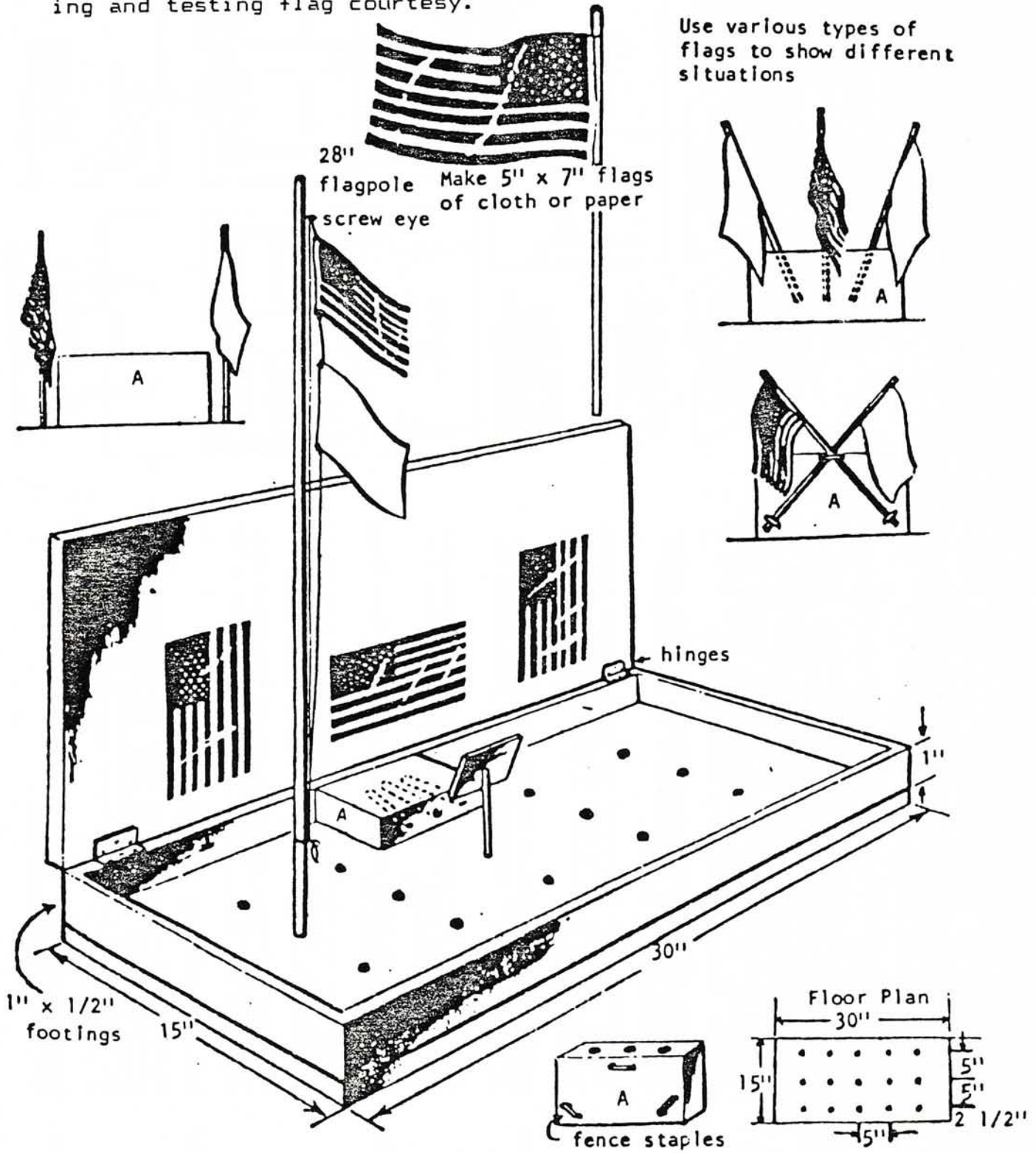


FLAG COURTESY KIT

Teach flag courtesy in the Webelos den. Build and use this kit as an aid to teaching and testing flag courtesy.

Use various types of flags to show different situations



STANDARD FLAG CEREMONY

Personnel: Flag bearers and color guards for American flag and Pack flag.
(If there is an uneven number of color guards, the American flag has precedence and should have the most guards.)

Equipment: American flag, Pack flag, flag stands, recorded music if desired.

Setting: Flag stands are in place at front of room or on stage. (See Your Flag No. 3188 or Diagrams of Flag Positions page B-44 of this section in this book for proper arrangements.) Flag bearers and color guards are in position in rear of room. Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this time, the speaker advances to the front of the room. (Make certain he can be heard by everyone)

Speaker: ATTENTION! WILL THE AUDIENCE PLEASE RISE? COLOR GUARD, PRESENT THE COLORS! (or "Color guard, advance") Speaker's commands should be given loud and clear.

Color guard advances from rear of room with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command.

Speaker: HAND SALUTE! (He salutes and audience does likewise) Speaker's eyes should follow the American flag until it is in position in front of the room.

Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

Speaker: PLEASE REPEAT THE PLEDGE OF ALLEGIANCE WITH ME. (He begins Pledge with audience joining in)

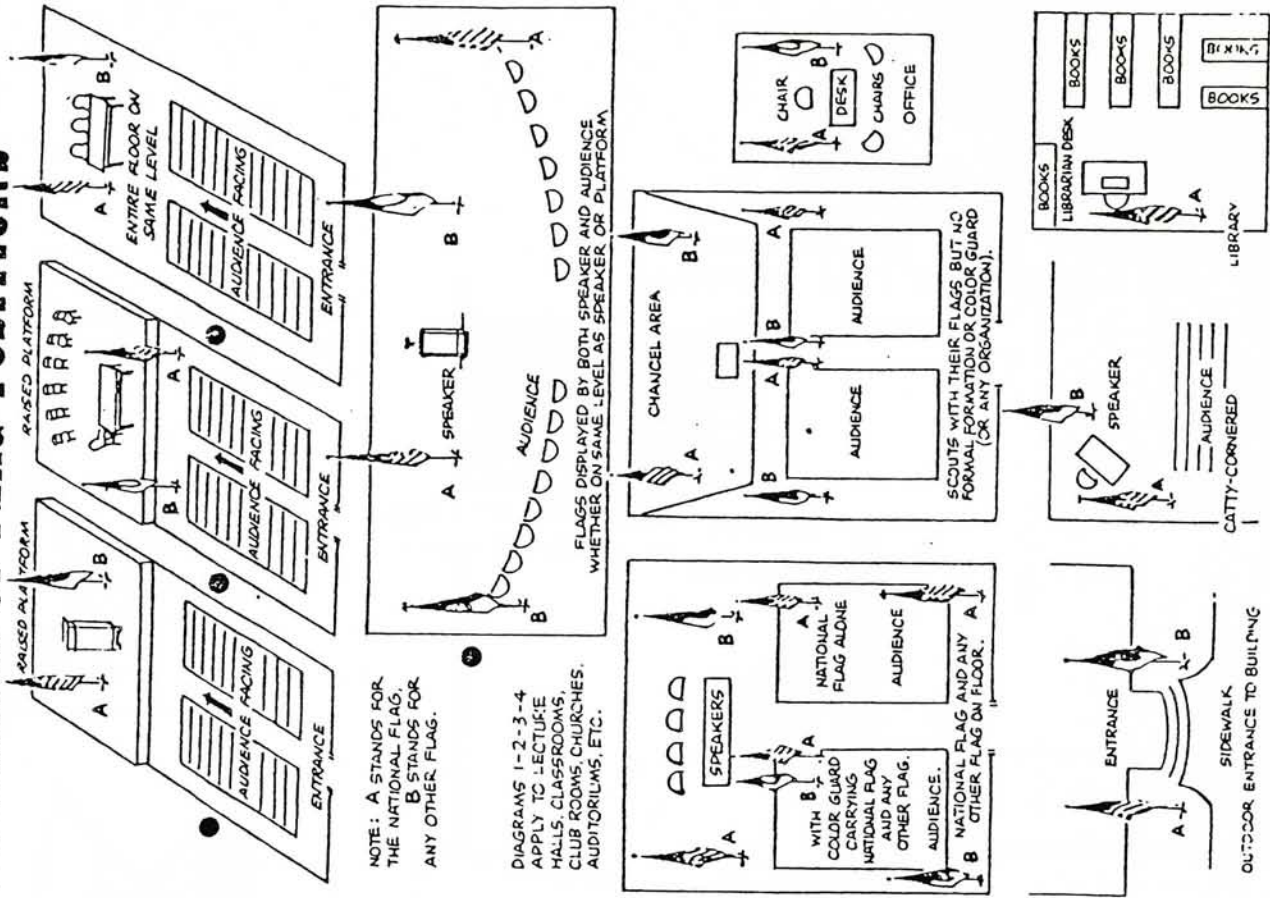
At this point, the Pack flag is lowered slightly and full attention is given to the American flag. Take care neither touches the floor. Flag bearers and color guards do not salute or repeat Pledge.

When Pledge is finished, the speaker gives the next command which is the signal for all salutes to be dropped. The pack flag is then raised again to a vertical position.

Speaker: TWO! COLOR GUARD, POST THE COLORS!
The American flag is placed in its stand; then flag bearer and color guard salute it and step back into place. The Pack flag is then posted; its bearer and guard salute it and step back into place. (The American flag is always posted or raised first, and removed or lowered last)

Speaker: COLOR GUARD, DISMISSED! Flag bearers lead procession to back of room, with speaker following last.

DIAGRAMS OF FLAG POSITIONS



1846 1857 1858 1859 1860 1863 1865

1. Decide whom you want to write about. Talk with your parents.
 2. Read magazines, books, encyclopedias, biographies.
 3. Take notes in a notebook about the president's life.
 4. Put down one word at a time to start your story.

Webelos Activity:
 CITIZEN

Learn TO Write

Have you ever thought about becoming a writer? If you have, study the requirements for the Citizen activity. To earn the badge, you must keep records in a notebook. And you actually get a chance to write a story about someone.

Sound scary? Just follow the steps illustrated here. Say you want to write about a U.S. president. With your parents' help, pick a president. Read about him. Take notes, and use them to write a brief story. If it's at least 50 words long, you've started on your Citizen activity badge. *

BOYS' LIFE • AUGUST 1975

VOTE FOR
 SECRET VOTING
 BARRY DENNER

Webelos Activity:
 CITIZEN

Vote For A Denner

One thing a good citizen does when he's old enough is vote. Your parents vote for the mayor of your town, the governor of your state, and the president of our country. If you want to be a good Webelos Scout citizen, make sure you vote when your den elects a new denner. The den leader and den chief can help. First you nominate two or more Webelos to be candidates. Anyone can nominate a candidate. Each Webelos should vote in secret. Write the name of the person you're voting for on a piece of paper. The candidate with the most votes wins the election and becomes the new denner. *

BOYS' LIFE • AUGUST 1975



ARTIST ACTIVITY BADGE

The Artist Activity Badge is designed to assist the Webelos Scout in learning the basic fundamentals of the color spectrum and the mixing of the base colors to produce secondary colors, to help in the drawing and producing of designs, and to aid in understanding the basics of sculptured art. It will not make an artist of every Webelos Scout, but will better enable him to understand how an artist works and appreciate what he is trying to express.

Webelos Scouts will learn to be more observant in this activity badge as they learn to differentiate between colors, tints, and shades. They would appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice design and work on sculptures, mobiles and constructions. Most importantly, the boys will have fun while learning to express themselves in this form.

Suggested Den Activities:

1. Invite a school art instructor or a local artist to your den meeting to talk about basic art and to answer any technical questions on the requirements which may come up.
2. Visit an art museum, commercial art gallery or local art exhibit.
3. Make simple sculptures using Ivory soap and have the boys finish them at home if they can't be completed in den meeting.
4. Have the boys prepare a color wheel showing the 3 primary colors and secondary colors.
5. Make mobiles.
6. Have the boys make 2 designs each of straight line, curved line, and composite drawings of both types of lines to illustrate the basic fundamentals of design. Make a pencil sketch of a bottle, dish or other simple still object.

Related Boy Scout Merit Badge Books:

Art - Picture drawing, sketching, design, pen & ink, water-colors, pencil, pastels, oil, and tempera.

Drafting - Perspective drawings

Model Design and Building - Design principles.

