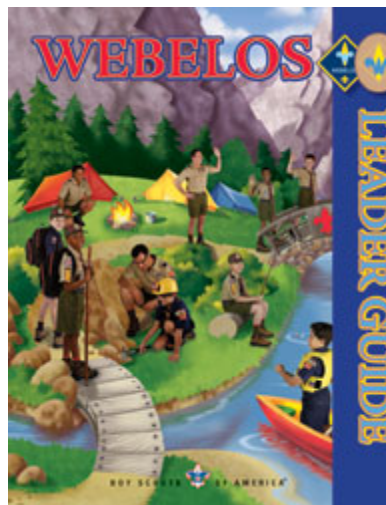


Webelos Activity Badge

Handyman



Prepared By:

Rich Smith

Cubmaster Pack 133

April 10, 2007

The information in this Activity Badge Outline has come from many sources, including the Internet, BALOO'S BUGLE, the Pow Wow books listed on MacScouter, and some items created especially for this activity by me, often following the requirements of the Webelos Scout book.

Where possible, I have tried to give credit to the source of the material. However, often the same material appears on numerous sites or in numerous sources. My name only appears on worksheets or activities that I developed. If no reference or credit appears on an item, it simply means that it is available from multiple sources or that the source is unknown. I am in no way attempting to take credit for the fine work performed by other Scouters. I have only tried to assemble the available information that I have collected over the years, and supplement it with my own work when the Webelos requirements changed or when a specific need was not met by the available resources. Other Scouters have gone before me in this endeavor, such as Barb Stephens and R. Gary Hendra, and to them I offer my thanks.

Please use this information in the spirit that it was intended – to make the job of the Webelos Leader easier by providing a format to follow with the necessary resources to fulfill the requirements of the Activity Badge, while providing the Scouts with fun and interesting activities!

Rich Smith
Cubmaster
Pack 133
Coatesville, PA



Handyman

Do these:

1. With your parent, guardian, or Webelos Den Leader, complete the Responsibility Character Connection.
 - a. **Know:** List all the tasks you can think of that are necessary in keeping a household in good shape. Name the tasks that are your responsibility. Tell what it means to be responsible for these tasks.
 - b. **Commit:** Talk about what happens when people don't do their jobs. Tell why it is important to be helpful and to be responsible. List ways that you can be more responsible on your own.
 - c. **Practice:** Choose one of the requirements and show how you are responsible by doing that task well for two weeks.

And do six of these:

2. With adult supervision, wash a car.
3. Help an adult change a tire on a car.
4. With adult supervision, replace a bulb in the taillight, turn signal, or parking light or replace a headlight on a car.
5. With adult supervision, show how to check the oil level and tire pressure on a car.
6. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the seat or handlebars.
7. Properly lubricate the chain on a bicycle.
8. Properly inflate the tires on a bicycle.
9. Change the wheels on a skateboard or pair of inline skates.
10. Replace a light bulb in a fixture or lamp.
11. With adult supervision, arrange a storage area for household cleaners and other dangerous materials where small children cannot reach them.
12. Build a sawhorse or stool to be used around your home.
13. Help take care of the lawn.
14. Arrange a storage area for hand tools or lawn and garden tools.
15. Clean and properly store hand tools or lawn and garden tools in their storage area.
16. Label hand tools or lawn and garden tools.
17. Put together a toolbox for common repairs around the house. Be sure the toolbox and tools are stored safely.

Handyman Signoff

Requirement							
Do this requirement:							
1. With your parent, guardian, or Webelos Den Leader, complete the Responsibility Character Connection .							
And do six of these requirements:							
2. With adult supervision, wash a car.							
3. With an adult, change a tire on a car.							
4. Replace a bulb or a headlight.							
5. Check the oil level and tire pressure.							
6. Repair a bicycle.							
7. Lubricate the chain on a bicycle.							
8. Inflate the tires on a bicycle.							
9. Change wheels on a skateboard.							
10. Replace a light bulb in a lamp.							
11. Arrange a storage area for cleaners.							
12. Build a sawhorse or stool.							
13. Help take care of the lawn.							
14. Arrange a storage area for tools.							
15. Clean and properly store tools.							
16. Label hand tools or garden tools.							
17. Put together a toolbox for home repairs. Store the tools safely.							

Handyman Activity Badge

1. Premeeting Activities
 - a. Handyman Word Search *(Handout)*
 - b. Bicycle Word Search *(Handout)*
 - c. Tool Man Crossword *(Handout)*
 - d. Handy at Home *(Handout)*
 - e. Traffic Matching Game *(Handout)*
 - f. Tool Identification *(Handout)*
 - g. Handyman Crossword *(Handout)*
 - h. Handyman Scavenger Hunt *(Handout)*
 - i. Car Crossword *(Handout)*
2. Introduction
 - a. Background Information
 - b. Ideas for Den Activities
3. Car Care p 302 *(Requirements 2-5)*
 - a. Wash a car *(Handout)*
 - b. Car maintenance *(Handout)*
4. Bicycle Care p 306 *(Requirements 6-8)*
 - a. Bicycle maintenance *(Handout)*
5. Skate Board Care p 309 *(Requirement 9)*
 - a. Replace the wheels on a skateboard *(Handout)*
6. Home Care p 310 *(Requirements 10-11)*
 - a. Build a light bulb changer *(Handout)*
 - b. Storage area for cleaners *(Handout)*
7. Build a Stool p 313 *(Requirement 12)*
 - a. Make a 5 board stool *(Handout)*
 - b. Make a 3 legged stool *(Handout)*
8. Lawn Care p 314 *(Requirements 13)*
 - a. Safety rules for power mowers *(Handout)*
9. Tool Care p 315 *(Requirements 15-17)*
 - a. Tool Storage *(Handout)*
 - b. Label Tools *(Handout)*
 - c. Toolbox for home repairs *(Handout)*

Rich Smith
6/11/2007

How To Use These Resources

By Rich Smith

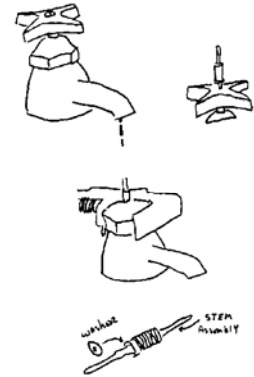
1. Review the requirements of the Handyman Activity Badge and become familiar with the requirements. They are straightforward. This is a very *hands on* activity badge, one in which there is a lot of “*doing*” to complete the requirements.
2. Start each Den Meeting with a Gathering Activity from the resource list. It will keep the boys occupied and lead into the Handyman activities.
3. Use the Handyman Tool Crossword and gather up as many of the tools shown in this puzzle as you can to demonstrate them to the boys. Then let them use as many as *safely* possible. Use all of the dads as a resource for this one!
4. Introduce the Activity Badge using the information from the Introduction to the Handyman Activity Badge resource, combined with your personal experience. The Handyman Activity Badge is designed to help teach the Webelos about home and automobile repairs and maintenance. This is a good opportunity to instill responsibility on how to care for their most expensive future purchases.
5. Break up the Den Meeting with a game from the Handyman Games resources or with another of the Gathering Activities. This will keep the boys on task.
6. Make the activities as interesting as you can. Do not “*tell*” the boys how to change a car taillight – let them all *participate*. Have them take turns unscrewing and screwing the lens, as well as removing and replacing the bulb. Build something at a Den Meeting, like the light bulb changer, a stool or a tool box. Have them all bring their bikes to a Den meeting and have them learn and then perform the maintenance for requirements 6 through 8. Deflate and have them inflate the same tire as many times as it takes to allow each boy the chance to “*do it!*” Remember; put the “*hands*” in *Handyman!* This is one activity badge where the boys can really feel as though they have accomplished something new!
7. Use a Handyman related Opening or Closing from this packet at each Den Meeting while working on this badge.
8. If possible, take a Den trip to a bicycle shop to learn about bike maintenance, and an auto repair shop, auto dealership, or a local tire store to learn about car maintenance. Make sure the parents are involved, and *plan ahead*.
9. Finish off the month by learning a song or a skit with a Handyman theme for the Pack Meeting. Choose from the resources contained at the back of this packet or find one from your other resources that better suits your needs or interests.

Introduction to the Handyman Activity Badge

Modified from BALOO's BUGLE April 2005

Circle Ten Council

Handyman allows the Scout to learn new skills and gain self-reliance and confidence in helping with activities around the house. This is one of the easiest and most flexible activities in the Webelos program. There are sixteen requirements from which the Den can choose a minimum of six, and these can be selected on the basis of aptitude and availability. These activities can be worked for the month allocated in the Webelos calendar, or it can be done in fewer meetings, if the Den Meetings are prepared and organized. Some of the requirements can be used for Den Meeting fillers, if you exhaust a topic early or some of the resources you need for another activity are unavailable.



When preparing to do Handyman, review the requirements and assess what activities you are the most comfortable with or what would be of most interest. Review them with the Assistant Den Leader or Den Chief and determine which activities should be tackled and what should be rehearsed. For several activities, it may be best to divide the Den into groups and work on separate requirements simultaneously. For example, while you're working on bike air pressure with three Scouts, the Den Chief may be covering lawn mower safety with three others – make sure the Den Chief is familiar with lawn mower used beforehand. Get additional help from the other Den parents if needed and available.

Although Handyman is an easy topic, the Den Leader should handle it with care and thoroughness. There are also some safety and environmental issues inherent to several of the requirements, such as using tools and checking fluids in a car.

Look over the resources you will use on the requirements. If you have two cars available, pick the one with the most accessible oil dipstick or tail light assembly. The value of the requirements is having the boys do the intended exercise, not overcoming unnecessary obstacles, which they wouldn't encounter at home.

Plan on doing more than the minimum number of requirements. The added exposure adds value, and if a Scout is shaky doing one activity, he'll have an opportunity to do other activities more confidently and feel better about earning Handyman.

Some Suggested Den Activities

From Baloos' Bugle April 2005

- Visit an auto repair shop, auto dealership, or your local tire store. Make arrangements ahead of time so you can visit when the shop may not be so busy.
- Have a carpenter, electrician, plumber, or a bicycle mechanic visit a Den Meeting and talk about their job.
- Arrange for a local mechanic to visit your Den or visit his garage. Have him explain the use of different types of equipment (jack, torque wrench, etc.). Perhaps he can show your Den the safe way to change a tire, light bulb and to check the oil and transmission fluid.
- Have a car wash day. All the adults can come and have their car washed, and afterwards everyone can have snacks.
- Have a family car inspection. Check the oil level and tire pressure of parent's cars.
- Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
- Have a clinic on the care and repair of bicycles. Set it up like a shop and have each boy bring his bike and do repairs, etc. Enlist the help of several parents. Be sure to have some lubricants such as WD-40 on hand, a tube repair kit and plenty of rags.
- Organize a bicycle rodeo for your Pack or Den.
- Visit a lumber yard, the local home center or hardware store. At a hardware store, visit the repair shop, and acquaint the Scouts with a few specific and varied sections in the store, like electrical supplies and hand tools.
- Arrange a presentation at a well-equipped home workshop.
- Build a sawhorse.
- Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- Check the garage or storage shed in your house to ascertain the tools or implements and properly and safely stored.
- Have Webelos bring tools to a Den meeting and demonstrate different ways to make them.
- Hold a nail-hammering contest. See who can hammer a nail in the fewest number of strokes.
- Put on a skit or sing a song about tools or a handyman for the Pack Meeting

Handyman Word Search

By Rich Smith

Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with the Handyman Activity Badge!

