



AMERICAN ELM DISTRICT



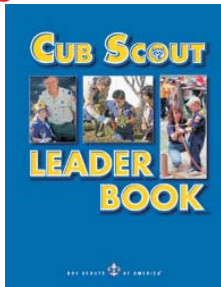
Volume 5, Issue 2
Feb. 10, 2005

Welcome to American Elm District Cub Scout
Roundtable Electronic edition
Webelos activity badges Athlete and Engineer

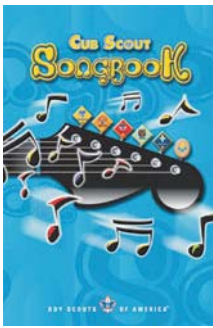
Theme: Invention Convention

New for 2005 **Catalog page 8 in Leader section**

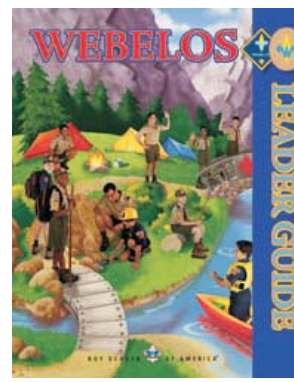
An essential reference for Cub Scout leaders. Includes information on policies and guidelines, job descriptions, program planning, activities, awards, and more. The appendix includes record sheets, award requirement sheets, tour permit applications, checklists, medical record forms, and new uniform inspection sheets. **WW33221C \$7.95**



Cub Scout Songbook
Tons of fun at meetings and day camps.
WW33222A \$3.95



Also, Cub Scout Songbook CD
C/AV-058CD 9.95



The basic book for Webelos Scouts and their leaders has explanations of the activity badge programs and has references to the new oval Webelos badge, the revised Cub Scout Leader How-To Book, and the Ethics in

Action program. **WW33853C \$8.95**

- George Washington CARVER
- Werner VON BRAUN
- Thomas EDISON
- Alfred NOBEL
- Johannes GUTENBERG
- GALILEO
- Guglielmo MARCONI
- Marie CURIE
- Louis BRAILLE
- Roger BACON
- Joseph LISTER
- James WATT
- Robert FULTON
- Emile Levassor
- George EASTMAN

Famous Inventors Puzzle

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

ANSWERS TO FAMOUS INVENTORS PUZZLE

EDISON CUBS FLEMING COUTING CW
 UBSCOUTCURIETINGCUBSCOUTTINA
 WATSONWATTBOYSCOUTSOEFHAMERT
 GCUBIS SCOUTING ICAMCAGMRINWT
 AUTVONBRAUNSEASONASIOFOTVXY
 SBAFSBPRINTINGPRESRSATCUMYO
 RDCSRHOEYEAREARCUBSBWOCXXTAOZU
 QTADPEOYE EASTMANPQVWXOSKZBAR
 CARVERSA SBCDEFGHIJKLRNECDBM
 PUBTRFAHACAUTROMLKJQIOIEFCI
 OVCUIBGWPBOGESNDQRPXVBTHGDC
 NWWHITNEYACUVIUTSOAZBESCEDEH
 MXPHTOIHGTTTRAPHHYDQLRSTFA
 KYDVNCFNEIDEELIKMOAIRPLANESE
 LOEWGTD SFGJNEWTONURONMLKPL
 KZLXSKATJHIBKLSYXONAGHIJUHA
 JRFFUMYEKLM EK LZOWEFMDLKJLIN
 IQGYFOEIONJRBAMCFULTONIHLC
 HPHZMLEENPIQGRSTNUAVEEIEFGEKE
 GBLILLDTHOPNAYFLOZMWVTO SYLL
 FOIILEBCCDFGHLJKLP MENDQRSMO
 DMAFEASTEAMENGILOGIEBAIRDOA
 CRKDM SOJBACONNELEFMTREILONL
 BLCRSTEL ESCOPEABOCDEEESFCGHC
 BBCAMOERAXYMO PKJDSRLISTERAO
 ACDFA RISTOTLEKTF L CDEMPTRSYN

MATHEMATICS

By Heart of America Council

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

OPENING

Geniuses in History

By Heart of America Council

Arrangement: Seven Boys - one acts as Narrator the other six hold cards with the letters: G-E-N-I-U-S

Narrator: This month the theme is "Genius", of which there are quite a few. Here are some we've learned about and what they've done for you.