Painting - Color harmony (color circles)

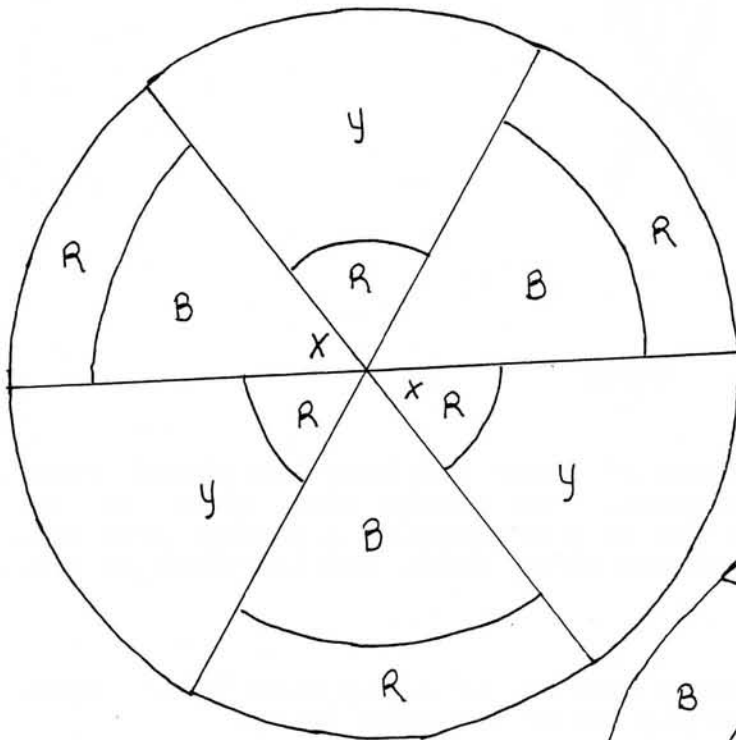
Pottery - Clay properties

Sculpture - Clay handling, tools, sculpture techniques.

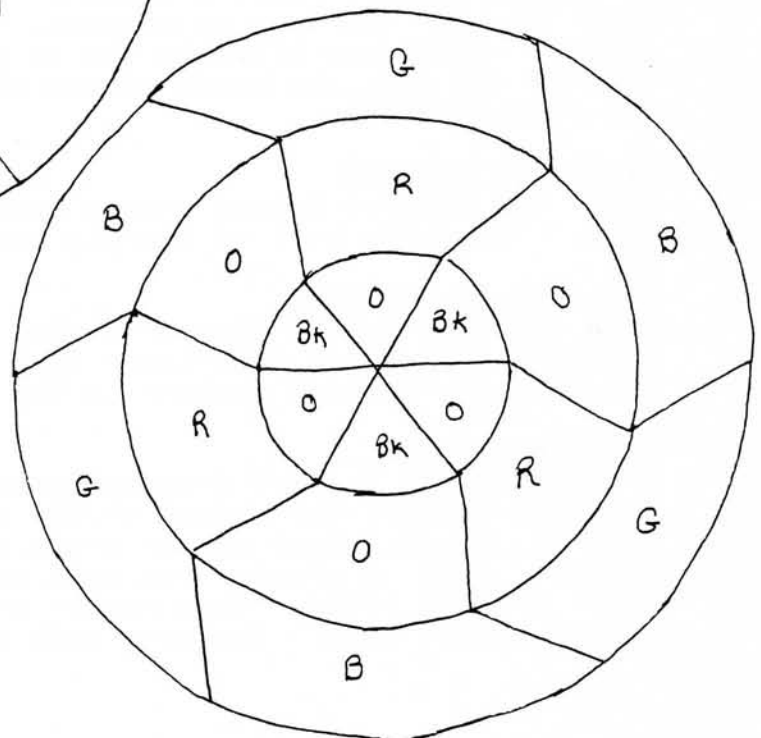
Make a Spinning Color Wheel

Materials: String about 10 feet long, large needle to punch holes cardboard, scissors, crayons.

Using the patterns below, cut a circle from heavy cardboard. Draw the designs on each side of the cardboard circle. Using crayons, color cardboard wheel as indicated by patterns and color key. At the points marked "X", poke a hole through the cardboard. Thread a string through one hole and back through the other one. Tie the string so that there is a loop on each side of the cardboard wheel, hold a loop in each hand and twist the string by whirling the cardboard wheel around in a circle. When string is twisted tightly, pull outward with both hands until string is taut. Using an in-and-out motion make color wheel spin.



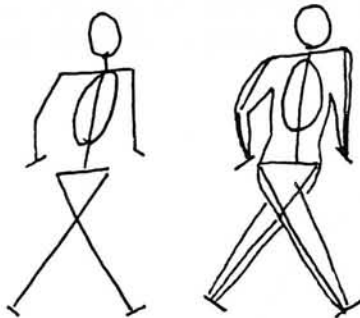
R = Red
O = Orange
Y = Yellow
G = Green
B = Blue
Bk = Black



Drawing Action:

Most boys will enjoy sketching and painting people and animals in action. But for most of them, this will be the most difficult part of drawing.

Suggest that they begin with action lines which are simply lines to show how bodies are moving before any full figures are filled in. The illustration shows how to begin a drawing with action lines. After the action lines are drawn, the artist can begin blocking in the masses of the body and then proceed to the details as in the illustrations.



GAMES

FIVE DOTS

Give one Webelos Scout a piece of paper and have him place five dots on it wherever he pleases. He should then give it to another Scout who tries to fit on a drawing of a person with the head at one dot, the hands at two other dots, and the feet at the two remaining dots.

EYES-SHUT DRAWING

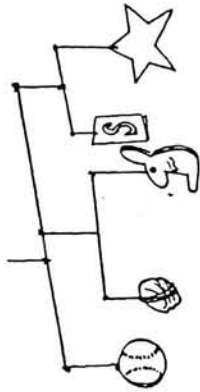
Have the Webelos Scouts draw a picture of a pig with their eyes shut. The curly tail of the pig makes the game funny.

OUTLINES OR WIGGLES

Have everyone draw a wavy or zigzag line on paper. Have the boys exchange papers and make their line into a picture. The one with the best or funniest picture is the winner.

CRAZY ARTIST

Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, each player drawing no more than two straight lines. Have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house wins.



DEN MEETING

Art is such a personal thing that most of the Webelos Scouts will be working on their own projects during the month when you are featuring the Artist badge.

Group Mobile

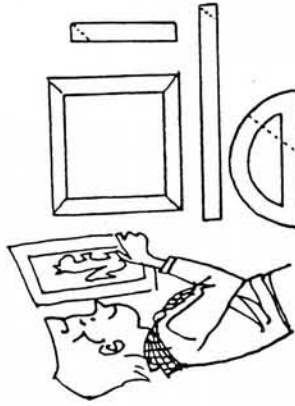
The den could, however, plan a den mobile to hang in your meeting place, and each member might contribute a piece or two for it. Each boy could bring in a small item from a favorite sport (a baseball) or a hobby (a wood-working project or a camera) or from a collection (a rock or a small stampbook). These could be made into a mobile representing the interests of the Webelos Scouts in an art form. (The mobile would not last long, however, because it would be unbalanced as soon as the first contributor graduated into a Scout troop and asked to have his contribution back.)

Making Frames

A den project could be making the frames for paintings and sketches the Webelos Scouts complete for the Artist badge.

Framing can take as much of the boy's time as the picture itself. But since the idea is to learn and practice art, frames should be as simple and easy to make as possible. Just about the easiest is a simple rectangle of softwood or even heavy cardboard to which the picture can be tacked. For a good-looking frame that won't require hours of labor, use four slats of soft pine cut to the proper lengths to fit the picture. For added neatness, miter the corners at 45 degrees so that they fit together. You can make the cuts without a miter box by using a protractor.

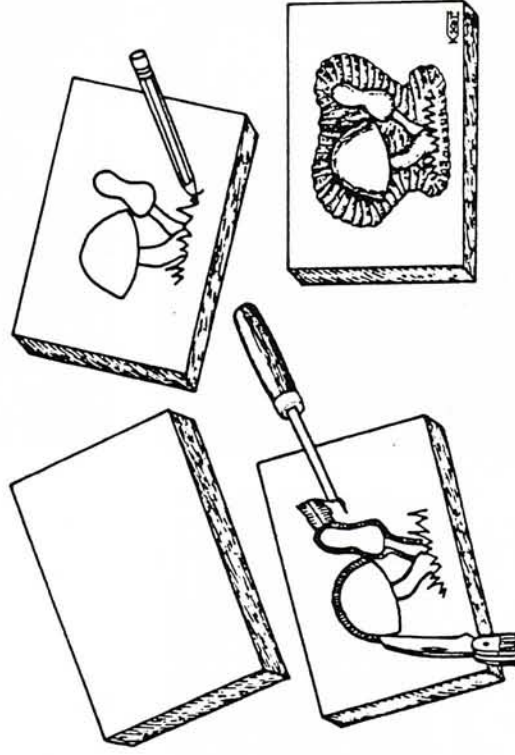
Tack the corners together with small nails or brads or use wood glue.



RELIEF CARVING

1. Draw, trace, or copy a picture onto wood.
2. Cut V-groove around outline of subject.
3. Chisel excess wood from edges to subject to make background lower than subject.
4. Round off corners of subject.
5. Carve detail into subject.
6. Sign your name and date, if desired.
7. Stain, if desired.
8. Varnish with 2 to 3 coats of clear varnish.
9. May be painted if you wish before varnishing.

Note: Leather work designs are an excellent source of patterns for relief carving. Check in hunting and fishing magazines also.



Webelos

Activity Artist

Applehead Cartoonist

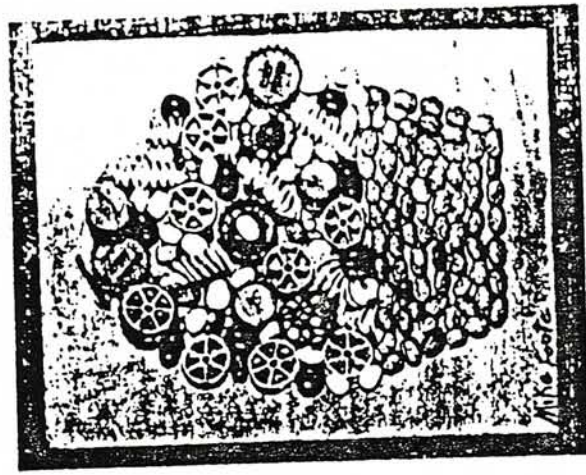
An apple has many uses: to eat, to bake, to cover with caramel, to bob for at Halloween, or to draw faces on.

A cartoonist is an artist who starts by drawing something simple, such as an apple shape. Then he adds a few simple lines and he has a face. With practice you can make a thousand different faces. With still more practice you may even draw recognizable faces of people you know.

Draw your apple first. After you get the shape you want, go over it heavily with your pencil. When you try different faces, use paper you can see through. First put it over your apple sketch and trace it for each face.

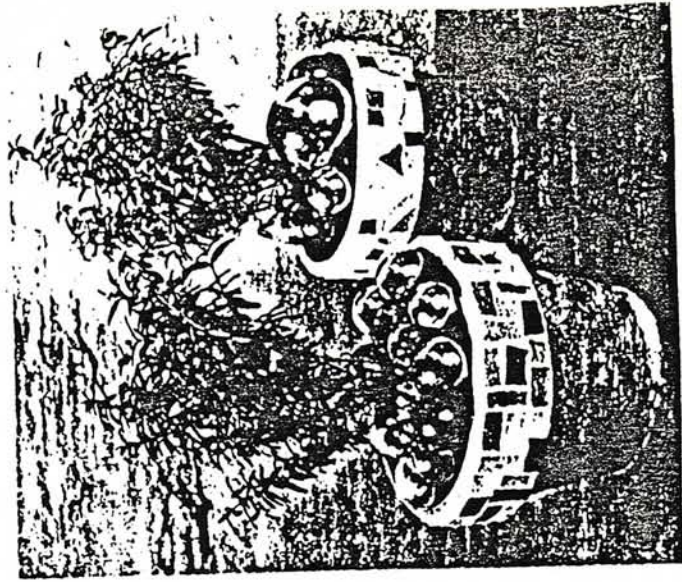
After you master some of the ideas on this page, try your own. Draw a clown, a mummy, a batman, or even a friend.

If you like drawing cartoons you can get a lot of help from books your librarian will gladly help find for you.