Put the unused letters in the boxes to find a hidden message!

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

H I D D E N M E S S A G E

--	--	--

--	--	--	--	--

							!
--	--	--	--	--	--	--	---

BICYCLE

CHAIN

ENGINE

FLAT

HANDLEBARS

HAND TOOLS

HEADLIGHT

LAMP

LIGHT BULB

LUBRICATE

JACK

OIL LEVEL

REPAIR

RESPONSIBILITY

SAWHORSE

SKATEBOARD

STOOL

TAILLIGHT

TIRE

TOOLBOX

TURNSIGNAL

WHEELS

Handyman Word Search

By Rich Smith

Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

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

H I D D E N M E S S A G E

U S E T O O L S S A F E L Y !

BICYCLE

CHAIN

ENGINE

FLAT

HANDLEBARS

HAND TOOLS

HEADLIGHT

LAMP

LIGHT BULB

LUBRICATE

JACK

OIL LEVEL

REPAIR

RESPONSIBILITY

SAWHORSE

SKATEBOARD

STOOL

TAILLIGHT

TIRE

TOOLBOX

TURNSIGNAL

WHEELS

Bicycle Word Search

By Rich Smith

Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with Bicycles and Bicycle Safety!

Put the unused letters in the boxes to find a hidden message!

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

H I D D E N M E S S A G E

!

BELL

BICYCLE

BRAKES

CHAIN

CHAINGUARD

CRANK

FENDER

FRAME

GEAR

HANDLEBARS

HELMET

HORN

LIGHT

PEDAL

REFLECTOR

SAFETY

SEAT

SHIFTER

SPEEDOMETER

SPROCKET

TIRE

TRAFFIC SIGNS

VALVE STEM

WHEEL

Bicycle Word Search

By Rich Smith

Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with Bicycles and Bicycle Safety!

Put the unused letters in the boxes to find a hidden message!

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

H I D D E N M E S S A G E

A L W A Y S W E A R A H E L M E T !

BELL

BICYCLE

BRAKES

CHAIN

CHAINGUARD

CRANK

FENDER

FRAME

GEAR

HANDLEBARS

HELMET

HORN

LIGHT

PEDAL

REFLECTOR

SAFETY

SEAT

SHIFTER

SPEEDOMETER

SPROCKET

TIRE

TRAFFIC SIGNS

VALVE STEM

WHEEL

Tool Man Crossword

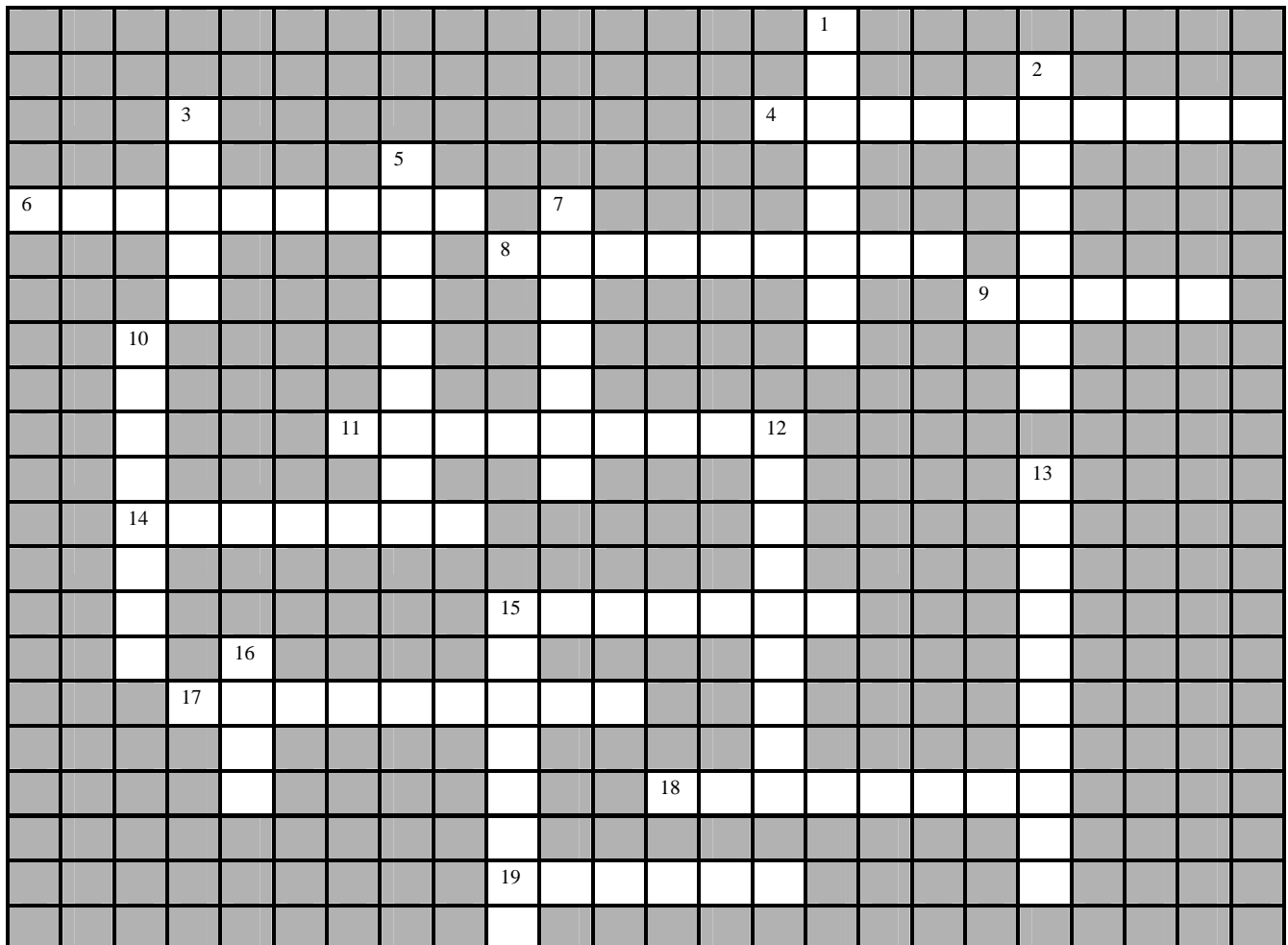
By Barb Stephens

Across

4. Bright lights on the front of a car.
6. Cleaners that are _____ are often marked with a skull.
8. When it burns out, the _____ must be replaced in a lamp.
9. The _____ bulb in a turn signal can burn out.
11. One light found on the back of a car is a _____.
14. If a bike chain becomes too loose, you _____ it.
15. An area where tools are stored is a _____ area.
17. To keep the grass cut, use a _____.
18. Keep household _____ in a safe storage area.
19. The seat on a bike or horse is called a _____.

Down

1. Air inside a tire exerts _____.
2. Use the _____ to check the oil in a car.
3. The extra tire in a car is called the _____.
5. When you put oil on your bike chain, you _____ it.
7. A two wheeled vehicle a Scout can ride is a _____.
10. A nail on the road may cause a _____.
12. You need a _____ to check tire pressure.
13. To add air to a tire, use a pump or a _____.
15. This "horse" is helpful when cutting boards.
16. On Saturday, many people _____ their car.



Handy at Home

By Barb Stephens

Place a check in front of each of the following that is covered in the Handyman activity.

- | | |
|---|---|
| <input type="checkbox"/> Wash a car | <input type="checkbox"/> Clean up your toys |
| <input type="checkbox"/> Change a tire | <input type="checkbox"/> Adjust your bike's saddle |
| <input type="checkbox"/> Do the laundry | <input type="checkbox"/> Help mow the lawn |
| <input type="checkbox"/> Replace a lamp's lightbulb | <input type="checkbox"/> Store cleaning supplies safely |
| <input type="checkbox"/> Make a sawhorse | <input type="checkbox"/> Play with your sister or brother |
| <input type="checkbox"/> Make cookies | <input type="checkbox"/> Pick apples |
| <input type="checkbox"/> Plant a garden | <input type="checkbox"/> Inflate bike tires properly |
| <input type="checkbox"/> Tighten a bike chain | <input type="checkbox"/> Check tire pressure |
| <input type="checkbox"/> Rake grass clippings | <input type="checkbox"/> Adjust bike handlebars |
| <input type="checkbox"/> Check oil level | <input type="checkbox"/> Do your homework |
| <input type="checkbox"/> Cook a meal | <input type="checkbox"/> Organize tools safely & neatly |
| <input type="checkbox"/> Lubricate a bike | <input type="checkbox"/> Replace a rear car lightbulb |
| <input type="checkbox"/> Make your bed | <input type="checkbox"/> Empty wastebaskets |
| <input type="checkbox"/> Do the dishes | <input type="checkbox"/> Hang pictures |

Handy at Home

By Barb Stephens

Place a check in front of each of the following that is covered in the Handyman activity.

- | | |
|--|--|
| <input checked="" type="checkbox"/> Wash a car | <input type="checkbox"/> Clean up your toys |
| <input checked="" type="checkbox"/> Change a tire | <input checked="" type="checkbox"/> Adjust your bike's saddle |
| <input type="checkbox"/> Do the laundry | <input checked="" type="checkbox"/> Help mow the lawn |
| <input checked="" type="checkbox"/> Replace a lamp's lightbulb | <input checked="" type="checkbox"/> Store cleaning supplies safely |
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| <input type="checkbox"/> Make cookies | <input type="checkbox"/> Pick apples |
| <input type="checkbox"/> Plant a garden | <input checked="" type="checkbox"/> Inflate bike tires properly |
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| <input checked="" type="checkbox"/> Rake grass clippings | <input checked="" type="checkbox"/> Adjust bike handlebars |
| <input checked="" type="checkbox"/> Check oil level | <input type="checkbox"/> Do your homework |
| <input type="checkbox"/> Cook a meal | <input checked="" type="checkbox"/> Organize tools safely & neatly |
| <input checked="" type="checkbox"/> Lubricate a bike | <input checked="" type="checkbox"/> Replace a rear car lightbulb |
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| <input type="checkbox"/> Do the dishes | <input type="checkbox"/> Hang pictures |

Traffic Matching Game

Santa Clara Council Pow Wow 2000

Match the words with the correct definition.

Words

1. Pedestrian _____
2. Breaking distance _____
3. Intersection _____
4. Hand signal _____
5. Littering _____
6. Traffic _____
7. Stop sign _____
8. Bicycle helmet _____
9. 8 to 10 seconds _____
10. Seat belt _____
11. Policeman _____
12. Accident _____
13. Traffic signal _____
14. Yellow light _____
15. Hazards _____
16. Tires, breaks, handlebars _____
17. Crosswalk _____
18. Left _____
19. Laws _____
20. Blind Spot _____

Definitions

- A. A place where two or more roads cross.
- B. An act in which damage, injury or death may occur.
- C. Time needed to walk across a two-lane street.
- D. A signal that alerts you to check in all directions for traffic and proceed with caution.
- E. Distance traveled from the time the brakes are applied until you stop.
- F. Items that need periodical maintenance checks.
- G. Movement of vehicles on streets, roads or highways.
- H. A person who enforces laws of the road.
- I. A designated place to cross streets.
- J. A person on foot.
- K. Places, objects or situations that could cause accidents.
- L. An electrical device that controls movement of traffic.
- M. The side of the road to be on when walking in traffic.
- N. Scattering trash in yards, streets and on the bus
- O. Regulations people live by.
- P. A sign that is red in color and has eight sides.
- Q. An area which normal field of vision fails to see.
- R. A safety device to be used by all occupants of a vehicle.
- S. Use of left arm and hand to communicate your actions to other drivers.
- T. A safety device that should be used by all bicyclists.