1st Cub: (Holds up G card) Gutenberg invented movable types for the printing presses so that more people could have books to read.

2nd Cub: (Holds up E card) Edison gave us the light bulb, the phonograph, storage batteries, and many other things we regard as necessities today.

3rd Cub: (Holds up N card) Newton's studies of gravity and light started many other geniuses on their way.

4th Cub: (Holds up I card) Irving's stories have enchanted young and old for years.

5th Cub: (Holds up U card) Urey's discoveries in chemistry and nuclear power will be used for generations to come.

6th Cub: (Holds up S card) Scouting's founder, Lord Baden-Powell, developed a plan for using the genius of every boy.

PROFESSOR PLOP

Characters: Cubmaster and another adult dressed as Professor Plop
 Props: Professor Plop's Special Invention

Cubmaster: We have called in a ceremony specialist to help us tonight. I would like you to meet Professor Plop from M.I.T. (Mighty Ingenious Tech)

Professor: I'm still working on my special invention. It's not quite perfected yet, but I'm close.

Cubmaster: That looks like quite a gadget.

Professor: It is! It is!

Cubmaster: Well, we'll get on with our Pack meeting and let you continue your work. Den _____ has our opening flag ceremony this evening.

(Periodically during the Pack meeting, the Cubmaster calls attention to Professor Plop and checks to see how is his coming along.)

Intelligence Test

This test is to see If you can follow directions. Just concentrate, but remember that you have only two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word. "Name" in sentence number 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "X" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence number 5.
8. Put an ax" in the lower left-hand corner of this paper.
- 9 Draw a triangle around the "X" you just put down.
10. On the reverse side of this paper, multiply 70 by 61.
11. If you think you have followed directions up to this point, call out "I have".
12. Now that you have finished reading carefully, do only No. 1 and No. 2.
13. You have finished. How did you do?

ANSWERS TO MATHEMATICS PUZZLE

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

MATCH OR Q-TIP TRICKS

1. Take 11 burnt matches or q-tip and place them so as to make 9.
2. Arrange 15 so as to form 5 squares of equal size as seen In figure 1, and then remove three sticks so as to leave only 3 instead of 5 squares.
3. Take 9 sticks and place them so as to make 3 dozen.
4. Take 3 sticks and place them so as to make 4 of them.
5. Place 3 sticks in such a position that they will make 6.
6. Arrange 17 sticks on the table so as to make 6 squares as shown in figure 2, and then by taking away 5 sticks, leave 3 squares.
7. Arrange 12 sticks on the table so as to make 4 squares as shown in figure 3; then after removing 4 sticks place them so as to make 3 squares of the same size as the first square.
8. Arrange 17 sticks on the table so as to form 6 squares as shown in figure 2, and then take away 6 sticks so as to leave only 2 squares remaining.

Figure 1

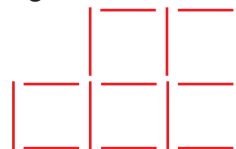


Figure 2

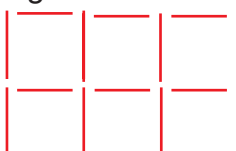
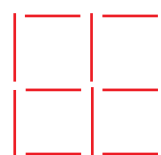


Figure 3



Cub Scout
Anniversary
Award

Check out
www.Cubroundtale.com/scouting-clip-art.htm

Answers

1.



2.



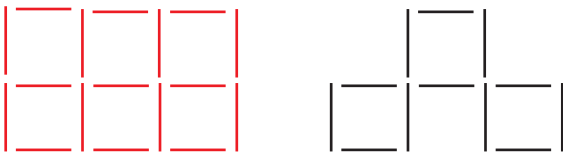
3.



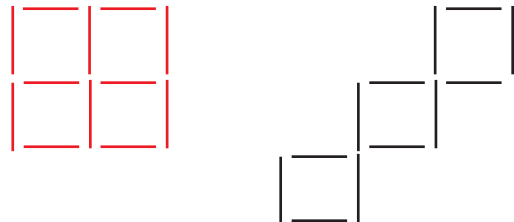
4. - 5.