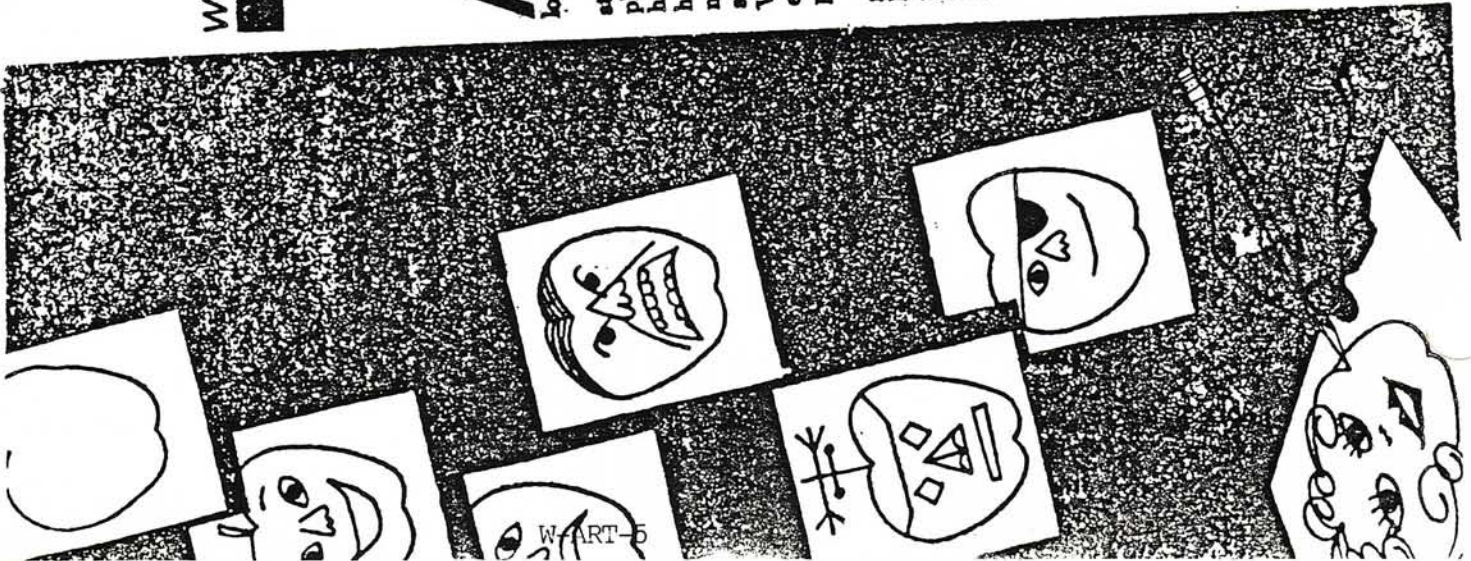
A junk mosaic

Big, red-spotted beans, white beans, curly and wheel-shaped macaroni, a few glass beads, three corks, and six bottle caps were used to make this picture of a flower basket. With the help of your mother, you can probably find the same kinds of odds and ends to make your own "junk mosaic". First, paint a board the color you like. When the paint is dry, plan your design and trace the outline onto the board. Then fill the outline with a thick coat of white glue and put the beans, corks, and other things in place. When the glue is completely dry, the picture is ready to hang up.



Mosaic rims on flower pots

Small pots for flowers are very pretty when the rims are decorated with tiny mosaic tiles. First, brush a coat of white paint over the rim and let it dry completely. Then, brush glue on the back of each tile and put it in place. When you have finished making your design and the glue is dry, fill the cracks with grout. Clean the mosaic with a damp cloth. After the grout has dried, you can fill the pots with dirt and put in little plants.



ETCHED GLASS

Materials: Exacto knife
Contact paper
Pieces of glass or mirror
Etching cream

Making etched glass objects similar to those seen in restaurants and offices is easier than might be imagined.

Start with a piece of glass or mirror. Twelve-inch tiles can be purchased at most hardware stores and are not too expensive. Ask periodically at local glass and paint stores for they will often give away all of the broken throw away pieces they discard. Whatever piece of glass is used should be clean and free of dust.

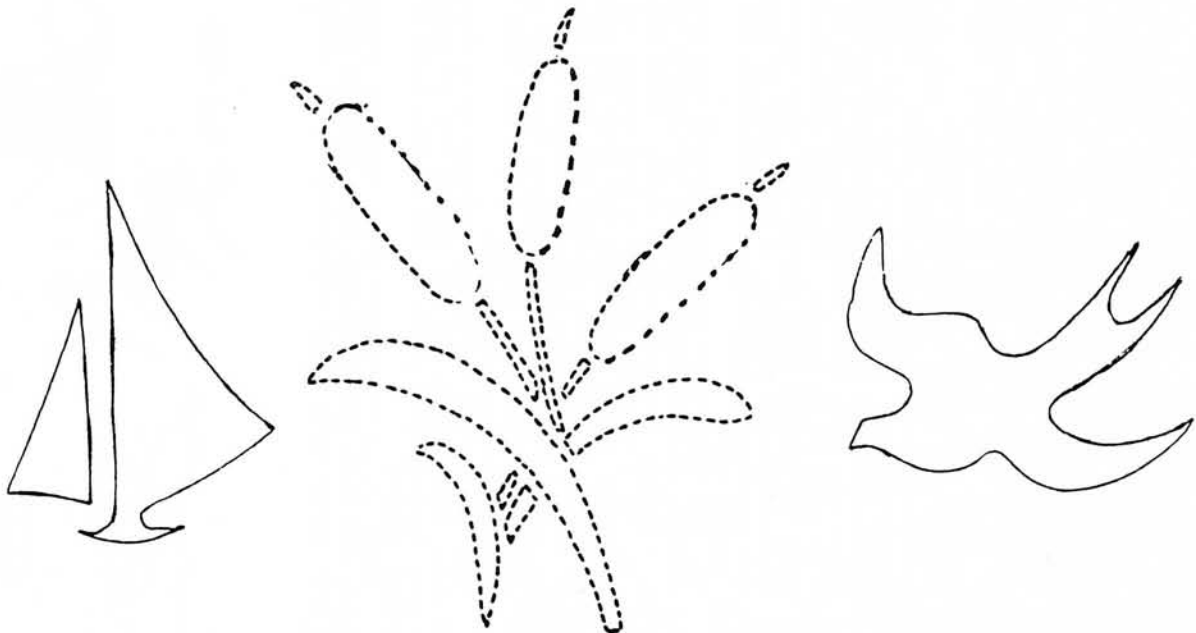
Cover the front with a piece of contact paper. Color or pattern doesn't matter, but try to avoid bubbles when adhering it to the glass surface. Draw design to be etched on the contact paper with pencil. Easy patterns are found in coloring books or stencil books. These can be easily transferred to the contact paper with a piece of carbon paper.

The pattern is then cut out with an exacto knife, and the cut out portions removed.

The exposed areas are brushed with an even coat of the etching cream. Etching cream can be purchased at any stained glass or hobby shop. The cream should be left on the glass about five minutes.

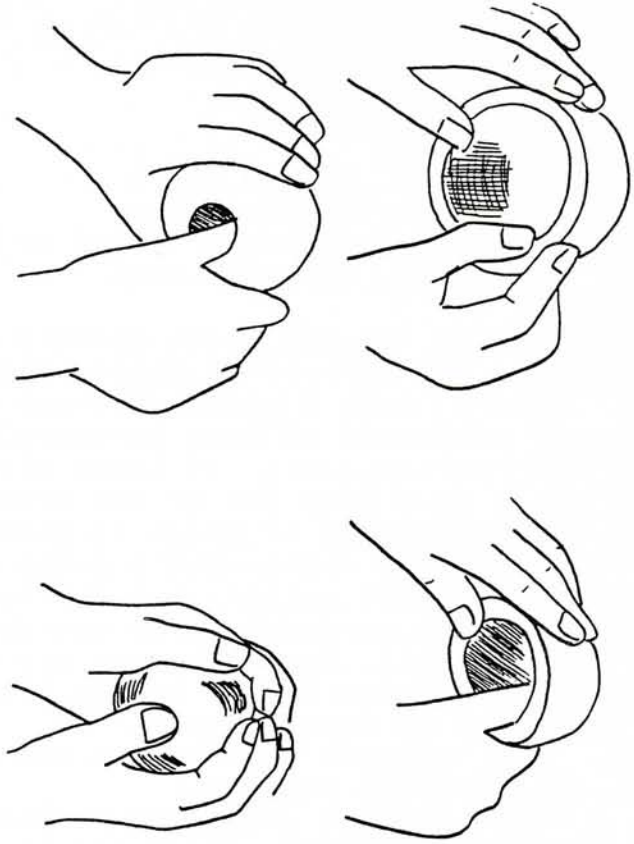
It is simply washed off with cold water and the remaining contact paper is peeled off.

NOTE: The etching cream used in this project is mildly acidic and can cause minor skin irritation so hands should be washed immediately after using the cream.



PINCH POT

1. Take a ball of pottery clay, about 1 1/2" in diameter. Roll the clay into a good solid ball...one that can be held easily in the hands.
2. After shaping the ball, place it in your left palm and slowly push your right thumb into the center to 1/4" thickness at the bottom.
3. With both thumbs in the center and the remaining fingers on the outside, the bottom side up, press slowly, revolving the piece constantly. Keep the base small...about 1" across.
4. When the sides are 3/8" thick, place the piece on a firm foundation. Work around the edge in a pinching motion with thumbs and fingers until the entire wall is about 1/4" thick. The danger at this point is where the base merges with the side wall. Take care not to strain the pot by forcing or pinching this area too much.
5. Be sure to work from the bottom, keeping the top thick until the very last.
6. The bowl should be even in shape and thickness and approximately round. After this has been achieved, the shape can be varied by pushing the edges inward or outward, according to the shape you wish.



When American Indians made jugs, bowls, and other pottery, they had no high-temperature kilns or ovens for firing them. Instead they often depended on heat from the sun to dry and harden the containers they made.

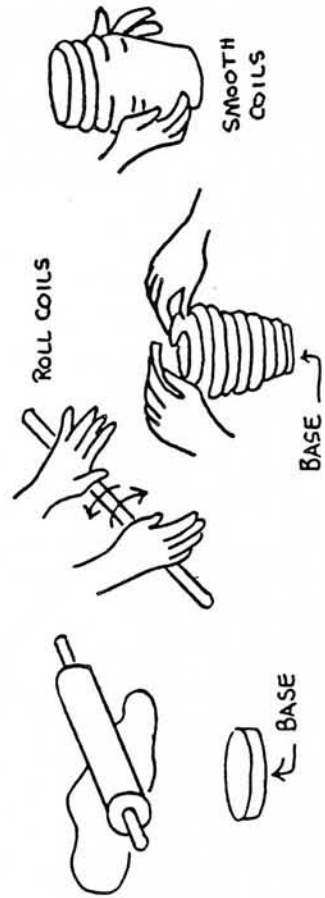
Today you can use a similar technique with powdered clay made especially for sun and air drying. You can make small dishes, ashtrays, vases, bowls, and even small figures. The powdered clay is available in art and hobby shops. Read instructions on package for how-to-mix.

After you have mixed the clay, let it set for about 24 hours. It will be easier to work then. Knead it as though it were bread dough. This will work out air bubbles that otherwise would make flaws in the finished product during the drying. You can roll the clay with a rolling pin, cut it into a specific shape or mold it by hand. You will need to experiment with it and find the method best suited for what you want to make. If the clay seems too sticky, a few hours of exposure to the air will dry out excess moisture. If it seems too dry, dampen your hands as you work.

To get the 'feel' of working with the clay, start with the coil method, used by many artists for pieces that are to be kiln-fired. Using a small lump of clay, roll out a long 'snake'. Coil it on a base cut out of a flat piece of clay. Continue adding coils until you have the size and shape container you want. With your fingers, dampen the coils as you add each additional row. Work on both the inside and outside with your fingers and a flat stick, smoothing the clay until you no longer can see the individual coils. You can make a design on your container with an orange stick.

Lay the formed container outside on a flat surface to dry in the sun. One day in the sun should dry it completely but indoors it will take several days. The drying time will be longer for a thicker piece.

After it is thoroughly dry, sand it lightly with fine sandpaper, and then apply designs with tempera paint. When the paint is dry, spray with clear plastic spray or varnish for protection.



CONTRASTS AND TEXTURES

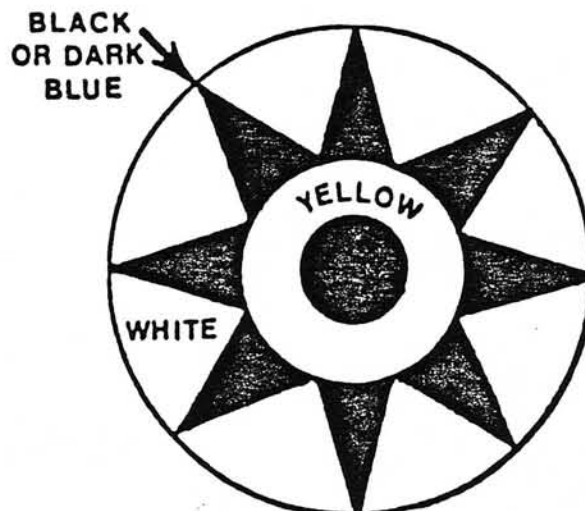
Draw a simple still life picture on paper. Divide paper into irregular areas with straight or curved lines. Lines should cut through drawn shapes. With a limited use of color, fill in all areas with either solid color or designs, lines, dots, etc.