Traffic Matching Game

Santa Clara Council Pow Wow 2000

Match the words with the correct definition.

Words

1. Pedestrian _____
2. Breaking distance _____
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Definitions

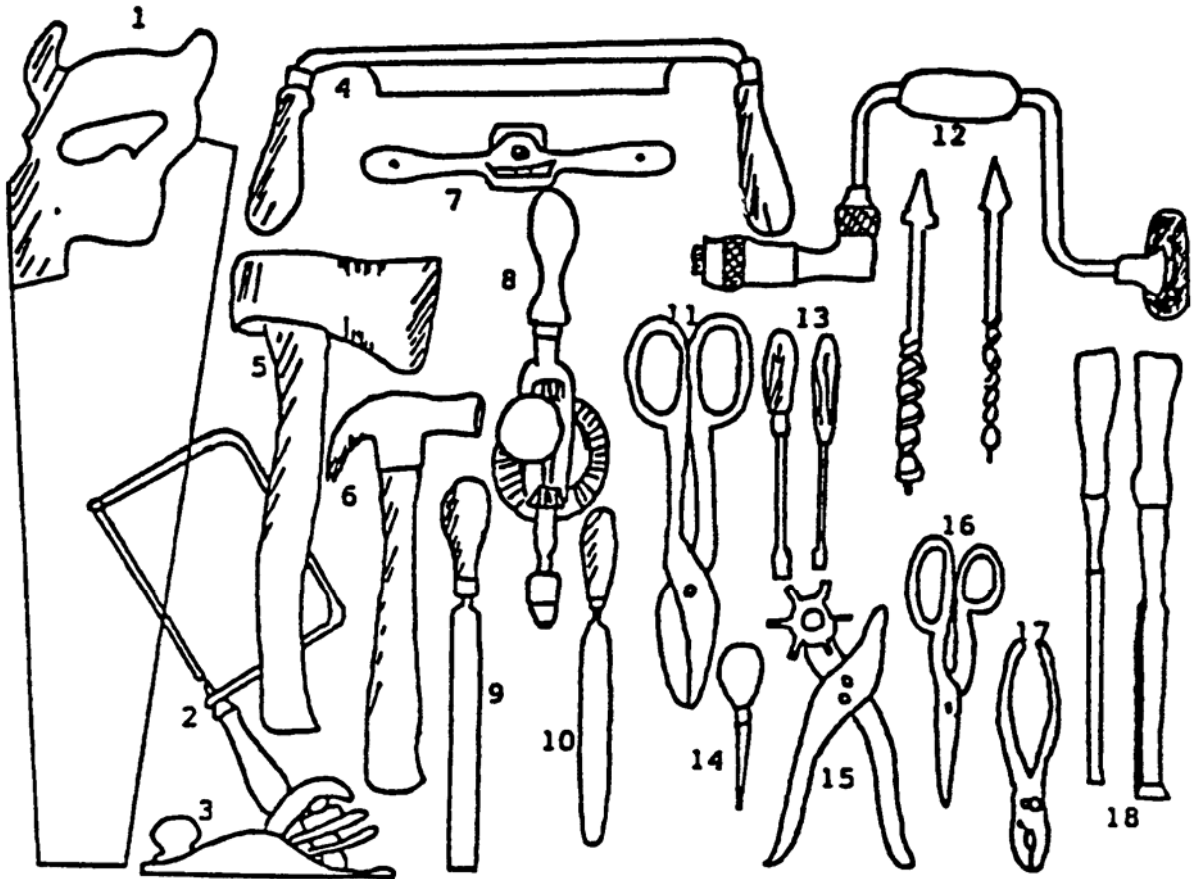
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Answer key – 1-J, 2-E, 3-A, 4-S, 5-N, 6-G, 7-P, 8-T, 9-C, 10-R, 11-H, 12-B, 13-L, 14-D, 15-K, 16-F, 17-I, 18-M, 19-O, 20-Q

Tool Identification

Santa Clara Council Pow Wow 1999

Pictured below are some of the basic tools Webelos Scouts may use when working with wood, leather or tin. See how many you can name.



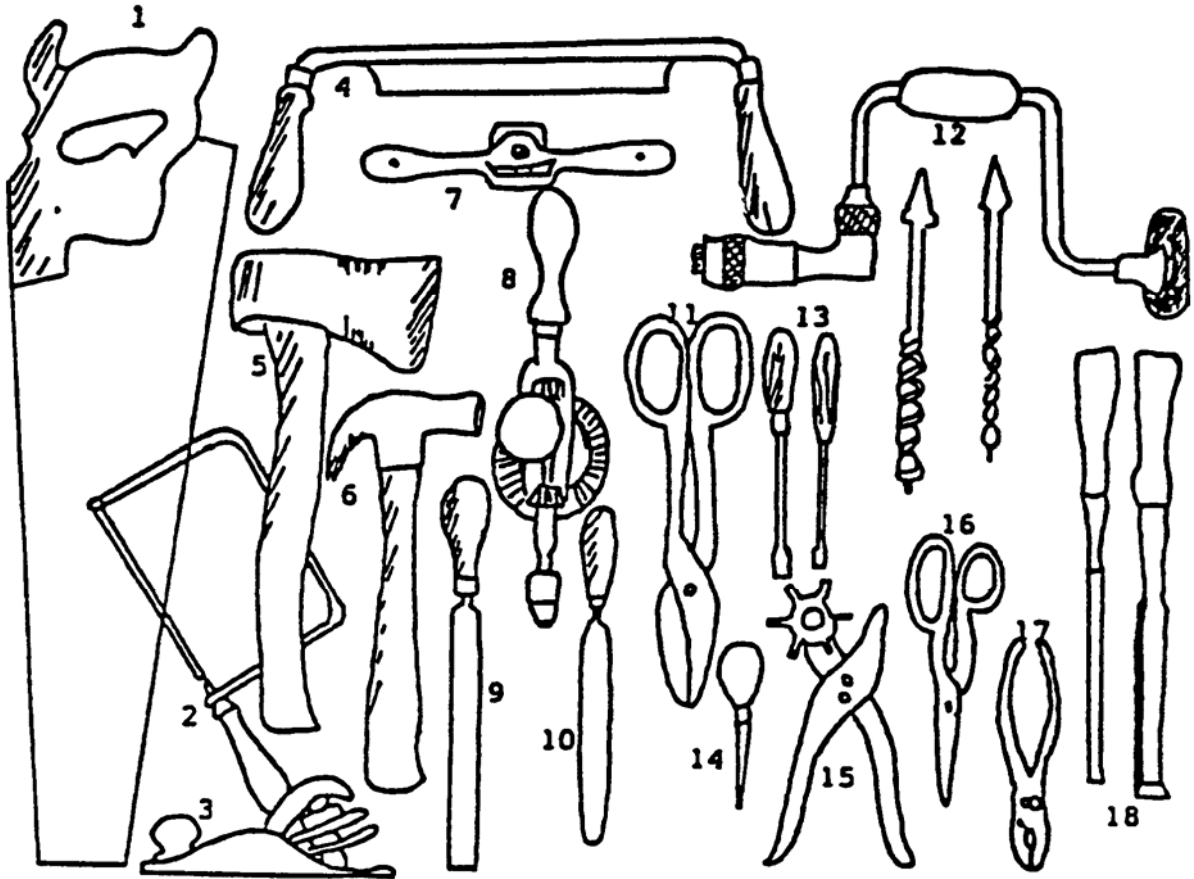
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____

Tool Identification

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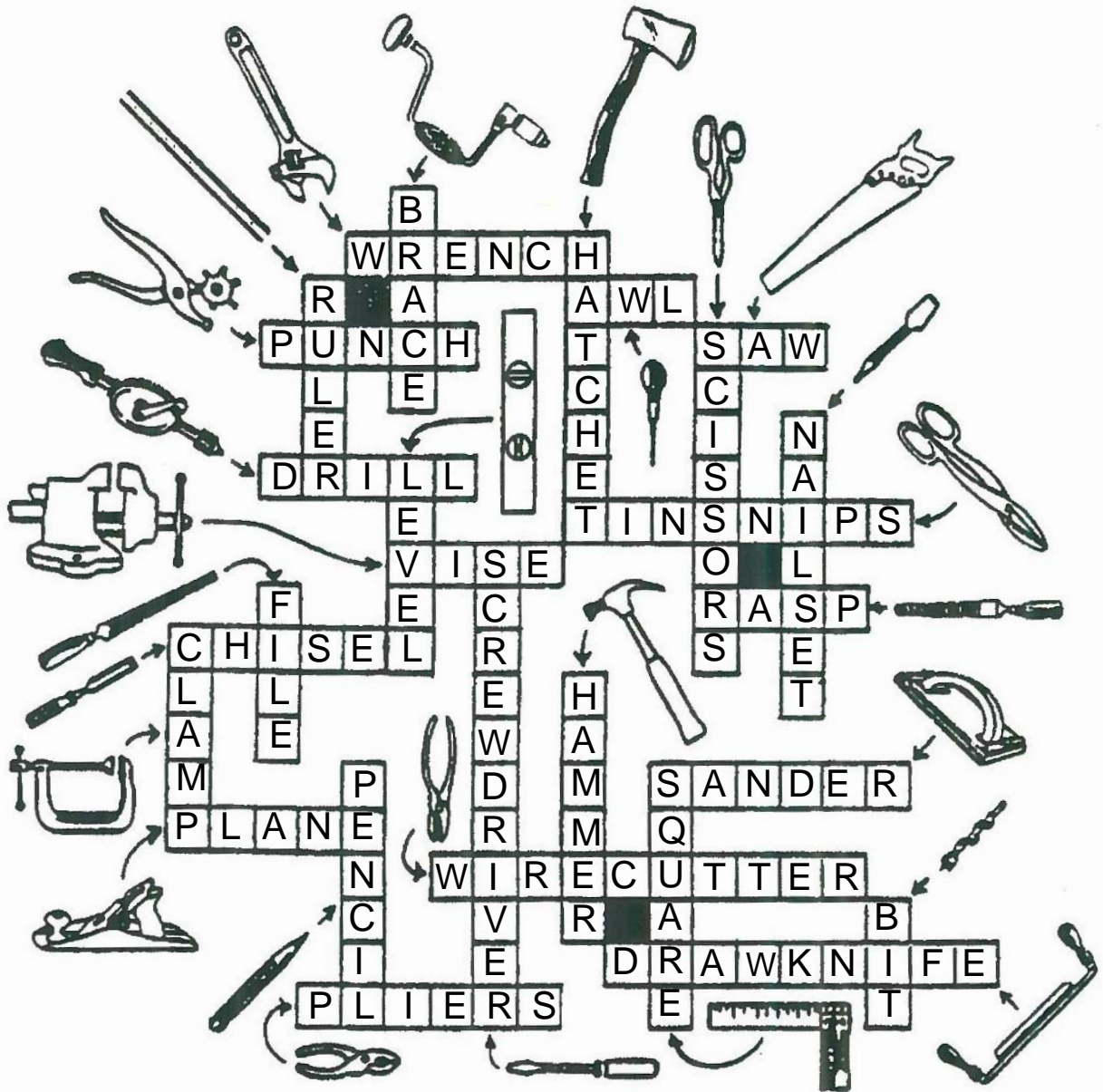
Answers

1. Saw
2. Coping Saw
3. Plane
4. Drawknife
5. Hand Ax
6. Claw Hammer
7. Spokeshave
8. Hand Drill
9. File
10. Half-round File
11. Tin Snips
12. Brace and Bits
13. Screwdrivers.
14. Awl
15. Leather Punch
16. Shears
17. Pliers (slip-point)
18. Chisels

Handyman Crossword

Circle Ten Council Pow Wow 1998

Identify the tools in the pictures and fill in the blanks.