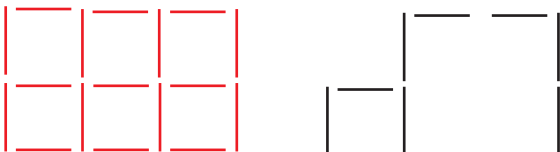
6.



7.



8.



STUNTS AND TRICKS

What's Your Favorite Number

Here's a good number trick. You don't even have to be good at arithmetic to do it. Say to a friend.

"Write all the numbers from 1 to 9 across in a line." His line of figures will look like this:

123456789

Now ask him, "Which Is your favorite number?"

Suppose he says it is 2. Tell him, "Multiply the row

of figures by your favorite number." This is what will happen:

$$\begin{array}{r} 123456789 \\ \times \quad \quad 2 \\ \hline 246913578 \end{array}$$

Now tell him, "Multiply that answer by 9." And this is how it will turn out:

$$\begin{array}{r} 246913578 \\ \times \quad \quad 9 \\ \hline 222222202 \end{array}$$

Except for the one zero, there is a whole row of his favorite number! It doesn't matter which number he picks as his favorite. This trick will work with any number.

Remember the steps:

1. Write the number from 1 to 9 in a row.
2. Multiply by your favorite number.
3. Multiply the answer by 9.

Slippery Trickery

The audience may think it's impossible to lift an ice cube from a glass of water with thread. They can try it, but of course it won't work.

You have magic powder that will do the trick.

Rest a loop of thread on the ice, sprinkle salt on it, and life the thread, cube and all, as soon as the ice you melted with the salt freezes again, freezing the thread to the cube.

Audience Participation

Builder's Dilemma

As the reader tells the story, have one or more Dens say one of the following parts whenever the key word (underlined> appears in the story:

CUBMASTER - "Sit down and listen."

FATHERS - "Needs more nails."

MOTHERS - "Be careful or you'll get hurt."

WEBELOS - "Make it higher."

CUB SCOUTS - "Bigger, bigger."

RUMBLE - All say "Rumble, rumble, rumble."

Reader:

One month the **CUBMASTER** decided it would be a good idea for the Pack to build a storage building for all of the Scouts' equipment. The next Saturday, all of the **CUB SCOUTS**, **WEBELOS**, and their families met to work on the building. The **FATHERS** were sawing lumber. The **CUB SCOUTS** and **MOTHERS** were mixing paint. The **CUBMASTER** was shouting instructions. **WEBELOS** were nailing boards.

CUB SCOUTS were painting. The **MOTHERS** wanted scroll work. The **FATHERS** wanted windows. The **CUBMASTER** installed a sliding door. The **WEBELOS** put in an attic. The **CUB SCOUTS** installed a fireplace. The building kept getting larger. The **CUB SCOUTS** added more paint. The **WEBELOS** put a second layer of shingles on the roof. The **MOTHERS** planted flowers around the edge. The **FATHERS** laid carpet.

Just then the **CUBMASTER** called everyone over to rest, cook dinner, and survey their work. The **CUB SCOUTS** were covered with paint. The **WEBELOS** all had splinters in their hands. The **MOTHERS** and **FATHERS** were exhausted. The **CUBMASTER** had just begun his dedication speech when he sneezed. They all heard a **RUMBLE** and the building began to crumble until there was nothing but a big pile of rubble. The moral of this story is: Without a plan, all you have is trash!!

APPLAUSE

Applause Stunts

Brain Power: With right index finger tip to the side of the forehead, raise your eyebrows and say "AHHHHHHHHH!")

The Thinker: While frowning, stroke your chin with your right hand and say "HMMMMMMMMMM!"

Nail Pounding Applause - Start with nail, drive it in and hit your thumb, "ooouuccchh!"

Mad Scientist Applause - Pretend to hold up test tube in one hand. Pour something into it, then something else, then go "Boom-rn-rn-mi"

Amateur Electrician Applause - Fix light switch then turn on light and get shocked. Say "buzz-z-z" while shaking arm.

Genius Cheer - "Wow! Look what you made!"