SAND PAINTING

On a piece of cardboard draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate on the design the colors which are to be used. Color clean sand with food coloring. Cover the area to be 'painted' with white glue and then pour on the proper color of sand. Shake off excess. Work with only one color at a time, and if the area is large, do it in several pourings. The painting can be framed if you like.

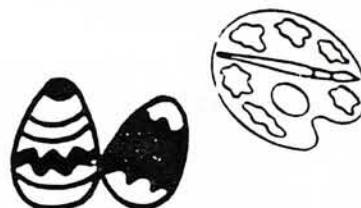
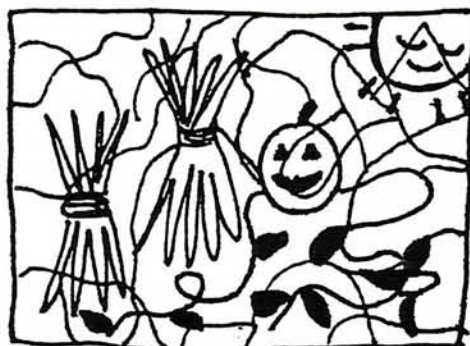
Or, you might like to try a free-hand sand painting. Cover entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small enough so the glue won't be dry before you are through. This is an interesting technique and can turn out some unusual designs.



BATIK

Batik is an ancient and colorful African technique to dye and color materials in designed motif. Here is a simplified version of Batikking for a bedroom wall hanging:

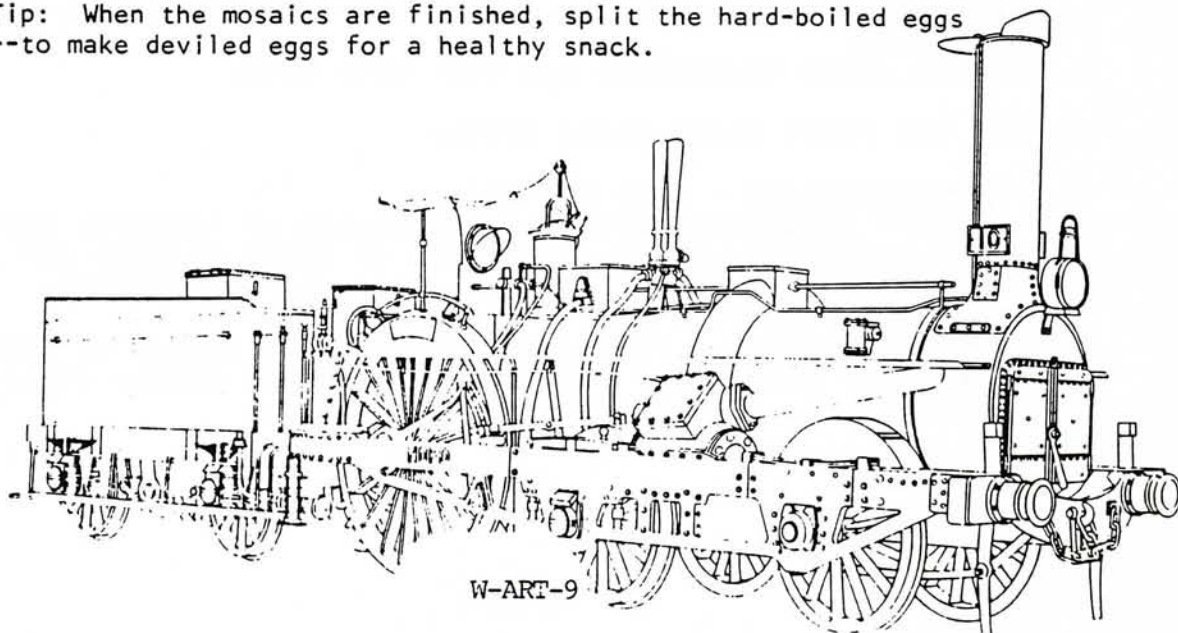
Sketch a desing of cornstalks and a pumpkin on a piece of gold cotton. Using Rit Cold Water dyes, paint (with a brush) the colors you desire on the cotton picture (i.e. orange pumpkin, green stem, brown wheat shocks, etc.) When finished painting with the dyes, cover the entire picture surface by painting over it with paraffin (melted). When the wax has dried, crumple the entire picture up in a ball in your hands. (This creates cracks that will accept another dye color.) Drop the entire picture (flattened out) in a light-medium shade brown dye for 2-3 minutes. After the design has drained out excess dye, place it between 2 pieces of newspaper and iron it dry. Air out for 12-24 hours to assure a dye-set. Batik items make excellent gifts. The designs and colors may be changed according to need and preference. Framed batik pictures are a great addition to home accessories.



EASTER EGG MOSAICS

Dye Easter eggs in as many single colors as possible. Crack the egg shells and deposit the colored bits of shell in dishes. Be careful to keep colors separated. Then let the Webelos create mosaics out of the egg shell pieces, using heavy posterboard for the background surface. Rainbows, birds and flowers are particularly nice worked into the boys' mosaics because of their bright colors. Egg shell pieces are easily attached to the mosaic background poster board with white glue.

Bonus Tip: When the mosaics are finished, split the hard-boiled eggs in two--to make deviled eggs for a healthy snack.





SHOWMAN ACTIVITY BADGE

The Showman Activity Badge has something for every Webelos Scout. For the 'ham' actor, there's drama...for the shy boy, puppetry...and for almost every boy, music. After working on this badge, your boys should be able to provide some good entertainment for pack meeting or a den family night.

In most Boy Scout units the boys will get to demonstrate some of these skills around the campfire. The 'ham' will have a chance to surface as his Patrol is called upon to give a skit and his singing talent, or lack of it will take a back seat to his volume as the campfire fun continues.

The purpose of this badge is not to make skilled entertainers out of the boys; only to expose them to acting and music and perhaps build some self confidence in them. Last, but not least, it is to provide some fun while learning these skills.

The Puppets section of this book will give you ideas on making various types of puppets. For skits, costumes, songs and other ideas, check the appropriate sections in this book.

Den Activities:

1. Attend a live play, such as a high school's or local theatrical group's performance.
2. Invite a high school drama teacher to explain and demonstrate make-up techniques.
3. Use a tape recorder to record the boys' voices so they can hear how they sound.
4. Write a puppet play and make puppets to go with it.
5. Write a one act play and perform it for pack meeting.
6. Visit a costume shop or local drama organization and learn about costuming.
7. Plan a den family night of entertainment with a variety show.
8. Take your entertainment to a hospital or nursing home as a good turn.
9. Discuss stage directions and what they mean.

Related Boy Scout Merit Badge Books:

Communications - Skit planning

Music - Technique, detailed discussion of American music and composers, brief discussion of music reading and notation, record collecting, care, and classifying, music for bugle calls.

Public Speaking - Preparing and giving a speech or talk

Theater - Sets, play writing elements and style, stage directions, play production, make-up

There are three ways for Webelos Scouts to earn the Showman activity badge. The three areas are Puppetry, Music and Drama.

WHERE WAS THE FIRST THEATER?

Theater as we know it first developed in Greece as part of religious observance. The stage was simply a circle of turf on which the worshippers danced around the altar of Dionysus. The spot was usually at the foot of a hill so that the spectators on the slopes could watch the dancing.

This started the tradition of Greek theaters: semicircles of seats built into a hillside. In fact, the word 'theater' is of Greek origin and means 'a place for seeing'.

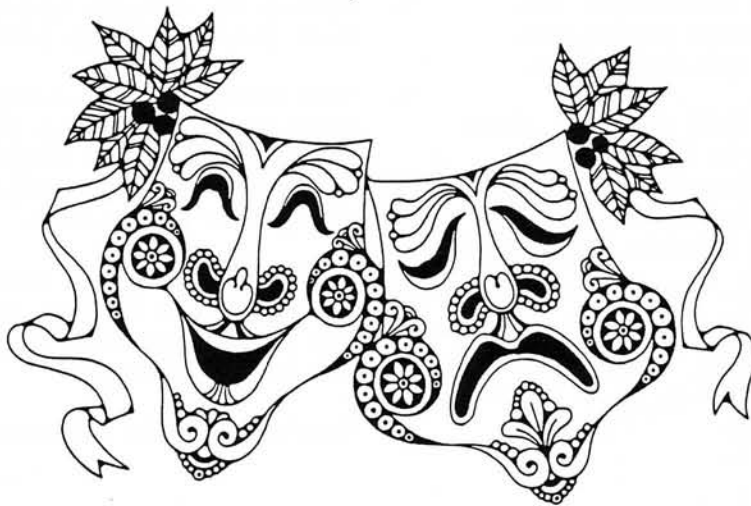
A theater built in Athens about 500 B.C. had a circular place called the orchestra where the performance was given. Erected behind the circle of the orchestra was a dignified-looking stage building. It was used as a dressing place for the performers.

This 'skene' (from which comes the word 'scene') served as a background for the action of the play.

Very little scenery was used by the Greeks, and no artificial lighting was needed because the plays were presented in the daytime.

The first permanent stone theater was built in Rome in 52 B.C. The theaters of the Romans were similar to those of the Greeks, except they were built on level ground. The Romans were the first to fill the orchestra with seats and present the play on a raised stage behind which was the 'skene'.

After the Roman world turned Christian, no theaters were built for about 1000 years. The first modern theater was the Teatro Farnese at Parma, Italy. It was built in 1618 or 1619. Its stage instead of projecting far out into the orchestra was built into one of the walls. A curtain was used to separate the stage from the auditorium so that changes of scenery could be made out of sight of the audience.



FOLK MUSIC is as old as man himself. Adam may have sung folk songs to Eve. And primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the new world. Black slaves from West Africa supplied a rhythm, a beat and the relaxed and happy sound which are present in today's folk music as well as jazz. Black singers also gave us the 'blues' which is an important part of both folk and jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which were written down or recorded are not 'folk' tunes.

Just as the folk singer comes from many different backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow the Man Down", the French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad" and a Negro spiritual "When the Saints Go Marchin' In". Folk songs can be as old as "Greensleeves", a 400 year old English ballad - or as new as today's folk singers.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute, mandolin or dulcimer.

We all sing folk songs, but if you want to be a folk singer, entertaining your friends, or even making it a profession someday, listen to other folk singers. Copy their styles, learn their songs, and soon your own style will come out.

PRODUCE A FILM - Ideas from the plot will come easy, but the boys will need help in the mechanics of making the film.

1. The type of camera does not matter. Film can be brought from home with the boys paying the cost for film and developing.
2. A 50' reel of film will run about 3½ minutes, so it is important for the boys to have a script. Determine the approximate length of the film to see how many reels will be needed.

Five seconds is the shortest time for any one scene. This will allow the audience time to read it or see what's going on.

3. The script should contain a plot outline to tell the story, and a detailed scene-by-scene outline describing the action of the scene and the time that has elapsed.
4. Have a run through where boys learn what they are to do and practice.
5. Next comes a dress rehearsal with an unloaded camera to check-out film angles and let the actors get used to their costumes. Make any needed changes in the script.
6. After a final dress rehearsal, shoot the film. It is best to shoot in the proper sequence so editing will not be necessary.
7. Develop the film and show at pack meeting.

SHOWMAN

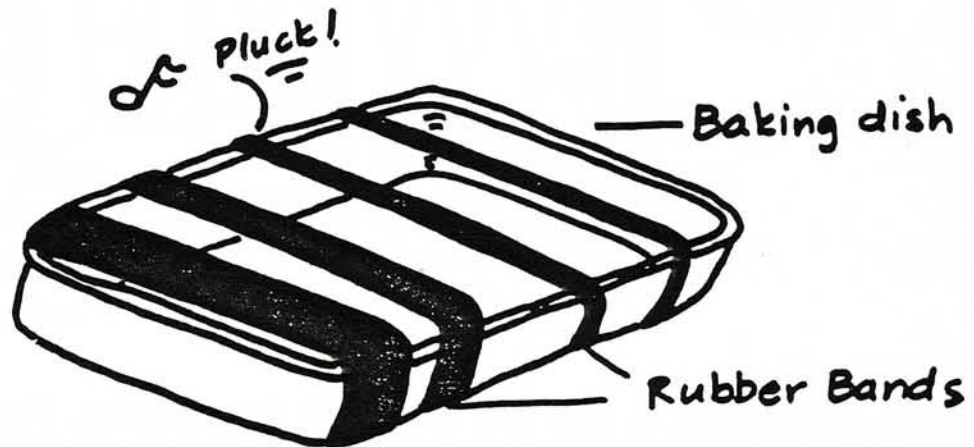
BAKING DISH PIANO

Materials needed:

An oblong baking dish
Various size rubber bands

To assemble:

Stretch the rubber bands around the baking dish at intervals. By adjusting the tension (tightening the rubber bands), the pitch will be changed. To play simply pluck the bands like harp strings. The baking dish acts as a sound box, increasing the volume of the sound created. Try to adjust the bands to create the musical scale.