Note: Some of these tools are no longer commonly used!

Handyman Scavenger Hunt

Santa Clara Council Pow Wow 1999

Give the boys a list like the one below. Let the boys look for the items, accompanied by either a parent or Leader so they don't hurt themselves. They do not have to actually physically gather the items listed, but rather write down the exact location of each.

Pruning shears: _____

Lawn mower: _____

Oil can: _____

Pliers: _____

Nails: _____

Air pump: _____

Window-cleaning solution: _____

Old newspapers: _____

Tire pressure gauge _____

Tire changing tool: _____

Weed eater: _____

Gasoline Can: _____

File: _____

Crescent wrench: _____

Hammer: _____

Screwdriver: _____

After the locations of these items are recorded, go over the list and see if any of the items are not stored in the proper locations. Also, check the tools for cleanliness and sharpness. Discuss the importance of both these with the boys.

Car Crossword

From Santa Clara Council Pow Wow 1998

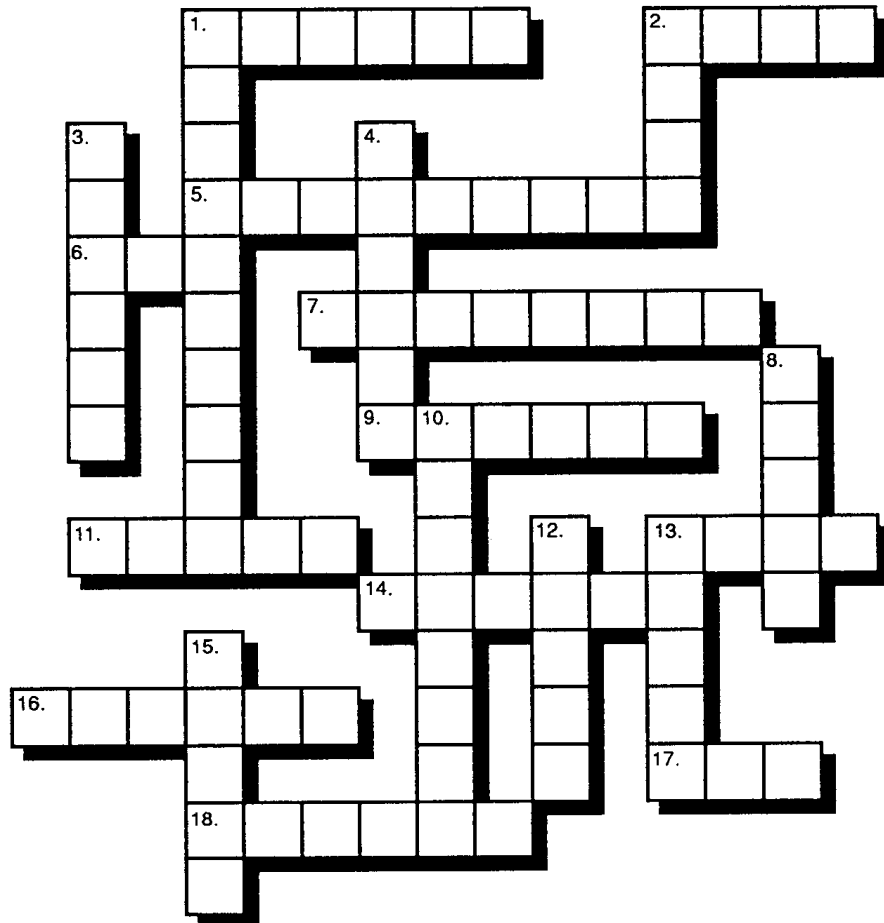
Do you know your parent's car well? All the answers to this puzzle relate to the car. Can you figure them out?

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 flat
14. This tells you who is behind you
16. The heavy rubber on the outside of these protects you in a collision
17. Without this you can't start the car
18. The machine that makes the car run

Down

1. Front window
2. Open this to check the engine
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



Handyman Activity Badge

Washing a Car

Requirement 2

With adult supervision, wash a car.

Washing a Car

From ehow.com

The key to a successful car washing is working from top to bottom and one side at a time.

Instructions

1. Choose a shady spot, preferably away from trees that are dripping sap or dropping leaves.
2. Close all doors and windows.
3. Put one capful of car soap into a bucket and fill it 3/4 of the way with warm water. Set the bucket aside.
4. Hose any excess dirt off the car, beginning at the roof and working down to the tires.
5. Lather a sponge or terry cloth rag in the bucket of soapy water and sponge the roof of the car. Spray off excess soap when the entire roof has been cleaned.
6. Repeat for all four sides of the car, washing one full side including windows, fenders and tires and rinsing completely before going to the next side.
7. Give the car one final rinse with the hose to get rid of any water spots when all four sides have been washed and rinsed.
8. Take a chamois leather ("shammy" leather) or towel and dry the car thoroughly by setting the towel flat against the surface of the car and dragging it along the surface to pick up any water spots. Start at the roof and work your way down to the tires.
9. Wash the windows with a rag soaked in plain water and dry them with a dry rag, or use window cleaner and pieces of balled-up newspaper on both the inside and the outside of the windows.
10. Give any metal or chrome an extra rubdown to get rid of water spots.
11. Clean the interior if you have time.

Tips & Warnings

1. Wear old clothes for this task.
2. Soap dries fast. Wash one side at a time to keep the soap from drying on your car's paint.
3. Wet and wring out your chamois leather before you dry; it will absorb water better.

Handyman Activity Badge

Car Maintenance

Requirements 3, 4 and 5

Change a tire, replace a bulb, check the oil level and tire pressure in a car.

Car Maintenance

From BALOO's BUGLE April 2005 and Santa Clara Council Pow Wow 2000

Activities

- Change a tire
- Replace a light bulb
- Check the oil level and tire pressure
- Show where and how to add oil to an engine
- Show where and how to add air to a tire

Equipment Needed

- Car
- Owners Manual
- Spare tire, jack
- Wheel blocks
- Tire wrench
- Rubber mallet
- 2 spare tail light or turn signal bulbs
- Tire pressure gauge
- Rags or paper towels
- Oil spout
- Tire pump

Handyman Activity Badge

Bicycle Maintenance

Requirements 6, 7 and 8

Repair a bicycle, lubricate the chain, and inflate the tires on a bicycle.

Bicycle Maintenance

From BALOO's BUGLE April 2005 and Santa Clara Council Pow Wow 2000

Purpose

1. To familiarize Scouts with basic bicycle maintenance and adjustments.
2. To acquaint the scouts with the pride and satisfaction associated with being able to personally take care of one's property
3. To build the can-do spirit.

Activities

- Tighten chain
- Adjust saddle and handle bars
- Lubricate chain crank
- Check tire pressure
- Inflate tire (empty first)
- Determine proper tire pressure

Equipment

- 2 bicycles
- 2 box wrenches
- Rags or paper towels
- Oil can
- Tire gauge
- Hand tire pump

Every Saturday

- Give it the air!
- Pump tires to the recommended pressure: balloon 22 to 35 lbs.; lightweight 50 lbs.; single tubes 40 lbs.

Every Memorial Day and Labor Day

- Is your chain a daisy? It won't be unless you dunk it in oil, let it drain overnight, blot and apply graphite. Skip the dunk, if you are lazy, and squirt oil on the chain without taking it off the sprockets. If it crackles and squeaks, oil it more often than twice a year. A good chain should be seen, not heard. Clean and re-grease the crank bearings.
- Don't be a poor pedaler! Squirt oil into the inner ends of the pedals. Spin them now and then.

Handyman Activity Badge

Bicycle Maintenance

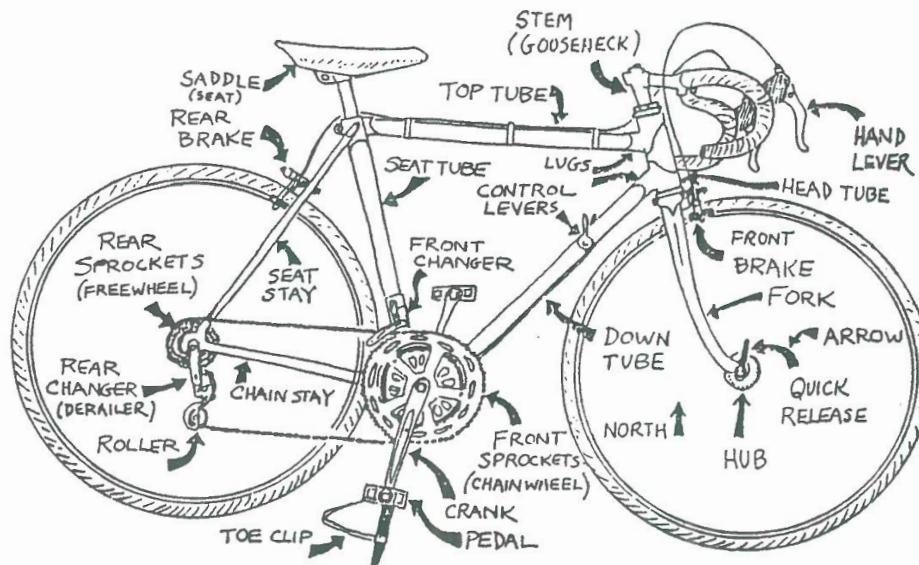
Requirements 6, 7 and 8

Repair a bicycle, lubricate the chain, and inflate the tires on a bicycle.

Bicycle Maintenance

Circle Ten Council Pow Wow 1998

Parts of a Typical Ten Speed Bicycle



Maintaining a bicycle is as important as maintaining a car. It will not only help it last longer, but it will be safer if it checked and oiled regularly. Clean the bike every month. Wash it with warm soapy water, particularly the painted parts. After removing the grime, rinse the frame with clean water and wipe it dry. A bike requires very few special tools. A simple kit can be maintained in a saddlebag, and should include:

- Wrenches to tighten nuts
- A spoon handle for a tire lever (for a flat tire)
- Flat repair kit
- Spare valve for tires
- Spare cotter pin for pedal arms
- Spare nuts and washers
- Tire pump

Optional Items

- Tube rubber cement
- 3 in 1 oil
- Pliers
- Screwdrivers
- Repair guide
- 100 grit sandpaper

Handyman Activity Badge

Bicycle Maintenance

Requirements 6, 7 and 8

Repair a bicycle, lubricate the chain, and inflate the tires on a bicycle.

