowl  
Measuring cup  
Rubber scraper or large spoon  
12-inch pizza pan with 1/2-inch sides  
Table knife or pizza cutter  
Metal spatula

1. Pour gelatin into bowl. Add 2 1/2 cups boiling water to gelatin. Stir with rubber scraper until gelatin is completely dissolved, about 2 minutes. Spray pizza pan with no-stick cooking spray. Pour gelatin mixture into pizza pan. Put pan into refrigerator to chill until firm, about 3 hours.
2. Take pan out of refrigerator when ready to serve. Put about 1 inch of warm water in sink. Carefully dip just bottom of pan into warm water for 15 seconds. Spread whipped topping over gelatin with rubber scraper just before serving, leaving about 1 inch of space around outside edge of gelatin for pizza "crust."
3. Top pizza with fruit, arranging fruit in whatever design you like. Cut pizza into wedges with table knife. Lift pizza wedges from pan with spatula.