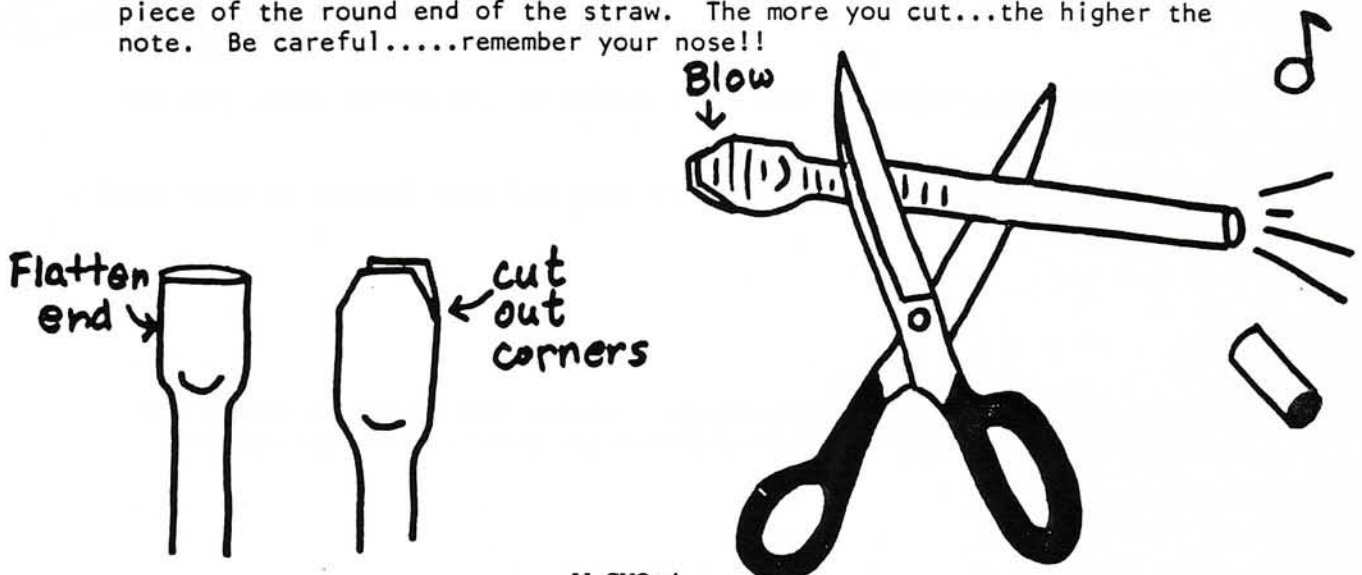
STRAW FLUTES

Materials needed:

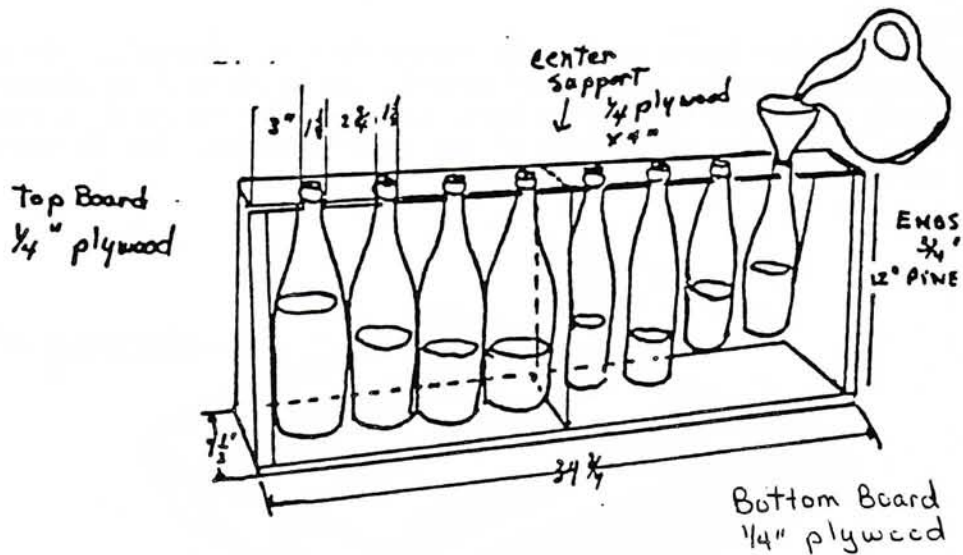
Sturdy drinking straws
Scissors

To assemble:

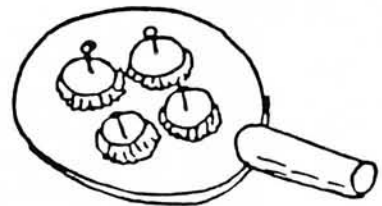
Pinch one end of the straw flat for the last 3/4" to the end. Cut the corners of the flattened end diagonally with scissors. Now, blow gently, through the "reeds" you've made (end with cut corners). Don't blow too hard! To raise the pitch of the note being played, simply snip off a piece of the round end of the straw. The more you cut...the higher the note. Be careful.....remember your nose!!



MAKE YOUR OWN MUSIC



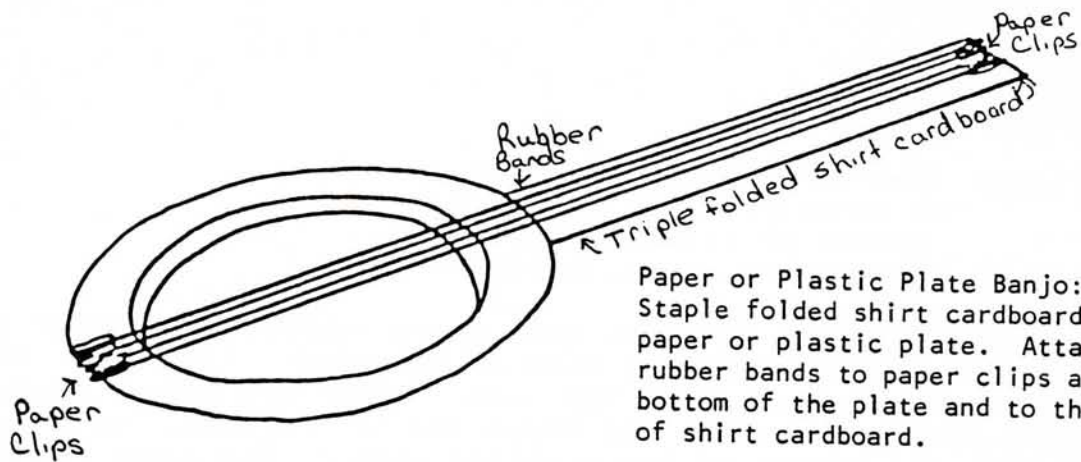
The Bottle Xylophone is made with eight soft drink bottles, five 12-ounce size, two 16-ounce, and one 10-ounce. Make a stand by following the dimensions given in the diagram. Hang bottles by their necks and tune by pouring water into them. After tuning the bottles be sure to mark the water level for easy refilling. Use a knife handle for playing.



Try purse lips and "oompha" into empty gallon or 1/2 gallon cider jug for bass effect.

Paddle Rattle: Remove cork from bottle caps and nail loosely to wood paddle.

Raid the kitchen for these instruments - spoons and knives to rub up and down the washboard, two steel or aluminum pot covers make good cymbals.



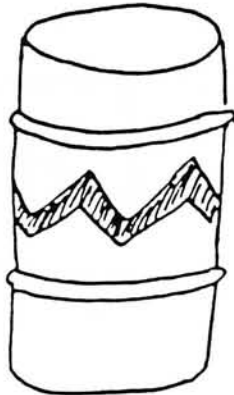
Paper or Plastic Plate Banjo:
Staple folded shirt cardboard to paper or plastic plate. Attach rubber bands to paper clips at the bottom of the plate and to the top of shirt cardboard.

Tissue and Comb Harmonica:

Fold tissue paper carefully over comb. Hold it to mouth and hum on it. Like a harmonica, variations in tones will result as mouth slides over comb.

Calypso Drums:

Steel drums are enormously popular in the West Indies because of the powerful effect they produce as accompaniment for catchy calypso music. Calypsos are songs about current events or things which the natives see around them. Calypso singers usually make the songs they sing 'on the spot' and are accompanied by the rhythmic tempo of drum beats. Calypso drums are made by cutting discarded oil drums to various heights, then heating and hammering to give each a different pitch. The high pitched, staccato drums are called "Ping Pongs". They carry the melody. The deep bass drums are called "Tune Booms" and they combine with the trebles to make a melodious background for the vocal. You can get almost as good an effect by using drums and pails, choosing different sizes for treble to bass tones.



West Indies steel drums are painted in bright colors. Enamels are best.



Screw wood feet to the bottom of the drum to keep it off floor for best resonance.

Small, hard sponge rubber balls are drum stick tips. Sharpen end of 12" dowel and stick it into hole you poked into the ball using an awl.



RUBBERBAND HARP

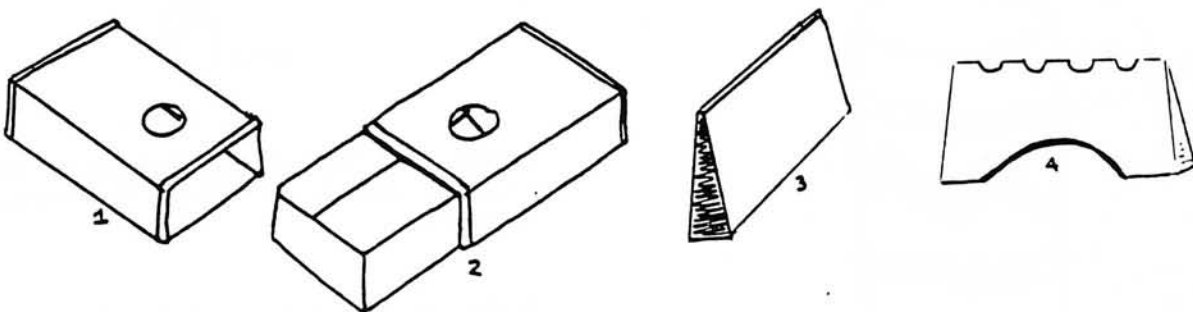
Materials: One large empty matchbox
A scrap piece of hardwood
Packet of elastic bands
Saw, knife, glue, paint

Procedure: Take the matchbox and, using a knife or leather punch, cut out a soundhole in one side of the cover (1). It doesn't matter what shape you make the hole. Your own design would make it more personal. When the soundhole is finished, glue in the tray with its bottom on the opposite side of the cover with the soundhole (2).

Find a piece of scrap hardwood about 50 x 25 x 6mm for the bridge. It can be cut to any shape you want or left as a rectangular block. In either case, the sides should be cut away so that the block is reduced to about 3mm in thickness (3). In the top you will also need to cut a notch for each band you want to fit on your harp. The finished bridge should look like that in drawing 4.

Before you assemble your harp, give the box a coat of paint to make it colourful. As soon as this is dry you can wrap it with elastic bands, fit the bridge under them and start playing. There are no playing instructions, just pluck the strings and have fun.

Try experimenting with the bridge in different positions or by using thicker or thinner elastic bands. Soon you will begin to understand all the basic scientific principles that lie behind the working of a stringed instrument.



JINGLE STICK

This can easily be made from a broomstick, some nails and several tops from bottles you open with an opener. After removing inserts, drill a hole through the center of each bottle top. Fit two tops back to back on a nail, and then drive this into the side of the broomstick near one end. If you have enough bottle tops to cover the whole of one end of the broomstick you will get a really effective jingle stick. Paint it bright colors and make it jingle by pounding it up and down on the ground or floor.

KAZOO

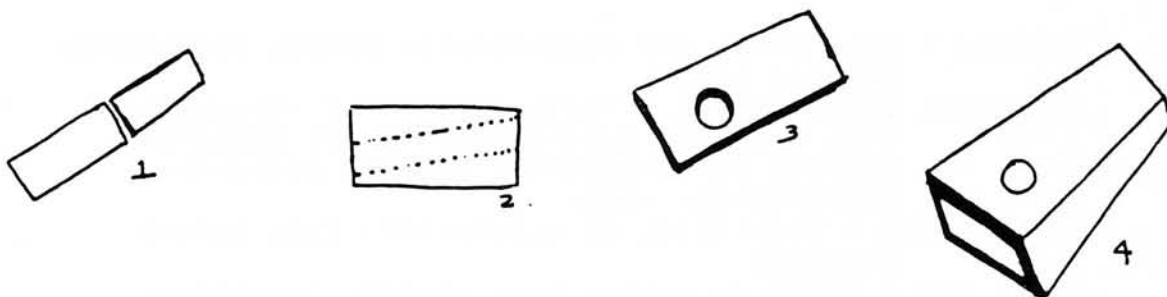
Materials: 6mm piece of hardwood, 375 x 36mm
Tissue wrapping paper, glue, pencil, ruler
saw, file, sandpaper, varnish

Procedure: Divide and saw the piece of wood into three pieces each 125mm long (1). Mark one piece for the top of the kazoo and one piece for the underside. The other piece is cut into to form the sides.