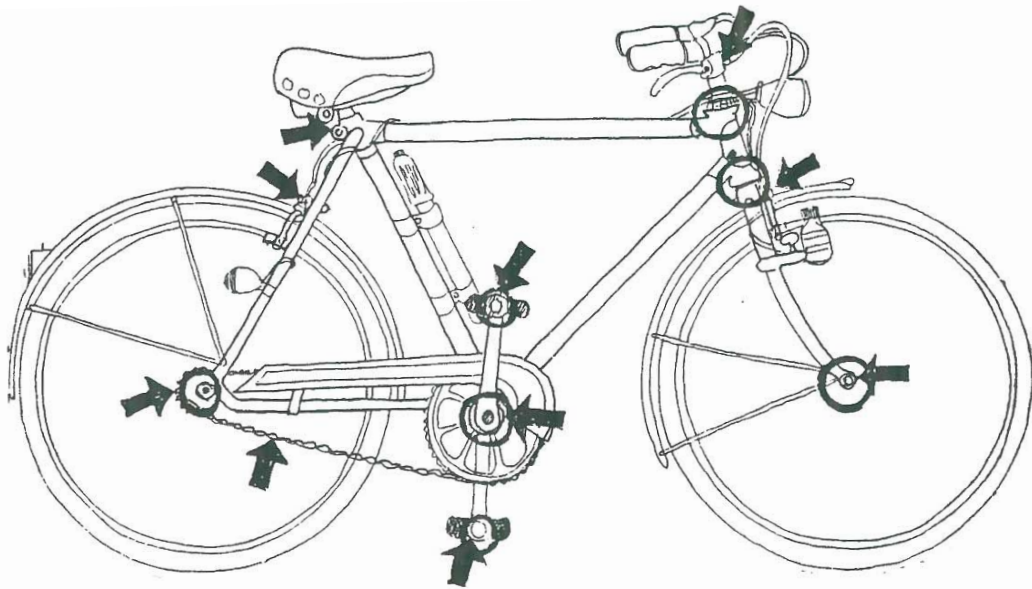
Bicycle Maintenance

Circle Ten Council Pow Wow 1998

A light cover of oil on the chrome parts will keep them from rusting. Don't get oil on the wheel where the brakes grip, because oil will destroy the rubber. The bike will also need oil where metal rubs against metal. Light machine oil or bicycle oil will work well. Oiling once a month is enough. Other parts (especially bearings) will need greased once a year.

The arrows indicate parts that need to be oiled every month.

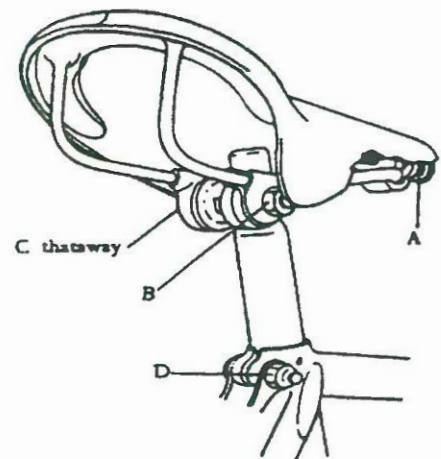
The circles indicate parts that should be greased once a year.



Adjustments

Springiness in the narrow racing saddle should be kept to a comfortable minimum as it adversely affects pedaling power. If yours is too tight or too loose, adjust it by turning Nut A. To remove the saddle from the seat post or to adjust its position backwards, forward, or to tilt it, loosen Nuts B and C.

To raise or lower the saddle, loosen the binder Bolt D. Be sure to use a wrench which fits the nut exactly, because the wrong size can damage the nut.



Handyman Activity Badge

Skateboard Wheels

Requirement 9

Change the wheels on a skateboard or pair of inline skates.

Changing Skateboard Wheels

From ehow.com

Instructions

1. Gather everything you will need in one area. It's best to do all this in a place where it's OK to get things dirty.
2. Get your skateboard and lay it graphics-side-down on a flat surface.
3. Have your new trucks, wheels and bearings handy.
4. Remove the bolts from the old trucks of the skateboard and set them aside.
5. Remove the bolts from the ends of the new trucks and put one bearing in place on the axle.
6. Put one wheel on top of the bearing and push down on it (or hit it with a screwdriver) until the bearing is as far into the wheel as you can get it.
7. Repeat this process for all the bearings and wheels.
8. Slide all the wheels in place on the axles of the trucks.
9. Put the bolts back on the axles and tighten them with your wrench until the bolts aren't turning very easily. Then loosen the bolts one-half turn so the wheels will spin.
10. Get the board, the nuts and bolts, the trucks with their wheels, and your mounting hardware tools. Pop the bolts through the holes in the top of the board, and place the trucks over the risers with the big kingpin bolt of the truck facing the middle of the board. *If you get this backward, the board will turn wrong and you will be very frustrated.*
11. Put the nuts on the end of the bolts and tighten them until the top of the bolts are flush with the top of the deck.

Tips & Warnings

- Skateboard parts you will need: skateboard, trucks, bolts, nuts, wheels, and bearings.
- Tools you'll need: Phillips head screwdriver or Allen wrench (depending on type of bolts), and crescent or 3/8-inch socket wrench for bolts.

Handyman Activity Badge

Light Bulb Changer

Requirement 10

Replace a light bulb in a fixture or lamp.

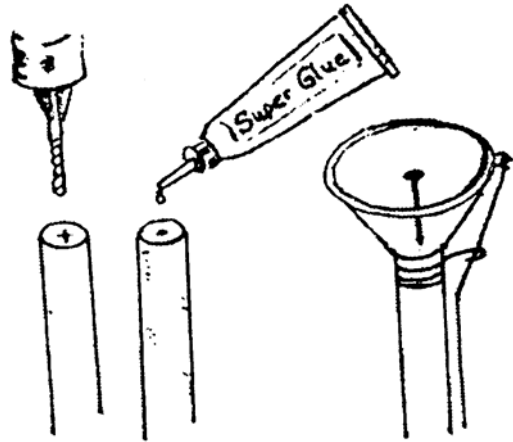
Build a Light Bulb Changer

From BALOO's BUGLE April 2005 and Santa Clara Council Pow Wow 2000

This tool is easy to make and is very useful for mom and dad when changing those troublesome recessed light bulbs. This project can also be used for a Craftsman activity.

Materials

- 1 – 3/8" x 4' wooden dowel
- 1 – Medium sized suction cup
- 1 – 3D box of nails
- 1 piece of string 5" long
- Super glue – one tube will complete
20 to 30 projects
- Hammer
- Drill with a 1/16" drill bit



Building the light bulb changer

1. Drill a hole 1/2" deep in the center of one end of the dowel rod. This will prevent the nail from splitting the rod.
2. Place two small drops of super glue (jelled works best) on the drilled end of the dowel rod.
3. Place the small flat end of the suction cup on the glued dowel.
4. Locate the center of the suction cup and align it with the drilled hole, hammer in the box nail.
5. Punch a small hole in the ear of the suction cup and attach the string. This string, when pulled, will release the suction.

Using the light bulb changer

Push suction cup on the center of the recessed light bulb (do not wet suction cup) and turn dowel rod counter clockwise. Remove the light bulb from the socket.

Release the suction and dispose of burned out light bulb in a safe manner.

Push the suction cup on the new light bulb and screw the bulb into the socket clockwise.

Pull the string to release the suction.

Handyman Activity Badge

Household Cleaners

Requirement 11

Arrange a storage area for household cleaners and other dangerous materials.

Household Cleaner Storage

From BALOO's BUGLE April 2005 and Santa Clara Council Pow Wow 2000

Cover the need to have a house cleaner's storage area. Show the Den how yours is set up, and what it contains.

Put together a list of the kinds of toxic cleaners and solvents typically found in a house which require safe storage, such as brass cleaner, bleach, paint thinner, etc.

You may be able to provide your Den with poison warning labels through your local safety department. The Den could use the labels while they work on storage areas at their own homes.

Home Safety Checklist

Southern NJ Council

From BALOO's BUGLE April 2005

Send home a checklist with the boys so they can perform a safety audit of their homes.

Have them determine where their household cleaners and other hazardous materials are stored, and where tools are kept.

Are these safe? Are there better or safer places these could be stored?

Let the boys discuss these items with you and arrive at their own conclusions.

Let them come back the next week and tell you what improvements they made to correct any problems they found.

Handyman Activity Badge

Build a Stool

Requirement 12

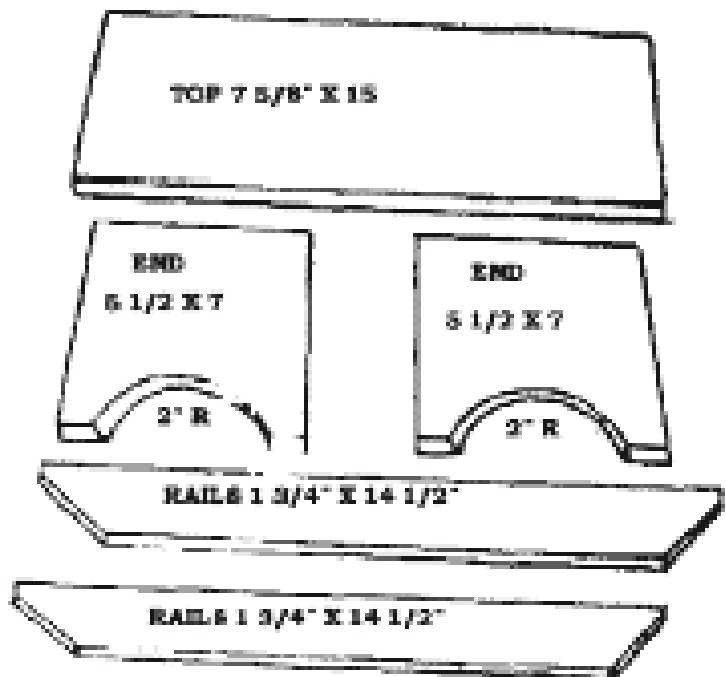
Build a sawhorse or stool to be used around your home.

Make A Five-Board Stool

From BALOO's BUGLE April 2005

Materials:

- 5 boards
- Cut the top piece from a 1" x 8", (which is actually 3/4" thick and 7- 5/8" wide).
- Cut the two ends from a 1" X 6" board.
- Cut the rails are from two inch stock.
- Jigsaw or coping saw and a cross-cut saw
- Wood file, sandpaper
- A drafter's compass, pencil, a combination square, and a drill
- 2" Finishing nails, white glue, and stain or paint.



Instructions:

Cut pieces using a cross-cut saw for the straight cuts, and a coping saw or jigsaw for the curves in the ends. Lay out the curved lines with a compass and lay out the beveled ends on the rails with a combination square and pencil. Use the square for marking the lines for cutting the pieces to length as well. Be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Sandpaper all surfaces to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill 1/8" holes through the rails. Then drive the nails just through the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails.