Songs

THE INVENTION

Tune: Farmer in the Dell
I had a genius kit,
Thought lots about it,
I laid the pieces side by side

And examined them bit by bit.
A cork, a bolt, a screw,
A piece of wood, too,
A leather scrap, some furry nap
And a little bottle of glue!
A needle and some thread,
A nail without a head
A piece of tire, a bit of wire,
And this is what I said.
"I don't see how this mess,
Can really quite express
My urge for building something grand
But now I must confess!"
"I sewed and nailed and glued
Until the thing I viewed
Was something grand, you understand,
A mechanical dog that mooed!"
HOW TO GET IDEAS
Tune: Row, Row, Row Your Boat
Use, use, use your brain,
Put your mind in gear
Bright ideas aren't a strain
You'll have some, never fear.
Think, think, think so hard
Service you can give
Help some other people and
Your life's more fun to live.
Do, do, do your best,
Do a good deed no
It will make you happy and
Cub Scouting shows you how!

THE INVENTION SONG

Tune: My Bonnie Lies Over the Ocean
Edison gave us the light bulb,
Bell gave us our telephone
The rubber that goes in our tires
Came to us from Firestone.

CHORUS:

Invent, invent, they all invented the things we use.
Invent, invent, they all gave us something we use.
The radio came from Marconi,
How he gave us sewing machines,
The Wright brothers gave us the airplane,
And Fulton a boat run on steam!

REPEAT CHORUS:

Invent, invent, they all invented the things we use.
Invent, invent, they all gave us something we use.



Crafts

Genius Gel

Materials: Cornstarch

Water

Genius gel is a non-Newtonian substance which is both liquid and solid at the same time.

To make genius gel measure five parts cornstarch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things that can be done with this mixture.

If a fist is pounded on the mixture, it is hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it is in quicksand!

A chunk of genius gel can be broken off just like with other hard materials.

But if some of the mixture is placed on a hand, it begins to drip off, just like a liquid! It can be poured like a liquid, and as it is pouring; one can crack off the drips like a solid!

Genius Kit #1

Greater St. Louis Area Council

Listed below is a suggested list of materials for each kit:

1 piece of cloth 12 X18 "	1 golf tee
1 piece of 1/4 x 12" dowel	1 #2 can
1 board 1" x 6 x10"	2 spools
8 nails - 1" long	4 corks
1 small tube of glue	12 tacks
4' of string	12 tacks
6 pipe cleaners	4 popsicle sticks

Ring your kit to the Pack Meeting.

Use only materials found in the kit. You don't have to use everything, but you can't add anything.

You may cut up the board, cloth, wire, spools, or dowel as needed - into as many pieces as you like.

With an adult, you may use saw, hammer, knife, sandpaper, drill or any other tool.

Use your imagination and have fun.

Pack 326, Los Alamos, NM

<http://www.losalamos.com/bsa/pack326/>

Rules for Genius Kits

Your parents or other adults may help with hints and suggestions, but it should be your project.

Bring your Genius Kit project and your adult helpers to the Pack meeting.

Be prepared to explain to the judges what it is and how you made it. Each den will have a display table.

Use only those materials listed below in Contents of your Genius Kit and Optional Extras.

You don't have to use everything, but you cannot add anything else.

Cut them or shape them any way you like. Use any tools you want. (Please do not use power tools without a parent's permission). Use your imagination and have fun.

Contents of your Genius Kit

2 plastic cups 1 clothes-pin (keeping the bag closed)

2 balloons 1 slime-colored, brick-shaped block

2 flexible straws 1 spark doodad (without a spark)

1 green sphere 1 flat, rectangular mesh

4 shiny pipe cleaners 2 wooden Popsicle sticks

2 paperclips

Optional Extras

You may use the bag if you wish. In addition to the Genius Kit items, you may use: Glue, Tape, String or Wire, provided that the final Invention does not have more of these extras than the original items in the Genius Kit. The project may be mounted on a piece of Cardboard or Board no larger than an 8 x 11 size piece of paper.

What is the purpose of the Genius Kit activity? By Baloo's Bugle

The object is to let the kids use their imaginations to come up with some of the most unbelievable creations from the junk they have. You will be amazed at the results!

How do you run a Genius Kit activity?