On this kazoo the sides taper from 20mm to 6mm. Mark these shapes on the piece of wood and cut them out (2). Cut a hole in the top of the instrument. This is best done by first drawing on a 22mm diameter circle. Drill a 6mm hole inside the circle. A coping saw can now be put in and used to saw out the circle. Another method is to drill a ring of holes inside the circle. Finish off the edges of the hole with a round file and some sandpaper (3).

Glue all the pieces of wood together at the same time, using a clamp or tape to hold them in place while the glue dries. Once the glue is properly dried you can use a file to get rid of all the sharp and rough edges (4). Use sandpaper to smooth it out. Varnishing it will keep it looking nice and stop the wood from absorbing the moisture from your mouth.

To make the kazoo work, a piece of tissue paper is stuck right over the hole in the top. To play, put the large end to your lips with the tissue membrane on the top. Try singing or humming a note through it so that you can get an idea of what kind of sound works best. Usually a cross between singing and humming seems to make the best noise. Once you have found out what to do, the kazoo will play any tune you know.





READYMAN ACTIVITY BADGE

"Be Prepared" is the Boy Scout motto. All Webelos Scouts need to be ready to meet 'difficult' situations with the self confidence and ability that has always been the hallmark of Scouting. The ability to act in a prepared manner is a matter of learning and training, not an inherited gift. In this activity badge, Webelos Scouts will learn how to handle many of the more common emergency situations.

Prevention of potential problems is perhaps the most important aspect of being prepared. Bicycle safety, Safe Swim Defense, and car safety are introduced in this activity badge. As the Webelos Scout masters these ideas, he will be gaining not only useful knowledge, but preparing for the first skill awards that he will earn as a Boy Scout.

Den Activities:

1. Invite a paramedic or other medical professional to demonstrate first aid in den.
2. Invite a representative from the Red Cross to demonstrate and teach Rescue Breathing.
3. Visit the Jefferson County Civil Defense Agency to learn about safety procedures in disasters, E-911 number, tornado safety. Contact Ms. Morgado or Mr. Odom at 254-2048.
4. Invite an Alabama State Trooper to visit the den and discuss bike safety.
5. Have a den bike rodeo to demonstrate the bike safety requirements.
6. As a den, have each boy diagram his house and mark the escape routes to be used in case of fire.
7. Make first aid kits to be kept in the family car.

Related Boy Scout Merit Badge Books:

Cycling - Bike parts and maintenance, riding techniques, bicycle safety.

Emergency Preparedness - Various types of emergencies with handling suggestions (motor vehicle, natural catastrophies, missing persons), preparedness plans.

Firemanship - Principles of combustion, fire safety planning.

First Aid - Hurry-up cases, poisonings, fractures, bandaging techniques, injured person transportation

Lifesaving - Safe swim defense, water rescue techniques.

Safety - Home security, car safety, home safety, safety awareness in public places.

Swimming - Swimming and diving techniques, water rescue.

Traffic Safety - Highway safety, vehicle safety (car and bike)

Boy Scout Skill Award Books: Swimming, First Aid, Family Living.

IMPORTANT TELEPHONE NUMBERS

PARENTS OR
GUARDIAN
(AT WORK)

FIRE

POLICE

RESCUE SQUAD

GAS COMPANY

DOCTOR

NEIGHBOR

POISON CONTROL

RELIGIOUS LEADER

Accidents and emergencies are by definition unexpected events. But a little planning for the fact that such things happen to everyone sooner or later can do a lot to minimize their adverse effects, make life more pleasant for the victim, and perhaps even save a life.

Most of the commonly needed first aid techniques are easy to learn and easy to remember. Here's how to be prepared for mishaps that may occur.

MEDICINE CHEST

1. Bandages - adhesive (assorted sizes), roller, ace
2. Moleskin - for blisters
3. Gauze - 4 x 4 sterile pads
4. Scissors - small, folding type
5. Tape - surgical
6. Splinter forceps - these are tweezers that really meet at the end

Medications

1. Nausea and Vomiting - Compazine suppositories
2. Diarrhea - Pepto Bismol
3. Indigestion - Liquid antacid
4. Constipation - Milk of Magnesia tablets
5. Pain - Aspirin for mild pains; narcotics for severe pain
6. Insect bites, poison ivy, nettles, etc. - Cortaid
7. Wasp, bee and other stings - Ana Kit for people who suffer allergic reactions
8. Germicidal Soap - Phisohex, Betadine Skin Cleanser, or others

The glove compartment of your car should contain the same items, but in smaller quantities. Your car should have flares, a reflective sign saying 'disabled', a flashlight with extra batteries, extra fuses for the car's electrical system and a couple of dimes for phone calls.

For outdoor excursions in the wild, you should add a snake bite kit (commercially available), Swiss Army knife, portable radio with extra batteries to keep abreast of the weather, insect repellent, suntan lotion, and an adequate supply of any medication you must take regularly. Other items that may come in handy are: boullion cubes for restoring salts in dehydration victims; aqua tablets to purify water; and Ethyl Chloride spray to use as a disinfectant, an analgesic and an emergency fire starter.



FIRST AID TREATMENT

BURNS: First degree redness and second degree redness and blistering burns should be immersed in cold water for about 20 minutes. For sunburn, take a cold bath.

FISHHOOKS: If the hook is sticking in past the barb, push it through in the direction it entered the skin until the barb end comes out the other side, then clip off both ends with a wire cutter and pull out the remaining piece.

INSECT BITES AND STINGS: If stung by a bee, remove the stinger by scraping without squeezing the venom sac. For stings by wasps, bees, hornets or ants, cleanse with soap and water, apply ammonia to reduce swelling.

If the victim develops symptoms of an allergic reaction, get him to a doctor or hospital fast. Treat tick bites by covering the insect with a heavy oil; half an hour later, carefully remove the tick with a tweezers, then scrub the area with soap and water. For itchy bites, apply calamine lotion.

POISON PLANTS: Wash with brown soap or ammonia, apply calamine lotion to relieve itching, and bandage any open wound.

SNAKEBITES: A nonpoisonous snake leaves a set of teeth marks, but no fang marks. Have a doctor look at it and get a tetanus shot. A poisonous snake leaves one or two fang marks (with or without teeth marks).

IMMEDIATELY tie a shoelace or rope about two inches from the bite between the bite and the heart. The victim should not move around. He should sit or lie down, keeping the bite lower than the level of the heart.

Make a cut through both fang marks about one-sixteenth to one-eighth of an inch deep and suck out the venom (but not if you have a large cavity or sore in your mouth). A cold compress will reduce swelling. Get the victim to the hospital.

EMERGENCY NUMBERS: Know the phone numbers for the poison control center, police and fire department, and ambulance. Keep these numbers close to all the phones in your home.

CALLING AN AMBULANCE: Give the specific location -- intersection, street address, and apartment number -- and have someone waiting for the ambulance at the location you gave.

FIRST AID TREATMENT

DROWNING: If you are not trained as a lifesaver, stay out of the water. Instead, extend a stick or towel, throw out a flotation device or row to reach the victim. Once you have the victim on shore or in a boat, if he is unconscious, tilt his head back and check to see if he is breathing.

Watch for the rise and fall of his chest, listen for breathing noises and feel for breath with your cheek. If he is not breathing, pinch the nose, seal your lips around his mouth and, keeping his head tilted back, give four quick breaths.

Check again to see if the victim started breathing, and, if not, resume mouth-to-mouth breathing -- giving one breath every 5 seconds for an adult and one puff of air every 3 seconds for a child.

CHOKING: If the victim cannot breathe or talk, lean him forward and give four sharp blows to the upper back. If this doesn't dislodge the object, get behind the victim and wrap your arms around him above his waist. Make a fist with one hand, place it just beneath the 'V' of the rib cage, grasp the fist with the other and give four hard upward thrusts.

BAD CUTS: Raise the cut above the heart and apply pressure -- using gauze pads, an article of clothing or your bare hands.-- directly on the cut. If this doesn't control the bleeding, press on the appropriate pressure point -- in the groin or inside the upper arms (where you make a muscle).

Do not use a tourniquet unless there is no other way to control severe bleeding and the victim's life is threatened. Once applied, a tourniquet must be left tight and removed only by a physician.

WOUNDS: If the wound is more than one-eighth of an inch deep, dress it and see a doctor. Do not try to make it bleed. If the victim is impaled on an object, such as a picket fence, do not try to remove the victim from the object.

Instead, cut the object (if necessary, call the fire department) and get the victim with the object in him to the hospital.

FRACTURES OR SPRAINS: Immobilize the injured limb and take the victim to the hospital, or if the neck or spine may be injured, call an ambulance.

EYE INJURY: For chemical burns, turn the head and bend over so that the injured eye is down and flush with water for at least 5 minutes. To remove a cinder, use a clean handkerchief or piece of gauze.

SAFE SWIM DEFENSE

1. Be physically fit.



2. Have a qualified adult, lifeguard and lookout present when you swim.



3. Swim in tested areas where there are no deep holes, stumps, rocks, cans or glass.

4. If you can't swim, don't go in water over 3 1/2 feet deep. If you can swim 50 feet, it's safe to go in water up to the top of your head. Go in deep water only if you are a good swimmer.



5. Swim with a buddy -- someone to help you if you get into trouble, someone you can help if he needs it.



6. Obey the rules. Have a good time in the water and learn to swim a little better each time that you go in.



NOTE: Pamphlet #7369 'Safe Swim Defense' is available through the Scout Service Center. This pamphlet gives more detailed information about this important activity.

BICYCLING

A myriad of potential hazards awaits cyclists who ride unprepared. Those dangers range from weak riding skills, careless bicycling habits and poorly maintained bikes.

Learning to ride safely on a bike that fits, maintain their bikes and recognize potential scenarios as they glide along city streets, highways and recreation paths are among the most basic precautions cyclists can take.

EQUIPMENT

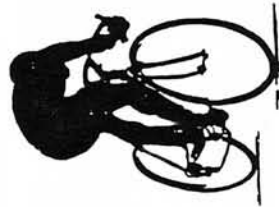
Buying a bicycle that fits is important to riding safely.

- * Maintaining that bike is also important. A bicycle that doesn't run properly may cause an accident or leave its owner stranded.
- * Cyclists should examine their bikes before they ride.
- * Are the tires worn, cracked or cut? Are the cables bent, rusty or frayed? Does the bike throw its chain or make peculiar noises? Are its control levers stiff? Cyclists who answer yes to any of those questions should have their bikes repaired before riding again.
- * Tires should be pumped to the appropriate pressure.
- * Cyclists should take coins to make a phone call should they become stranded.

RIDING IN TRAFFIC

While out pedaling, bicyclists should remember they share the roads with motorists. Being safe in traffic demands that riders pay attention, ride with the law in mind and be courteous to other people using the roads.

- * Obey all applicable traffic regulations, signs, signals, and markings. Riders walking their bicycles qualify as pedestrians, and must adhere to laws written for people on foot.
- * Observe all local ordinances pertaining to bicycle operation.
- * Keep right, drive with traffic, not against it. Drive single file.
- * Watch out for drain grates, soft shoulders, and other road surface hazards.



RIDING IN TRAFFIC

- * When they pass parked cars, it's important to check for traffic before shifting left into the lane. Watch out for car doors opening, or for cars pulling out into traffic.
- * Don't carry passengers or packages that interfere with your vision or control.
- * Never hitch a ride on a truck or other vehicle.
- * Be extremely careful at all intersections, particularly when making a left turn.
- * Use hand signals to indicate turning or stopping.
- * Protect yourself at night with the required reflectors and lights.
- * Drive your bike defensively; watch out for the other guy.

RIDING IN GROUPS

For participating in a group ride, other cyclists become part of the traffic.

- * Bike riders should pedal single file to allow traffic and other riders to pass.
- * It's a good idea to signal all turns well in advance and keep both hands on the bars throughout the turn.
- * They should notify cyclist if they're going to stop or turn abruptly.
- * As a matter of courtesy, cyclists should use hand or oral signals to warn fellow riders about such road hazards as loose gravel, glass and railroad tracks.



SAFETY

TOWARD

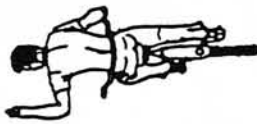
IS NO ACCIDENT

SAFER

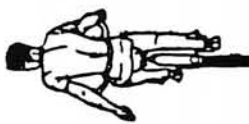
CYCLING

SIGNAL YOUR INTENTIONS

Hand signals should be used to let others using the roadway know what you are going to do. Use hand signals before turning or stopping.