Use a nail set to drive the heads of the nails slightly below the surface of the wood.

Give your stool a final sanding and apply a coat of stain or paint.

Handyman Activity Badge

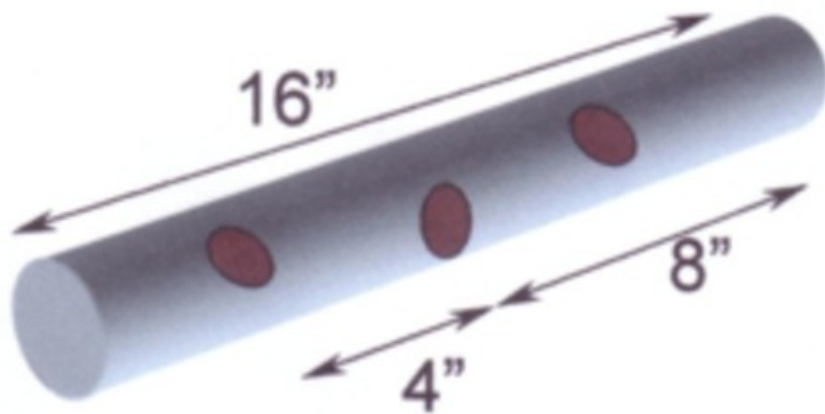
Build a Stool

Requirement 12

Build a sawhorse or stool to be used around your home.

Make A Simple Three-Legged Stool

From BALOO's BUGLE April 2006



Simple Three-Legged Stool

Three-legged stools have the ability to stand without wobbling regardless of how unevenly the legs are cut.

For this project, with permission, obtain a 4" diameter oak limb. Perhaps the ranger at your Scout camp has some limbs from forestry work being done at camp or a neighbor has had some tree work done.

Saw it to 16" lengths.

Strip the bark and branches.

Buy a four foot length of 1" diameter doweling or a similar rounded piece of wood like a broomstick, and cut this stick into three 16" sections.

With a drill bit the same diameter as the sticks, drill a 2"-deep hole in the exact middle of the side of the limb (be sure to drill toward the center of the limb).

Now turn the limb a quarter turn, and drill two more holes, each 4 inches on either side of the middle of the limb.

Coat each hole with wood glue and hammer the three sticks into the holes. Stand the stool on its new legs and let the glue dry.

Handyman Activity Badge

Lawn Care

Requirement 13

Help take care of the lawn.

The How of Power Mowers

From BALOO's BUGLE April 2005

12 safety rules for users of power lawn mowers.

1. Always disconnect the sparkplug wire before working on the underside of the motor or when refueling.
2. Remove sticks, stones, wires or other debris from the mowing area before starting to mow.
3. Never refuel indoors or when the motor is running or hot.
4. Mow only when the grass is dry. Never use a power mower barefoot. Wear heavy shoes. Thousands of toes are amputated or mangled every year when feet slip under blades.
5. Keep children out of your mowing area. Never let anyone get in line with the grass-throwing side of the mower while it's running.
6. Never leave motor running when mower is unattended.
7. Practice so you can disengage the clutch or stop motor quickly in case of an emergency.
8. Never allow youngsters or inexperienced people operate the mower.
9. On hills and banks cut grass sideways, not up and down.
10. Stand firm behind the machine. Don't pull it backwards towards you or run with it.
11. Don't use an electric power mower in the rain. Be sure its frame is grounded through the cord.
12. Have your mower inspected and serviced by an experienced serviceman yearly.



Handyman Activity Badge

Tool Care

Requirement 15

Clean and properly store hand tools or lawn and garden tools in their storage areas.

Cleaning and Storing Tools

From BALOO's BUGLE May 2005

1. Clean off excess dirt.
2. Wash and dry the tool.
3. Clean any rust spots with steel wool.
4. Sharpen all tools (including shovels) with a cutting edge.
5. Rub oil into wooden handles.
6. Lubricate metal surfaces.

Garden Tool First Aid

From Santa Clara Council Pow Wow 2007

Garden tools stow quickly and stay dry in a pail filled with sand. Mix sand with a little oil to keep the tools from rusting and to keep their edges sharp. If garden tools have rusted, clean them with a cork dipped in scouring cleaner.

Handyman Activity Badge

Label Tools

Requirement 16

Label hand tools or lawn and garden tools.

Mark Those Tools

From BALOO's BUGLE April 2005

Encourage your Webelos Scouts to avoid a similar problem by marking family lawn and garden equipment.

Try one of these techniques:

- Use enamel paint and a brush or a cotton tipped swab to letter the family's name on a place on the handle that won't see much wear.
- Wrap some colored electrician's tape around the handle in some distinctive manner.
- If you have a wood burning tool, use it to burn the family's name into a wooden handle.
- Use a ten-penny nail or a metal engraving tool to scribe the owners name into the metal.

Handyman Activity Badge

Tool Box

Requirement 17

Put together a toolbox for common repairs around the house.

Portable Tool Box

From BALOO's BUGLE April 2005

This is a handy device for transporting tools wherever and whenever you need them. It can also take the place of a permanent cabinet when available storage space is limited.

A tool cabinet is more desirable than a tool box when you have the space; its weight is not a matter of consideration.

Be sure the toolbox and tools are stored safely.

Protect Your Tools

From BALOO's BUGLE April 2005

It cannot be said too often that tools are no better than the condition in which they are kept. Assuming you have invested your hard-earned money in a collection of top quality tools, it is only good judgment to protect your investment by adequately and safely storing your tools. In this way you not only insure the life of the tools, but also when you need one, you will know exactly where it is.

From Santa Clara Council Pow Wow 2007

Tool Caddy

A neat carrier for garden tools is an old golf bag. It's got pockets for tools, even a place to hang a towel, and you can whisk it along on its built-in wheels. Just roll it in the garage until you need it again.

Storage Box

Paint a design on a discarded mailbox. Use it to store barbecue supplies, paper cups, and plastic utensils

Handyman Games

From BALOO's BUGLE April 2005

Tire Inflation Game

Divide the Den into two teams. Have a bicycle for each team. Each boy pumps up empty tire until he thinks it's full as judged by his feeling the hardness of the tire. The leader checks with the tire gauge to the agreed upon full tire pressure. The team with the average pressure closest to the correct full pressure wins. You think it is too easy? Add a time factor like maximum of one minute per Scout.

Tool Box Sort Out

Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc., to be sorted. The first boy to sort by size in the proper places in the "tool box" wins.

Nail Driving Contest

Give each boy a hammer and five nails. On the word "go", they are nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner.

Board Sawing Contest

This is the same as the nail driving contest. Give each boy a small hand saw and a 2" x 4" board. On the word "go", each boy is to saw his board in half.

Name The Tools

Cut different silhouettes of tools from construction paper, such as a hammer, plane, brace, bit, wrench, screwdriver, etc. Glue these on lightweight cardboard, and use as flashcards.

Nail Game

Players work in pairs for this game. Items needed: Hammers, boards, nails. Provide each team with a nail, board, and hammer. First Cub drives nail into board. Second Cub tries to pull it out with the hammer. First team to do this wins.

Measuring Worm

Each Cub is measured from shoulder to feet. He assumes a push-up position with elbows and knees straight. He then inches his feet as close to his hands as possible, keeping knees straight. The original position is left by inching forward with his hands, thus finding out the distance from one point to another, depending on how many times he has moved forward. The Cub with the closest measurement is the winner.

Twenty Questions

Each Den has five minutes to write down twenty things that it takes to build a house. Not what is in a house after it is built, but what it takes to build it. The Den that gets 20 things written down first is the winner.

Handyman Games

Santa Clara Council Pow Wow 2001

Hide And Seek

Pretend you are a tiny speck and that you are hiding in the car. The others ask questions like,

- “Are you inside the car?”
- “Are you on the hood?”
- “Are you under the seat?”

You answer yes or no. The person who guesses your hiding place can be the next one to pretend to hide. Encourage boys to use correct name for the parts.

Variation: Play this game pretending you are hiding somewhere on a bicycle.

From BALOO’s BUGLE April 2006

Handyman Kim’s Game

Divide the patrol into two teams. Have two laundry bags of household items at the front of the teams. Place an empty grocery sack at the end.

Begin by having the first boy pull out one item and pass it on. When the item is deposited into the grocery sack, the end boy yells, “Next.”

Continue until all items are passed. Let the boys think that the object of the game is to be the first to empty their laundry bag and fill the grocery sack.

Take the bags away and give each boy a piece of paper. They have two minutes to write down what objects they remember passing.

Nail Hammering Contest

Divide into teams, each with a similar log, and hand each boy a nail.

As a relay, the first team to complete hammering their nails into their log wins.

From Santa Clara Council Pow Wow 1998

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.

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.

Handyman Games

From BALOO's BUGLE February 2006

Nail Driving Contest I

Baltimore Area Council

Object: To be the first team to drive nail into wood.

Materials: Scrap wood and 10-penny nails.
A hammer for each team.

1. Divide the Den into teams.
2. In front of each boy place a hammer and a piece of scrap wood with a 10-penny nail already started a half-inch into it.
3. Boys take turns hammering the nail until the head is flush with the wood.
4. This is not a speed contest. Fewest strokes wins.
5. If the nail is bent, start over with a new one.

Nail Driving Contest II

Alapaha Council

1. Divide the den into two teams.
2. Line up the teams for a relay race about 10 feet from the driving area.
3. Provide each team with a piece of two by four about 1 foot long, a hammer, and nails shorter than the thickness of the wood.
4. Each boy runs to the board, drives 2 nails, runs back, and gives the hammer to the next player. The team driving the most straight nails (not the fastest) wins.

Variation: Have boys switch hands.

Sawing Contest

Baltimore Area Council

Object: To be the first team to cut a 2x4 in half.

Materials: A 24-inch length of pine 2x4.
A handsaw for each team.

1. Divide the Den into two teams.
2. Give each team a handsaw and the 2x4.
3. In turn, each boy takes one stroke with the saw until the wood is cut through.
4. This is not for speed.

Handyman Games

From BALOO's BUGLE February 2006

Bricklayer's Relay

Greater St. Louis Area Council

Equipment: Per team: 1 hard hat; 1 dustpan; 1 flag; 3 or more 'bricks' - stones, pieces of Styrofoam, or blocks of wood.

Directions:

1. Divide the group into teams.
2. Have them stand in parallel straight lines at one end of the playing area.
3. The Leader shouts 'BUILD'.
4. The first member of each team dons the hard hat,
5. Places a brick in the dustpan and
6. Runs down to the other end of the playing area.
7. He places the brick on the ground and runs back to the starting line.
8. Each team member in turn, races down to build up the wall.
9. The race continues until all the bricks on each team are used up.

Long, Short, or Round

Baltimore Area Council

Object: To run the relay keeping track of the location of three objects.

Materials: Each team requires two containers.
A long common tool, e.g. a wooden mallet;
a short common tool, e.g. a stubby screwdriver,
and a round object, e.g. a small disk of wood.

This is a good game to sharpen alertness if the Leader keeps it moving fast.