I have seen them run two different ways. First, as said above, is to give the kids a chance to pick their own items from a general junk bin and then let them work on making their creations. The other way is to give each boy an identical Genius Kit and have each one come up with his own creation. We also apply rules depending on how we are running the event. For example, when we've given the boys all the same items, we've said no painting and only the materials supplied and clear glue can be used. This keeps them from adding to their creations beyond the "level playing field."

Finally, this activity doesn't lend itself to a large group setting. The hot glue and white glue can end up everywhere and might hurt someone. If you want to incorporate it into the Pack Meeting, have the boys work on them at home and bring them in for display and judging. (This is just my opinion.)

How do you judge the Genius Kits?

For either "method," we try to have enough categories that virtually all of the creations get ribbons. It isn't easy for the judges, let me tell you. Your best bet is to make sure you have ribbons or certificates for all participants and then you can come up with some Top Prizes.

Suggested categories:

- Most Ingenious Best Workmanship
 - Most Unusual Most Useful
 - Most Original Best Invention
 - Most Uncommon Most Creative
 - Most Scientific Funniest
 - Largest Smallest
- Use all categories or as many as suits your needs. Don't like these?? Make up your own. Keep in mind, the more categories, the more boys you are able to recognize. Promote parent participation by selecting a kit committee to decide on articles to be included in the genius kit and to secure them, bag them, and arrange for distribution to the boys and fathers. Select a judging committee to obtain ribbons or make certificates for all entrants. If possible it would be best to have judges from outside the pack.

A Bright Idea of a Neckerchief Tie-Slide

Heart of America Council

Cloth backed vinyl, any color
 Cut cloth-backed vinyl using pattern. Grasp left bottom corner and push it through slit between 2 and 3 (Fig. A.)
 Put strip 3 on top of strip 2, then put strip 1 on top of strip 3, making a sandwich with strip 3 in the middle.
 With fingers, work strip 3 out to left, exposing an open loop (Fig. B) Push part (A) through loop (B) and rework with fingers into braided strip which looks like Figure C.

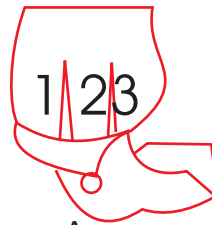
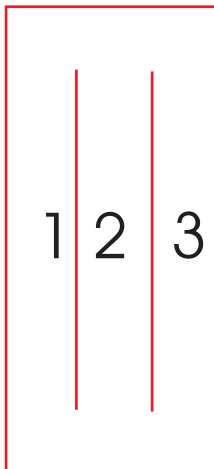


Figure A

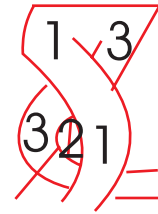


Figure B

Staple top and bottom together to form a "waggle" type neckerchief slide.

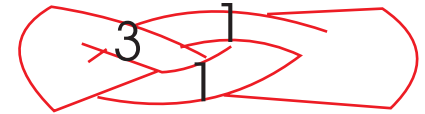
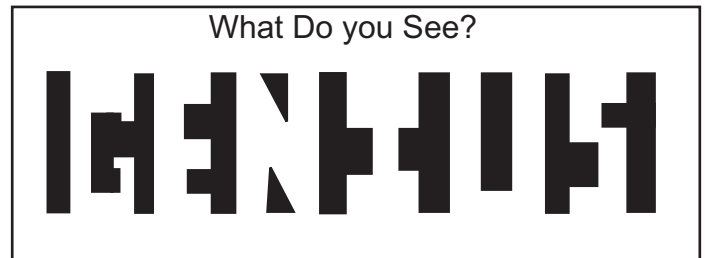


Figure C

Optical Illusion Tie-Slide

Copy of pattern
 Thin plywood
 Chenille stem
 Cut a piece of thin plywood 1 1/2" x 3 3/8". Decoupage copy of pattern to wood. Glue chenille stem to back for ring.
 This is an optical Illusion. The trick is to look at the dominant color which, in this case, is white rather than black.



ADVANCEMENT CEREMONIES

GENIUS ADVANCEMENT

Equipment needed: Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.
 Cubmaster: In keeping with our theme of genius night, 1 would like to unveil my latest Invention. (Uncover, or bring in "computer"). This amazing device is able to collate all the information that comes in from our Pack committee members, Den Leaders, Webelos Leaders, Pack Leaders and parents. It then can determine which Cub and Webelo Scouts are eligible for which awards. Allow me to demonstrate. (Show Bobcat card and insert into slot in machine. Pick up pre-positioned awards from rear of box.)