RIGHT



STOP OR SLOW



LEFT

In addition to the special rules which apply to all bicyclists, there are general laws which apply to all riders, whether on bicycles, motorcycles, automobiles or any other vehicle.

YOU MUST

Come to a full stop before entering main streets or highways.

Stop, look both ways and proceed carefully at stop signs.

Always give right-of-way to other vehicles and pedestrians.

Pass on the left of all vehicles moving in your direction.

Never pass until you see that the way is clear for a safe distance.

Never pass another vehicle going in your direction on a hill, curve or at an intersection.

Give hand signals when changing directions, the same hand signals used by the drivers of automobiles.

Do not zig-zag or weave in and out of traffic.



Alabama Department of
Public Safety

STATE OF ALABAMA

DEPARTMENT OF PUBLIC SAFETY

ALABAMA STATE TROOPERS

SAFE RIDING PRACTICES

Bicycle riding is fun for people of all ages, from older adults to young children. With the growing number of people participating in this activity, the need for understanding laws and safety rules regarding bicycle riding has grown in importance. Safe riding practices are essential to enjoyable bicycling.

Parents are especially important in developing safe riding practices in youngsters because, by setting a good example, you help determine how they are going to act. Parents are by law responsible for the actions of their children and shall not knowingly permit them to violate any bicycle regulations.

Older riders can also set good examples for younger riders who may not be familiar with the importance of avoiding danger; through safe riding practices.

The bicyclist who has learned to ride safely has trained himself to observe the following safe riding practices.

At busy intersections where there is no traffic light, get off your bike and 'walk' it across.

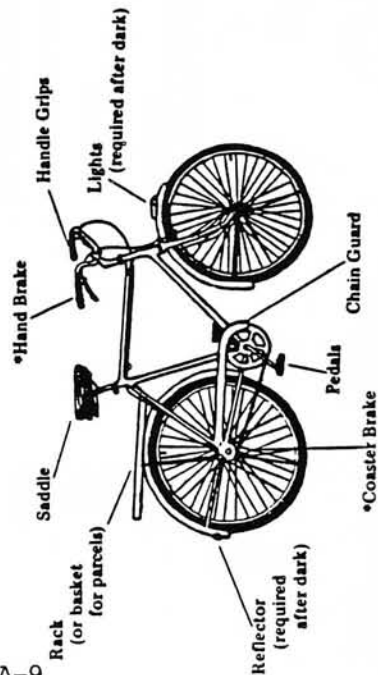
Carry parcels, bundles or other objects in baskets, racks, or saddlebags.

Never 'stunt' or race with others in traffic.

Keep both hands on the handlebars and be ready to stop in any emergency.

Use your bell or horn to warn others, not to frighten them.

A SAFE BICYCLE SHOULD HAVE:



(*Either hand or coaster brakes are required)

SIGNS FOR SAFETY

Bicyclists, like other drivers, need to know and obey traffic signs and signals. Some of the basic signs are:



Octagonal red and white STOP SIGN



Rectangular green and white GUIDE SIGN



Triangular red and white YIELD SIGN



Diamond yellow or orange WARNING SIGN



Rectangular black and white or red, black and white REGULATORY SIGN



Five-sided yellow and black SCHOOL SIGN



Circular black and yellow RAILROAD CROSSING SIGN

THIS IS THE LAW



Traffic signs and rules apply to you when you are riding your bike.

When riding your bicycle, sit on the seat only.

Keep to the right side of the street staying close to the curb.

If a bicycle path is provided close to the roadway, use it.

When coming out from an alley, stop and give the right-of-way to all pedestrians approaching on the sidewalk and all vehicles approaching on the street.

Never hitch rides. Do not ride close behind a car or truck, there is danger on all sides of any vehicle.

Never ride more than two abreast.

Never ride a bicycle on a sidewalk in a business district.

Never carry loads which keep you from having at least one hand on the handlebars at all times.

Bicycles may carry only the number of people they are designed for. Children can be carried safely in special seats attached to the bicycle.

Be sure your brakes are in good working order. They must be able to make the braked wheels skid on dry, level, clean pavement.

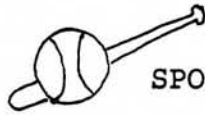
Equip your bicycle with a horn, bell or other warning signal. Sirens and whistles are not permitted.

If you ride at night, have a headlight bright enough to be seen at a distance of at least 500 feet. A red reflector on the rear of the bicycle should be visible for a distance of at least 300 feet. (Light clothing increases visibility.)

Always ride slowly and carefully in heavy traffic. Do not speed at any time.

Never ride bicycles on interstate highways.





SPORTSMAN ACTIVITY BADGE

The Sportsman Activity badge is one that most 10-year-old boys grasp naturally. The current trend in team sports for the young athletes in football, basketball, baseball and others make this activity badge an easy one for most Webelos to obtain. The Webelos handbook devotes a number of pages to this activity, and the leader can draw from this source in assisting those boys who have not been actively participating in team sports. The den leader or an invited official can explain the various rules and signals used by referees and umpires during team sport events. It is necessary that the boy not only participate in his chosen sport but that he also be able to demonstrate his skill and knowledge of the sport.

Suggested Den Activities:

1. Attend a high school, college or professional sports event. This is a natural father-son activity.
2. Plan a father-son bowling night.
3. Display posters on football signals used by referees and practice them with the boys until they are completely familiar with them.
4. Either go to an established archery range or set up a range using bales of hay or straw with paper targets or balloons and teach the boys the fundamentals of archery. Concentrate on safety and proper techniques. If you are not familiar enough with the subject to teach it, obtain help from a scout troop or a parent with sufficient knowledge.
5. Set up a casting game for the young fishermen in the den. Scatter targets on a level grassy area at varying distances and devise a scoring system giving credit for the accuracy of the cast.
6. Meet at a playground or gym and have instruction and practice in 1 or 2 sports that the boys may not know well (volleyball, archery, badminton, etc.) Make up father-son teams and play the games.

Related Boy Scout Merit Badge Books:

Archery - Rules and equipment used, techniques.
Athletics - Track and field events and rules
Canoeing - Techniques and equipment used.
Cycling - Rules and equipment used.
Fishing - Techniques and equipment used.
Golf - Techniques and equipment used.
Rowing - Techniques and equipment used.
Skating - Rules and techniques used.
Skiing - Techniques and equipment used.
Sports - Sportsmanship, team sports.
Swimming - Techniques, water survival, water rescue.
Water Skiing - Techniques.

Cub Resources: An additional resource which is excellent is the Cub Scout Sports Program which provides a leader manual and instruction books which are written on the boy's level for 17 sports.

DEN GAMES

DRIBBLE THE CIRCLE: Divide the den into 2 teams. Mark 2 circles of about 18 foot diameter on the ground. Players scatter on the perimeter of their team's circle. On signal, the first player on each team dribbles a basketball all around the circle. When he gets back to his starting point, the next player repeats the action, and so on until all have run. First team finished wins.

SOCCER TEN KICKS: Divide den into 2 teams. Each team tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of kicks. As he kicks the ball, each player calls out the appropriate number (1, 2, 3, etc.) Hands may not be used. The team making 10 kicks in a row without interception wins.

SOCCER DODGE BALL: This is played like Dodge Ball, except that the players around the circle kick the ball instead of throwing it.

BUCKETBALL: 2 bushel baskets or similar containers are the baskets and are placed on the ground at opposite ends of the playing field. Use a regular basketball. Divide the den into 2 teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

SPORTSMAN

FOOTBALL OFFICIAL

Make this cardboard referee to use as a teaching aid when you are helping Webelos Scouts learn the official football signals.

MATERIALS: Light-weight white cardboard; black paper; paper-towel tube; brass paper fasteners.

BODY: Cut 7" X 9" piece from cardboard. Glue in cylinder shape with 1" overlap for gluing. Punch holes for paper fasteners.

HEAD: Use paper-towel tube. Cut to 9" length and wrap with white paper which reaches half-way down tube. Draw face on front.

HAT: Cut from black paper as shown below. Top of hat is circle with flaps to be glued to towel tube. Brim is 5 3/4" long X 5/16" high. Top circle is 2 3/8" diameter with 3/8" slits.

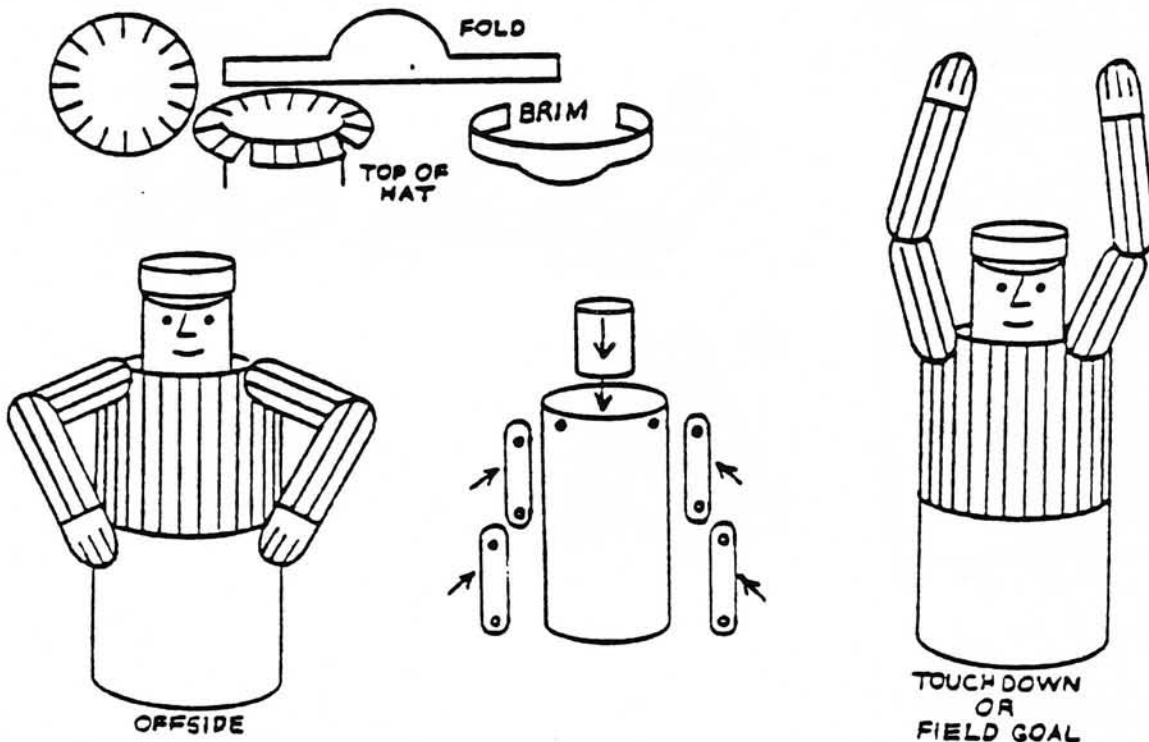
UPPER ARMS: Cut from cardboard 3 1/4" long X 7/8" wide with rounded ends.

LOWER ARMS: Cut from cardboard 3 3/4" long X 7/8" wide with rounded ends.

Punch holes in arms as shown for fastening to body. Cut strips of black paper for stripes on shirt. Cover lower part of body with black paper.

Arms should be attached tightly at elbows and body. Now, try out those signals!