1. The teams sit down in a single file line with feet extended.
2. They count off so that each Cub in the den has a number.
3. At the start, the container with the objects is at the front and the empty container is at the back of the team line.
4. The Leader signals with his arms long or short or round,
5. Then calls out a number.
6. Scouts with that number race to their can, pick out the object, take it to the other container, and put it in the other container, and return to their places.
7. The first Cub Scout back in place wins a point for his team.
8. Keeping track of the location of the objects soon becomes a mental challenge.
9. If a Cub heads for the incorrect container, he is bound to lose the point.

Handyman Skits

Dad's Workbench

Circle Ten Council Pow Wow 1998

- Cast:** 4 boys representing tools (hammer, saw, file, and screw driver)
- Narrator Dad
Mother Cub Scout
- Narrator:** As our scene opens, we find Dad looking for his hammer.
- Dad:** Has anyone seen my hammer?
- Mother:** No dear, did you look on your bench?
- Dad:** It's not there. No one ever puts anything back where it belongs!
- Hammer:** No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me.
- Dad:** Now where in the world is my saw?
- Mother:** Look on your bench. It should be there.
- Dad:** It isn't there. No one puts my tools back.
- Saw:** Here we go again. I'm lost because he didn't clean me and put me back again after I was used on the garage roof to spread the tar because I was bigger than the putty knife!
- Dad:** Good grief! Now where is my file?
- File:** He has forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll be sure to find me when I get caught in the lawn mower the next time he mows the grass!
- Dad:** I can't find my screw driver now. I just had it a little while ago. Did you borrow it, son?
- Cub:** Yes Dad, but I gave it back to you.
- Screwdriver:** Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong?

From BALOO's BUGLE May 2007

Jed and Ted

Jed and Ted decided to explore the countryside on a two-seater bike. They came to a hill. The going was hard. At last they got to the top.

With short breath and a perspiring face, Jed said, "That was a tough hill, but we finally made it!" "Yes," said Ted. "Luckily, I had my hand on the brake. Otherwise, we would have rolled all the way down!"

Handyman Skits

From BALOO's BUGLE May 2007

The Bicycle Shop

Trapper Trails

Grey Area Alert

If you do these – make sure your “volunteer” is in on the gag and knows what is up. Also, make it obvious that the “volunteer” is a plant.

The scene begins with three players on their hands and knees, in a row, as bicycles.

Shop Owner: Well, there we are, three brand new bicycles all set up for sale.

Customer: (*Entering*) Hi. I'd like to buy a bicycle.

Shop Owner: Sure thing. Why don't you try them on for size ? (*Customer sits on the first bike and it falls down. The second is too big, while the third is too small.*)

Customer: I sure like the first one, let me try it again.

Shop Owner: Why not ? (*Setting up bike again*) There you are, it's all set up again. (*Customer sits on it, and again it falls down.*)

Customer: I don't know. I really like this one but it keeps falling down. I'm afraid it's not made well enough.

Shop Owner: Our bicycles are all very well made. It was just assembled this morning, and it may need a little adjustment. Let me get some help.

(*A volunteer is chosen from the audience, who is instructed to hold one 'wheel' of the now upright bicycle.*)

Customer: (*Sitting on the bike*) That's perfect now. What was the problem?

Shop Owner: It just needed a bigger nut to hold things together.

The Lawnmower

Cast: Four or five Scouts

Scene: One Scout kneels on all fours - he is the lawnmower.

Another Scout says, "I have to get this old lawnmower started so I can cut the grass, then go camping with the Troop (Pack)."

He pulls on the cord, the lawnmower sputters, but it does not start.

The other Scouts, who are watching, volunteer to give it a try, but with the same negative results.

The first Scout asks a member of the audience (preferably a Leader) to give it a try. The person does, and the lawnmower starts on the first pull.

The first Scout then says, "I guess all it needed was a **big jerk!**"

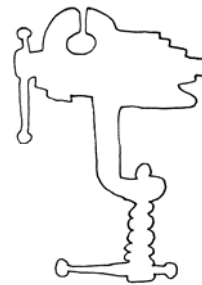
Handyman Skits

From Santa Clara Council Pow Wow 1998

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)

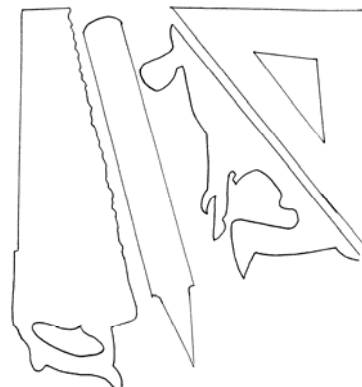
- RIGHT ANGLE:** If they use me a little more often, their projects would turn out a little squarer.
SAW: Right, but first of all they need to cut a little straighter with me. (Saw sound Zzzzzz) This is the way their sawing usually ends up. (Hold up a jagged board)

- 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.

Handyman Skits

York-Adams Area Council Pow-Wow 1998

A Successful Operation

Props: A table is set up with a sheet pulled in front of it so that the audience only sees the “doctors” from mid chest and up. They have tools to “wave around” as the operation gets underway. Also you need a few items to find during the operation, including a big chain. And you need a garden cart to bring in the patient. The doctors, nurse(s), and patient can be suitably dressed, if possible.

The doctors speak in unison, holding aloft their own tools identified by their names.

We’re doctors Sawyer, Driller, Hammer and Wrench
Our operating table is a work bench.
There are mighty few ills that we can’t cure.
And we’ll take a chance when we’re not sure!
Nurse(s) wheel in the patient and let us start.
He looks right comfy in that garden cart.

[Nurse(s) wheel in sheet-covered patient in garden cart. All help lift him on the operating table.]

Now cheer up, fellow, no need to worry,
Sawyer, Driller and Wrench work in a hurry.

[While showing their operating tools, they begin to operate as the patient moans and groans.]

Make an incision from side to side
Don’t forget, we want it wide!
My, oh my, what have we here?
The reason you’re sick is plainly clear!

[Doctors begin pulling all sorts of things out of the patient, throwing them on the floor with a clatter.]

Now we’re getting to the root of your trouble
We’ll have you fixed up on the double.

[They begin pulling out a long chain.]

Well it’s no wonder you had such a pain,
It was all caused by this big old chain!
And now, Dr Hammer, we need your aid
To close up this big hole that we made.

[Dr. Hammer begins pounding. Patient begins yelling and howling. He finally jumps off the table and runs out. Doctors and nurse(s) throw up their hands in surprise.]

A peculiar patient, we must confess,
And the operation was a success!

Handyman Skits

York-Adams Area Council Pow-Wow 1998

The Inventor Skit

Props: A chair, a bunch of toys, and a box big enough to hold all the toys.

Setting: One boy is sitting in a chair with lots of toys scattered around him. He is sitting there looking very pensive about something.

Friends walk in...

Each as he enters: Hi Joe! What's up?

Cub #1: Oh, I'm just thinking.

Cub #2: Yea? Whacha thinking about?

Cub #1: About building something. You know, like an invention!

Cub #3: You gonna invent something?

Cub #1: Yup! I wanna be an inventor like Thomas Edison or Henry Ford.

Cub #4: Whacha gonna make? Can we help?

Cub #1: Well... I guess so. Do you wanna help?

All: Sure!

Cub #1: Okay. I guess we'll need a BIG box.

[One boy goes offstage and gets the box.]

Then I need [names some of the things in the room].

And we also need [lists more things in room].

[This continues until he's gotten the others to pick up everything that's lying around and put it in the box.]

And that about does it!

Cub #3: That about does what?

Cub #1: My invention! It's finished. I just invented a way to clean my room before my Mom gets home!

[Other boys glare at him and then chase him off stage.]

Handyman Skits

From BALOO's BUGLE May 2007

Riddles

Alice, CS RT Commissioner

Pioneer District, Golden Empire Council

What's big and gray and has 16 wheels?	<i>An elephant on roller skates!</i>
Why won't your bicycle stand up straight?	<i>Because it is TWO TIRED!</i>
What does a bicycle call his Dad?	<i>A pop-sicle!!</i>
What would you get if you crossed a chicken with a bicycle?	<i>A HEN-speed bike.</i>

Jokes & Riddles

Trapper Trails

Why can't an elephant ride a bike?	<i>Because he doesn't have a thumb to ring the bell.</i>
What driver doesn't have a license?	<i>A screw driver.</i>
What has a head, can't think, but drives?	<i>A hammer</i>
What happened when the wheel was invented?	<i>It caused a revolution!</i>
What do you call a song played on car horns?	<i>A car tune.</i>
What do you get when you cross a bike and a rose?	<i>Bicycle petals</i>
What do you get when you cross a motorcycle and a funny story?	<i>A Yamaha ha ha ha!</i>
When is a car not a car?	<i>When it turns into a garage.</i>

From BALOO's BUGLE February 2006

Jokes & Riddles

Great Salt Lake Council

What nail should you never hit with a hammer?	<i>A fingernail</i>
What are sleeping trees called?	<i>Slumber</i>
What ten letter word starts with gas?	<i>Automobile</i>
What do you call a tree in trouble?	<i>A birch in a lurch</i>
What do you call a nice looking tree?	<i>Fine Pine</i>
How would you be as a piece of wood?	<i>Bored</i>
What is the longest furniture in the world?	<i>The Multiplication Table</i>

Handyman Skits

From BALOO's BUGLE February 2006

The Invisible Bench

Baltimore Area Council

Need: 4 (or more) scouts and a Leader .

Have two boys building an invisible bench using invisible tools. They can pretend to hammer and saw, lift pieces and carry the completed bench to a spot on stage. Make sure they make it look heavy!

Cub #1: Boy am I glad we are done building this invisible bench for our Craftsman Activity Award

Cub #2: Yes, let's go get Mr./Miss (name of Leader) and show him/her.

Two other boys now enter and move the invisible bench to the other side of the stage and leave. Cub #1 returns and squats as though sitting on the invisible bench where it was originally placed

Cub #1: I'll just sit here on the bench until (Cub #2's name) returns with the (Leader's name) to check our work.

Cub #2: (*enters with Leader*) Here it is (Leader's name) Come try out our bench!

Cub #2 and Leader sit in bench. All three discuss how comfortable and well made the bench is.

If you have more Den members, have them come in one at a time and ask

Cub X: What are you doing?

Cub 1: I'm sitting on the invisible bench..

Cub X: Can I join you?

Cub 2: Sure, there's plenty of room.

Each additional boy pretends to sit on the bench.

Go on for as many boys as you want.

After the last boy is sitting, the two Cubs who moved the bench return.

Cub 3# What are you guys doing?

All: We're sitting on the invisible bench..

Cub #4: (*points*) But we moved it over there this morning!"