Will (read names) please come forward? (present awards) (Follow similar procedure for the award of Wolf and Bear badges, Arrow Points, Activity badges and Webelos award.)

Cubmaster calls for Arrow of Light recipients and parents. "These young men may or may not be real geniuses, but they have shown the truth of the old saying that ninety percent of success is in perspiration. They have worked long and hard - some as long as three years - to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today - a better young man. In recognition of this achievement, we can't give them a patent, but we can present them with an award that is so highly thought of that it is the only badge in the Cub Scout program that can be worn on all other Scout and Scouter uniforms.

Of course, I mean the Arrow Of Light. (present awards) I want to congratulate you and your parents. The whole Pack is proud of your accomplishment, and we're sure you will continue to Do Your Best.

CLOSING

CLOSING RECIPE FOR A WONDERFUL DAY
In the season of happy days, I'd like you to keep in mind the recipe for a wonderful day - it works all year 'round.

- 1 Cup Friendly Words
- 2 Heaping Cups Understanding
- 2 Cups Milk of Human Kindness
- 2 Heaping Tablespoons of Time and Patience
- 1 Dash Gentle Humor
- 1 Pinch Spice of Life
- 1 Drop Warm Personality

Measure words carefully; add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with a good mixer.

STICK TO IT CUBMASTER MOMENT

(Hold up an envelope with stamp.) "Cub Scouts, the postage stamp you see on this envelope had the Important Job of making sure that this piece of mail was delivered to me. The stamp is pretty small but, in spite of its size,

it did the Job. Each of you has a job to do in your Den. Like the postage stamp, it isn't your size that determines how well you do the job, but rather how well you stick to it. We aren't all good at all things. Remember the stamp. It did the Job in spite of its size by sticking to the job. Make up your mind that you can do the same thing. Do your best... and stick to it until the job is done."

Games

Thumbless

Give each boy two six-inch pieces of one-inch-wide adhesive tape. Have boys help each other tie their thumbs and forefingers together, making the thumbs on both hands immobile. Now tell boys to:

- Untie their shoelaces, then retie them.
- Peel an orange
- Unwrap a stick of gum, etc.

Inventor Scramble Relay

Divide den into two equal teams. In front of each team place eight sheets of paper, each with one letter of the word, "INVENTOR." On signal, first player on each team runs to his pile and writes on one of the sheets a word beginning with the letter on that sheet. (Example: Insect.) He then runs back and touches off the next player. If a player cannot think of a word for a letter on one of the sheets not yet used, he may write on one of the sheets already used, but he cannot touch off the next player until he has written a word on one of the sheets. First team to have at least one word on all eight sheets wins.

Webelos game for Athlete

ROPE GAMES

A rope is a "gym" that can be carried and used for all kinds of physical fitness activities. One of the toughest rope games is **TUG-OF-WAR**. Try one at your den meeting, with one half the den against the other half. Or one den against another den. To exercise alone, tie the rope to a tree or pole, and pass the end over the shoulder. Now pull as hard as possible. It will give the leg, stomach and back muscles some tough exercise.

Tractor pull is a game, but it is also a good workout. Loop rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours, they try to drag each other across a dividing Line.

Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 10 feet off the ground. At first, climb it any way possible, using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders, and the entire upper torso. It's also a skill that's good to master for possible future emergency rescue or survival situations. Be sure to always supervise your Webelos scouts and to have someone always right there and be prepared to help catch the boy if they slip.

Indian Leg Lock

Cubs lie flat on their backs with each boy having their right legs next to each other. They lift their legs, and on a count of three, they wrap legs and try to pull the other boy over.

Obstacle Course

Set up an obstacle course with five of the required elements of the Athlete badge, plus a few "fun" ones. Each requirement is assigned a station. An adult or den chief should be at each station to record each Scouts efforts.

Agility Exercises A

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1 (8 Minutes)

1. Fish Flops - Lie flat on your stomach, arms and legs extended and off the ground Rock back and forth. (2 minutes)
2. Grass Drill - Run in place. Drop to ground and bounce up again. (2 minutes)
3. Quick Foot-Knee Touch - Drop quickly to one knee and bounce up again. Alternate knees. (2 minutes)
4. Root Drill - You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 minutes)

Rest two minutes

Set 2 (6 minutes)

1. Crab Mirror - Two players on all fours. One moves at random to the left, right, back or forward and the other mirrors his moves.