- Boys Life Magazine

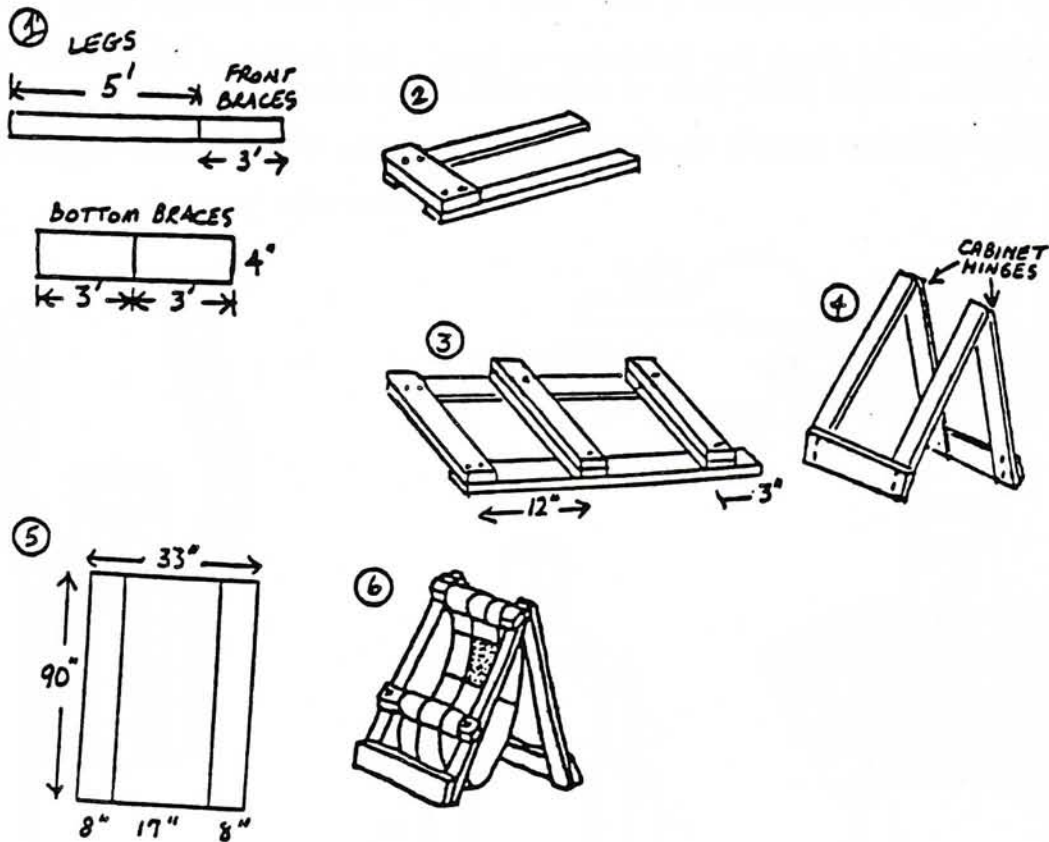


BUILD A BASEBALL CATCHER

MATERIALS:

- (4) 1" x 2" x 8' pine furring strips
- (1) 1" x 4" x 6' white pine board
- (8) 1 1/4' wood screws
- (4) 3/16" x 3" stove bolts
- (8) 3/16" flat washers
- (4) 3/16" wing nuts
- (2) 1 1/2" cabinet hinges
- (1) 33" x 90" cloth
- wood sealer
- paint

1. Cut furring strips and pine boards.
2. Screw pine boards to legs as bottom braces.
3. Hold front braces in position on legs. Drill 1/2" hole through braces and legs at same time.
4. Join front and back halves with cabinet hinges.
5. Cut old bed sheet to size. Make strike zone on cloth with felt-tip marking pen.
6. Clamp ends of sheet between upper and lower front braces. Bolt braces to frame with stove bolts and wing nuts.



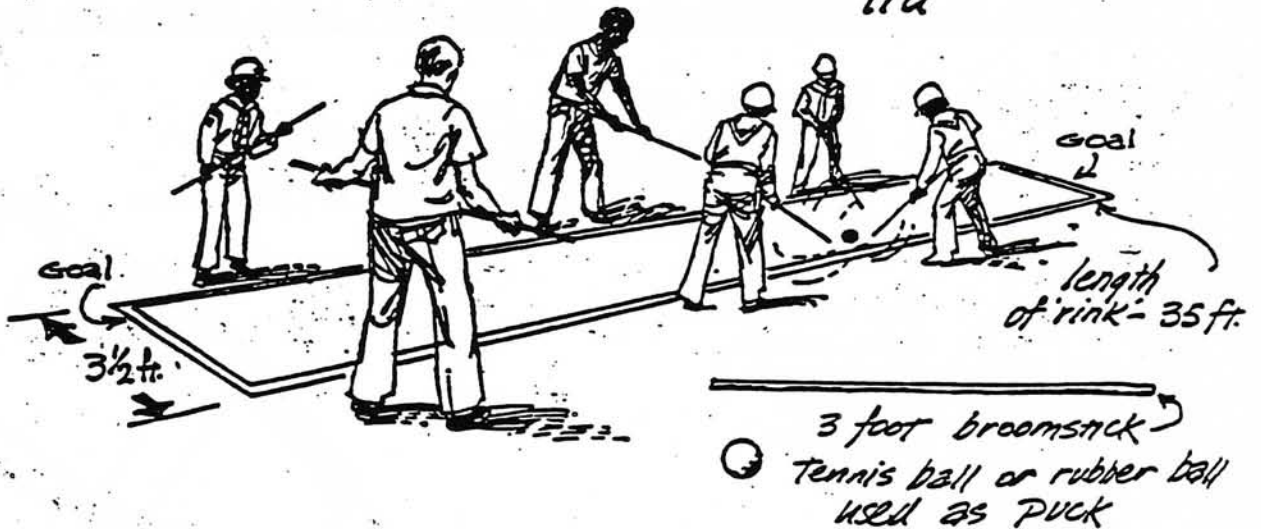
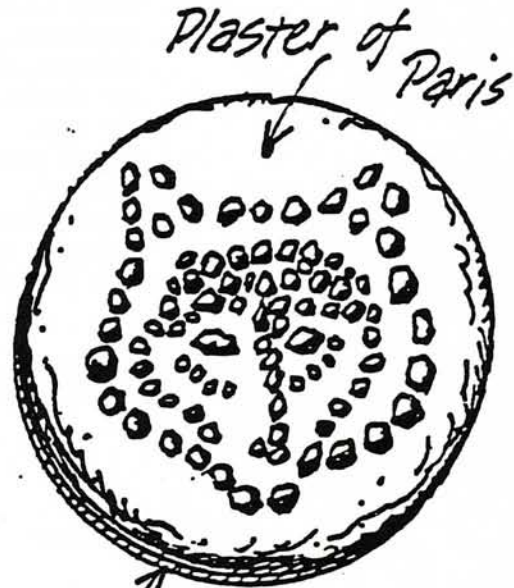
Basketball Shoot

Draw a line 20 ft. from the basketball backboard. All throwing must start behind this line. The first player throws for the basket and follows up with a short shot. If he scores with a basket the long shot counts 2 points and the short shot 1 point. Players take turns and the one making 21 first wins.

BACKYARD HOCKEY — Lay out the rink as shown with tape or chalk on grass or driveway. Hockey sticks: three-foot lengths of broomstick or sticks of similar. Puck is a tennis ball or rubber ball.

Play fathers against sons, or divide den into equal teams. All players must stay outside the rink and along their own sideline, with the goal they are defending to their right.

The game starts with the ball being dropped between the opposing centers in the middle of the rink. Players then try to hit and sweep the puck toward the opponents' goal. No player may step into the rink or swing his stick above his knees. When the puck goes out of bounds, have a face-off near that point between the two opposing players who were nearest to it.



BOATING

- OBJECTIVES:
1. Boat Safety
 2. Learn to Paddle a boat
 3. Care of boat
 4. How to make right hand turn, left hand turn (this is for the Webelos Dens only)

- PROCEDURES:
1. Boat Safety
 1. Put on Life Jacket before getting into boat
 2. Don't overload your boat.
 3. Step in center of boat when boarding or changing position, keeping low. If boat capsizes or swamps, hand on; you can kick the boat to shore or drift in, but don't leave it. Let help come to you.
 4. Watch the weather. Head for shore if it looks stormy.
 5. Avoid sharp turns
 6. Program Aid in canoe with Ring Bouy while Cubs are boating



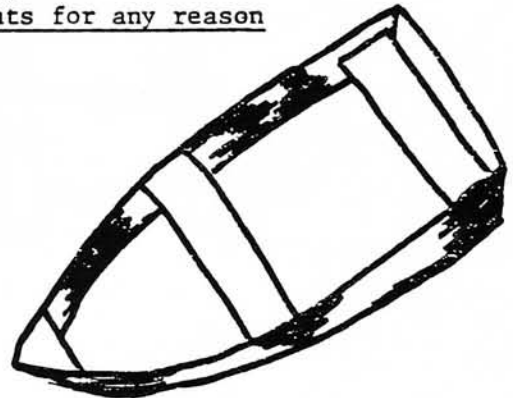
Care of boat

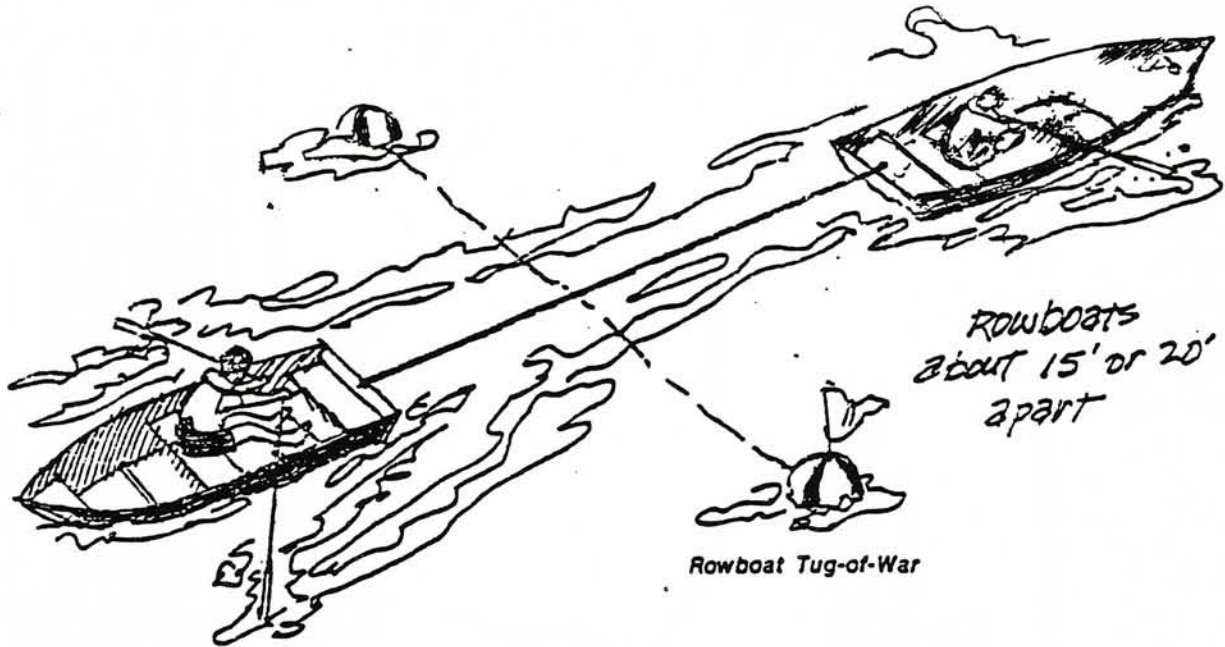
1. Show how to pull boat out of water.
2. Turn boat over on shore.
3. Show storage of oars.

MAKE SURE ALL BOYS UNDERSTAND RULES AND REGULATIONS BEFORE GETTING INTO BOATS !!!

- REGULATIONS:
1. No more than $\frac{1}{2}$ den per boat.
 2. Everyone to wear life jackets at all times.
 3. Row in designated areas only
 4. No standing up while in boats for any reason
 5. No horse play

- EQUIPMENT:
- flat bottomed boats
 - canoe paddles
 - life jackets
 - ring bouys
 - reach poles
 - canoes





Shallow-Water Games. To help nonswimmers and beginners feel at home in the water and improve their skills, you may find it helpful to play games in waist- to chest-deep water. Competition will help some boys to overcome fear. You will find a number of such games in *Cub Scout Water Fun, Games for Cub Scouts* and *Cub Scout Activities*.

TOUCH — Divide den into two equal teams and line them up in parallel lines about six feet apart. The leader calls out the name of an object that is the same distance from both teams — a ball, diving board, edge of the pool, etc. All players swim or run to touch the object and return to their places. The team returning first gets one point.

BALL TAG. Use a soft rubber ball or beach ball. "It" tries to hit another player with the ball. If he succeeds, the other player becomes "It."

UNDERWATER TAG — "It" may tag another player only when "It" is underwater, and a player is safe from being tagged if he is underwater. In other words, "It" must be under the surface to tag anyone, and his prey must have at least his head above the surface.

WATER DODGE BALL — Divide the den into two equal teams. One team forms a large circle and the other team gets inside. Using a soft rubber ball or beach ball, the circling team tries to hit the players inside. When one is hit, he is eliminated. When all are out, the teams change places. Winner is the team which stayed inside the circle for the longest time.

PING-PONG RELAY — Divide the den into two equal teams and give each a Ping-Pong ball. On signal, the first player in each team starts blowing the ball ahead of him as he swims or walks to the turning point about 15 feet away. He may not touch the ball with any part of his body. At the turning point, he returns to the starting line and the second player repeats the action. Continue until all have raced.

ROWBOAT TUG-OF-WAR — You need two rowboats, 15 to 20 feet of half-inch rope and a finish line held up by floats. Tie the rope to the stern of both boats. On signal, both boys row as hard as they can, trying to pull the other up to the line. If the boys are evenly matched, call it a draw after two or three minutes.

Ping-Pong Relay



Underwater Tag