All: :AAAHHHHHHH!!!! *All seated boys fall down.*

Handyman Skits

From BALOO's BUGLE February 2006

New Saw

Baltimore Area Council

- Announcer** This scene takes place in a hardware store in a small north woods lumber town.
- Lumberjack:** (*Enters*) My old crosscut saw is worn out, and I need something that will let me cut more wood or I'm going to go broke!
- Owner:** Yes, sir! For only one hundred bucks you can be the proud owner of this chain saw. I guarantee that it will cut twice as much wood in a day as your old crosscut.
- Lumberjack:** (*Handing over money*) O.K. great! (*Exits*)
- Announcer:** The next day.
- Lumberjack:** (*Enters tiredly*) There's something wrong with this saw. I worked very hard yesterday but only cut half as much wood.
- Owner:** Well, sir, I have a lot of faith in this product. Here, I'll put a new chain on it and you give it another try.
- Lumberjack:** O.K., but if it doesn't do any better, I'll be back! (*Exits*)
- Announcer:** The next day.
- Lumberjack:** (*Enters exhausted*) This darned saw is no good!. I worked even harder and still it won't cut half the wood of my old saw! I want my money back!
- Owner:** Yes, sir! Just let me check it out here. (*Pulls starter rope*)
- Announcer** (*Makes sound effects of saw running.*)
- Lumberjack:** Oh, my gosh! What on earth is all that noise?

Measurement Problem

Great Salt Lake Council

- Cast:** Two Webelos Scouts and one Cub Scout
- Set Up:** Two Webelos Scouts come on stage carrying a long pole. They prop it up, then stand back and look at it.
- Scout 1:** Now, there are several ways we can figure out the height of this pole. How do you want to start?
- The Scouts unsuccessfully try various methods of estimation to calculate the height of the pole.
The conversation goes something like...*
- Scout 1:** According to my calculations, that pole is about 2 meters high.
- Scout 2:** There's no way. It has got 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:** Hi! (He watches a bit). What are you guys trying to do?
- Scout 2:** We are trying to measure the exact height of this pole.
- Scout 1:** We haven't had too much luck yet, but we will get it.
- Cub:** Why don't you just lay the pole on the ground and measure its length?
- Scout 2:** (To the Cub) Didn't you hear right? We want to know how tall the pole is—not how long it is!

Handyman Songs

From BALOO's BUGLE February 1998

Handyman

Tune: Jingle Bells

Handyman, handyman,
That's what we can be.
Clean it, fix it, paint it up.
So it's nice and clean.

Handyman, handyman,
Always on the move,
Taking all the broken things
To make them look brand new.

From BALOO's BUGLE February 2006

Wood Working Is Fun

Greater St. Louis Area Council

Baltimore Area Council

Tune: Jingle Bells

Saw on wood, Hammer nails,
Wood working is fun!
We'll get this project done on time
With the setting sun!

Stain the wood, Putty the nails,
Let's give a big hooray!
Now this project is done on time,
Let's go out and play!

From BALOO's BUGLE May 2007

Bicycle Built for Two

Baltimore Area Council

Daisy, Daisy, give me your answer, do,
I'm half crazy, all for the love of you,
It won't be a stylish marriage,
I can't afford a carriage,
But you'll look sweet, on the seat,
Of a bicycle built for two.

Handyman Songs

From BALOO's BUGLE April 2004

Pound, Pound, Pound That Nail

Circle Ten Council

Tune: Row, Row, Row Your Boat
Pound, pound, pound your nail
Pound it right on through!
If you miss and pound your thumb,
Then it will turn bright blue.

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.

Chorus

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

Chorus

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

Chorus

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

Chorus

Handyman Songs

From BALOO's BUGLE February 2006

Don't You Like to Saw

Baltimore Area Council

Tune: I've been working on the railroad
I've been sawing on this piece of wood.
All the live long day,
I've been sawing on this piece of wood,
Just to pass the time away.

Can't you see the saw dust flying
Rise up so early in the 'morn.
Can't you see our Lader shouting,
Not on my wood floor!

Don't you like to saw,
Don't you like to saw,
Don't you like to saw,

More, more, more, more!
Don't you like to saw,
Don't you like to saw,
Even if it's on the floor!

From Santa Clara Council Pow Wow 1998

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.

Handyman Songs

From BALOO's BUGLE February 2006

Whacked My Thumb

Greater St. Louis Area Council

Baltimore Area Council

Tune: Jimmy Crack Corn or The Blue Tailed Fly

When I was young I went to play
In father's workshop one fine day
I took a hammer, some wood and nails
And tried to make some kitchen scales.

Chorus:

Whacked my thumb and I don't care
Hurt real bad, but I don't care
Whacked it good, but I don't care
The feelings gone away

I tried to hang a picture frame
Sent to me by Aunt Jane
To hang the picture, I was dumb
I swung the hammer, and smashed my thumb

Chorus

One day I tried to make a boat
Worked real hard so it would float
I nailed my fingers to the bow
I'm bandaged to my elbows now

Chorus

I joined the local Cub Scout pack
I learned to make a neat tie rack
A little skill was all it took
They had instructions in the book

New Chorus:

I missed my thumb, I learned to care
I missed my thumb, I wouldn't dare
I missed my thumb, my thumbnail's bare
The feelings here to stay

Handyman Songs

If I Had A Hammer

Peter, Paul & Mary

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 a warning,
I'd hammer out love between
My brothers and my sisters, ah-aaah
All over this land. Oo oo oo oo, oo oo oo

If I had a bell, I'd ring it in the morning
I'd ring it the evening,
All over this land,
I'd ring out danger,
I'd ring out a warning,
I'd ring out love between
My brothers and my sisters, ah-aaah
All over this land. Oo oo oo oo, oo oo oo

If I had a song, I'd sing it in the morning
I'd sing it the evening,
All over this land,
I'd sing out danger,
I'd sing out a warning,
I'd sing out love between
My brothers and my sisters, ah-aaah
All over this land. Oo oo oo oo, oo oo oo

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.
All over this land.
All over this land. Oo oo oo oo, oo oo oo.

Handyman Songs

From Santa Clara Council Pow Wow 1998

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 have 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.

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

Handyman Opening

Repairman Opening

From Bill Smith's Unofficial Cub Scout Roundtable Site and Baloos' Bugle February 1998

One Webelos stands in front of the group. His hair is messed up and his face is dirty. His shirttail is pulled out in a messy way. He has a pronounced frown on his face and stands all slouched over.

The Den Chief comes and stands beside him and says the following: "This Webelos is in need of repair and I think I have just the tools to do the job."

He picks up a hammer to which a sign has been attached, "Do My Best," and pretends to hammer the boy. The Webelos tucks in his shirt and stands a little straighter.

Next the Den Chief picks up a screwdriver with the sign, "Do My Duty," and pretends to use it. The Webelos combs his hair and stands taller.

Next the Den Chief picks up the pliers which has a sign, "God and Country," and pretends to use it. The Webelos stands at attention and salutes the flag.

Next the Den Chief uses a saw which says, "Help Other People," and the Webelos washes his face.

Finally the Den Chief uses a plane labeled "Law of the Pack," and the Webelos puts on his biggest smile.

Den Chief says, "Now this Cub Scout is really in good shape! Please join us in repeating the Cub Scout Promise."

From BALOO's BUGLE February 2006

Cubs Building Character

Sam Houston Area Council

- Cub # 1:** (carrying hammer) In Cub Scouts we learn to build character.
- Cub # 2:** (carrying plank) It is not what the boy does to the wood, but rather what the wood does for the boy.
- Cub # 3:** (carrying a plane) Through Cub Scouting we learn to remove the sharp edges off our personalities.
- Cub # 4:** (carrying sand paper) As we grow in Cubbing we become more refined and smooth in our manners.
- Cub # 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 # 6:** (walking with parent) Our parents help us to 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

Handyman Advancement Ceremony

Order of the Crossed Bolts

From Bill Smith's Unofficial Cub Scout Roundtable Site and Baloos' Bugle February 1998

After completing Handyman your boys qualify for the Order of the Crossed Bolts. This is an old order from way, way, way back. In fact, this order is so seldom given that no one really knows how old it is.

Anyway, you will need:

Two 2 ½" bolts

One nut for the end of each bolt

Small, single strand wire

1. Screw the nuts onto the bolts a couple of turns. Put a drop of hot glue on the end of the bolt and turn the nut back onto the glue.
2. Lay one bolt on top of the other and form an "X".
3. Form a loop about the size of a quarter with the wire. Twist the ends together. With the remaining wire of the loop tie the bolts together. This should yield a slide with a loop in the rear and the two "Crossed Bolt" in the front.

Modified from BALOO's BUGLE February 2006

Cubstruction Ceremony

Great Salt Lake Council

Props: Cubmaster in a work smock with a carpenter's tool belt.
Awards are taped to wood scraps that are hidden in tool belt.
Be sure to emphasize the "puns" though out the ceremony.

Cubmaster: Tonight, we have some boys who "saw" the opportunity to "nail down" some advancement. At times these boys had to keep "hammering" on some of the tougher requirements, but they kept on "drilling", "carving" and "sanding" and finally "cut" through. We "wood" like to honor them tonight. Will Cub Scout _____ please come forward with his parents?

Cubmaster: _____ has "chiseled" through the requirements for the Handyman Activity badge. (Cubmaster takes the Handyman award from his tool belt and holds it up.) We "wood" like to have his parents present him this award. (Cubmaster hands the award to the parents who present the boy the award.)

Other "puns" which could be used when presenting awards include: "filed", "planed", "sharpened", "glued", "cut", "painted" or any other tool related name or adjective.

Handyman Closings

From BALOO's BUGLE February 2006

Tools That Build a Better World Arrangement

Greater St. Louis Area Council

Each boy holds a tool as he speaks - saw, hammer, wrench, ruler, plunger, drill, and pliers. You will need seven Cub Scouts. Maybe hang tags on the tools with their parts in LARGE print

- Cub # 1:** We are the future builders of America and the world. And this is how we will shape tomorrow.
- Cub # 2:** (Hammer) I will hammer out injustice.
- Cub # 3:** (Saw) I will help cut out crime.
- Cub # 4:** (Drill) I will drill love into every heart.
- Cub # 5:** (Wrench) I will wrench out discrimination.
- Cub # 6:** (Plunger) I will plunge out hatred.
- Cub # 7:** (Pliers) I will pinch out poverty.

Builders

Greater St. Louis Area Council

Isn't it strange that princes and kings,
And clowns that caper in sawdust rings,
And common people like you and me,
Are all of us builders of eternity?

To each is given a bag of tools,
A shapeless mass and a book of rules,
And each must make, ere this life is flown,
A stumbling block or a stepping stone.

Handyman Closings

From BALOO's BUGLE February 2006

Block of Wood

Baltimore Area Council

Hold up a nicely finished wooden item.

As the wood is shaped, assembled, sanded, finished, and adorned with the final details of a fine finished piece of furniture, so our Cub Scouts grow through experiencing the many trails Cub Scouting has to offer. And soon, almost before we know it, the boy has grown and developed until he is ready to advance into the Boy Scouting program. Before our eyes, a boy has turned into a well-adjusted young man.

But a boy doesn't become a finished product all by himself. He needs challenge and direction. Our Den Leaders, assistants, and other pack leaders provide this help for our boys. They help to carve and shape the future of young men.

Parents provide vital support to help put the finishing touches on their sons.

Thanks so much to all of you who have reached out to help the boys in our Pack along the way to become all they can be.

Closing Ceremony

Baltimore Area Council

Props: Nice wooden object

Show the boys something made of wood. Point out its beauty and fine points.

The wood carver did not learn to do this overnight. It takes patience and hard work to learn how to carve well and make something beautiful. In the same way, you cannot learn to be adults overnight. You are learning a little more each day to make you better Cub Scouts, Scouts and adults.