Switch leaders and repeat. (2 minutes)

2. Bear- Hug Take-Down - Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat (3 minutes)

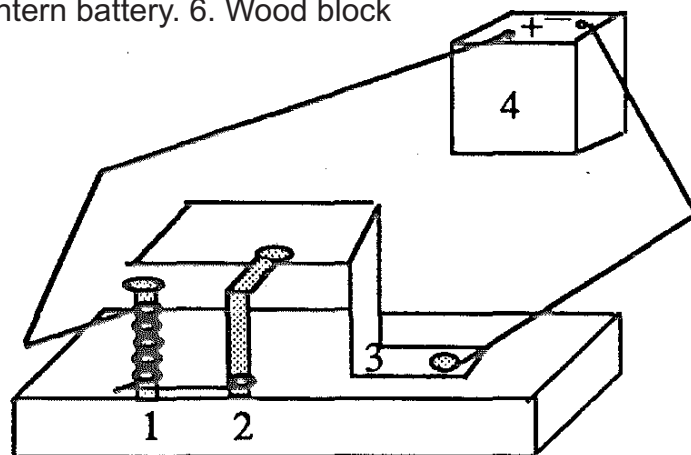
3. Sit-ups - Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for 1 minute.

Rest two minutes

WEBELOS for Engineer

ELECTRIC BUZZER

1. 100 turns of magnet wire around a No. 8 nail.
2. No. 16 nail bent to touch top of metal strip.
3. Metal strip cut from tine can (6"x1")
4. 6-volt lantern battery.
6. Wood block



Make Your Own Pulleys

Materials:

- Wire
- Thread spools
- String
- Screw in Hook
- Toy bucket full of heavy objects

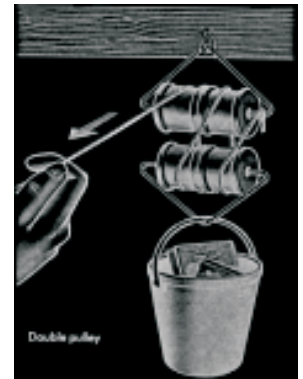
1. Bend about 8 inches of wire into a triangle shape and push the ends into a thread spool.
2. Find a suitable place to hang your pulley. A book in the shed or garage or the hook at the end of a plant hanger will do.
3. Tie one end of the string to the handle of the load.
4. Wind the string over the thread spool.
 - Is it easier to lift the load with the pulley?
 - How much string do you have to use to lift the load 1 foot?



Ratings	Sit-Ups (Number)	Pull-Ups (Number)	Broad-Jump ft. - in.	50 Yd. Dash (seconds)	600 Yd. Dash (minutes)
Excellent					
Good					
Satisfactory					
Poor					

Try a double pulley ...

1. Make two wire triangles. Use about 1 foot 2 inches of wire for each one.
2. Attach two spools to each triangle.
3. Thread the string around the pulleys as shown in the diagram. Use about 6 ½ feet of string.
4. Attach the heavy load to the pulley as before.



Is it easier to lift the load with the double pulley? How much string do you need to raise the load 1 foot?

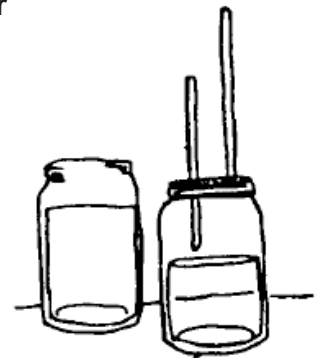
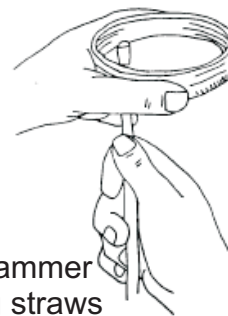
How It works

The pulley with one thread spool allows you to lift a heavy load directly underneath the pulley. The double pulley means you have to pull only a 1/4 as hard, but you have to pull for 4 times as long.

Fountain in a Jar

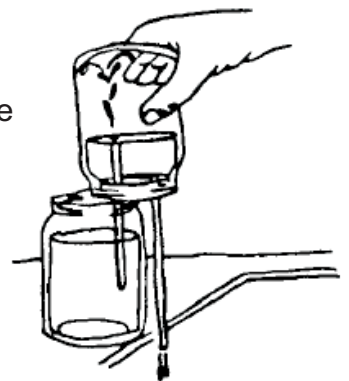
Materials:

- 2 Jars one with screw type lid
- Modeling clay
- Large nail and hammer
- 2 plastic drinking straws
- Water
- Scissors
- Ruler



With the help of an adult, use the nail and hammer to punch two holes in the lid of the jar the size of the straws.

Push the end of one of the straws about 1/2 inch through one of the holes and the other straw about 2 inches through the other hole. Cut the second straw so that about 4 inches sticks above the lid. Use the clay to seal the openings around the straws. Now fill the jar about half full of water



And screw the lid in place. Fill the other jar with water and place it near the edge of the sink. Quickly turn the jar with water and place it near the edge of the sink. Quickly turn the jar with the lid upside down and lower the shorter straw into the water in the other jar. You will see a fountain of water appear in the upper jar. The fountain occurred because the water flowing from the longer straw reduced the air pressure inside the closed jar. The higher air pressure on the water in the open jar pushed the water up the short straw and created the fountain.

WEB SITES

Great Salt Lake Council

These sites are current as of 2-2-05

<http://www.cbc.ca/kids/general/the-lab/history-of-invention/default.html>

<http://totallyabsurd.com/absurd.htm>

<http://inventors.about.com/library/weekly/aa980304.htm>

http://www.noogenesis.com/inventing/kids/kids_page.html

<http://edtech.kennesaw.edu/web/inventor.html>

<http://www.inventored.org/k-12/inv-hist.html>

<http://www.surfnetkids.com/invent.htm>

<http://www.kathimitchell.com/invent.html>

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

<http://www.cbc.ca/kids/general/the-lab/history-of-invention/default.html>

<http://www.shambles.net/pages/learning/primary/Invent/>

http://www.gigglepotz.com/krc_inventions.htm

<http://inventors.about.com/od/kidinventions/>

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

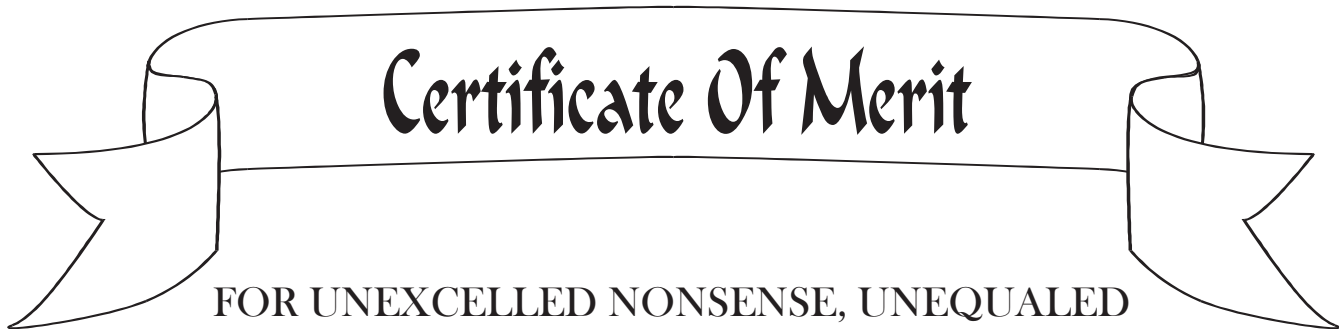
http://www.kidsdomain.com/down/pc/_age4to8-index.html

<http://www.exploratorium.edu/map.html>

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

<http://www.scienceyear.com/outthere/index.html?page=/outthere/spy/index.html>

<http://www.ars.usda.gov/is/kids/>



FOR UNEXCELLED NONSENSE, UNEQUALED IMAGINATION AND CREATIVE GENIUS IN MAKING

“SOMETHING OUT OF NOTHING”

CVB SCOUT GENIUS NIGHT

Date : _____

Witnessed: _____
