



CubRoundtable.com



Volume 7, Issue 8  
Oct., 2007

Welcome to www.CubRoundtable.com  
RT Newsletter

Webeles activity badges Craftsman and Scientist

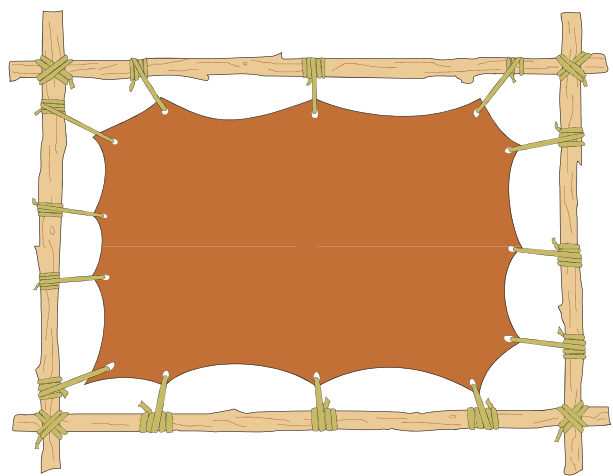
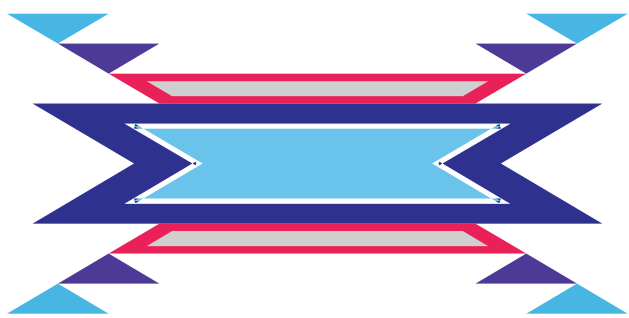
Theme: Indian Nations  
PRE OPENING ACTIVITIES

November: Indian Nations

**Tigers** – Ach 2F, 1G,  
Elect. 7, 10, 14, 33, 47

**Wolf**- Ach 11A, 11C  
Elect. 1D, 10B, 10E, 10F, 11C

**Bear** - Ach 3B, 15C, 16B, 17D  
Elect. 9B, 24A, 24B, 24C



INDIAN ITEMS

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

WORDS FOR THE INDIAN ITEMS

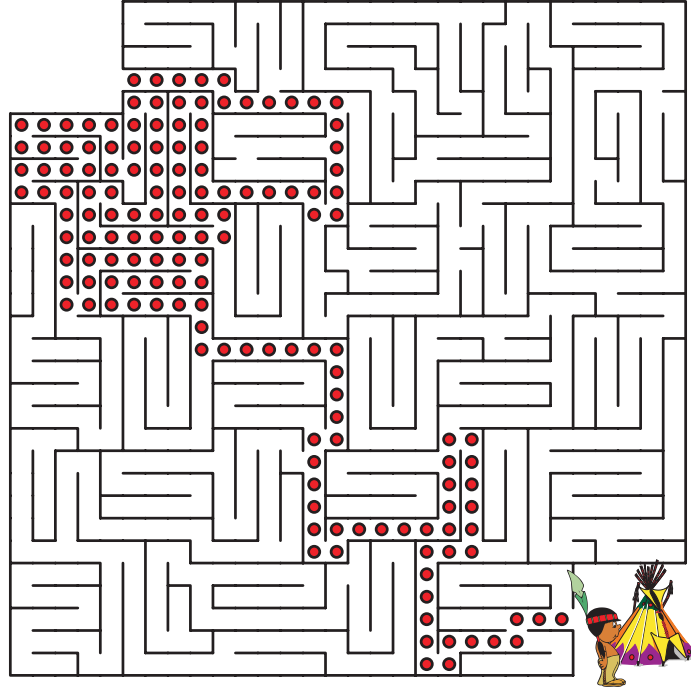
- |                   |            |          |
|-------------------|------------|----------|
| ARROW             | HEADDRESS  | PONY     |
| PEACE PIPE        | BEADS      | HOGAN    |
| TEEPEE            | BOW        | HUT      |
| TOMAHAWK          | CANOE      | MASKS    |
| KNIFE             | TOTEM POLE | CAMPFIRE |
| LONG HOUSE        | WAR PAINT  | WEAVING  |
| COUNCIL RING      | MOCCASINS  | WIGWAM   |
| COUP STICK        | WIND STICK | OAD      |
| MORTAR AND PESTLE |            | DRUMS    |
| BREECHCLOTH       |            |          |

### ANSWERS TO INDIAN ITEMS

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

### Indian Maze

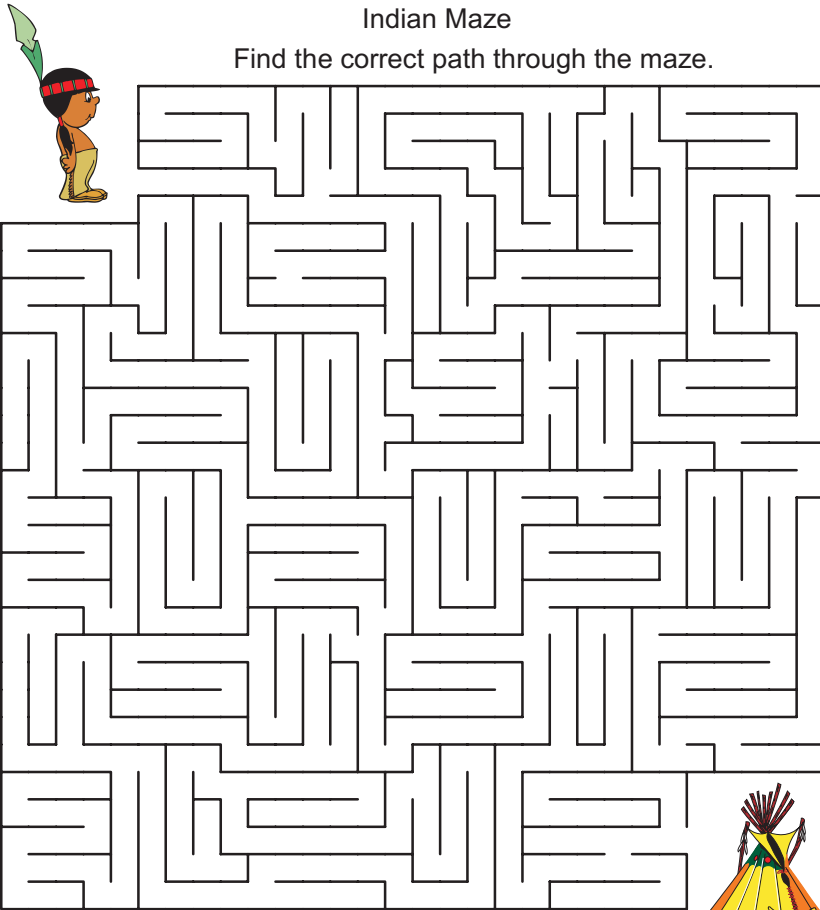
Find the correct path through the maze.



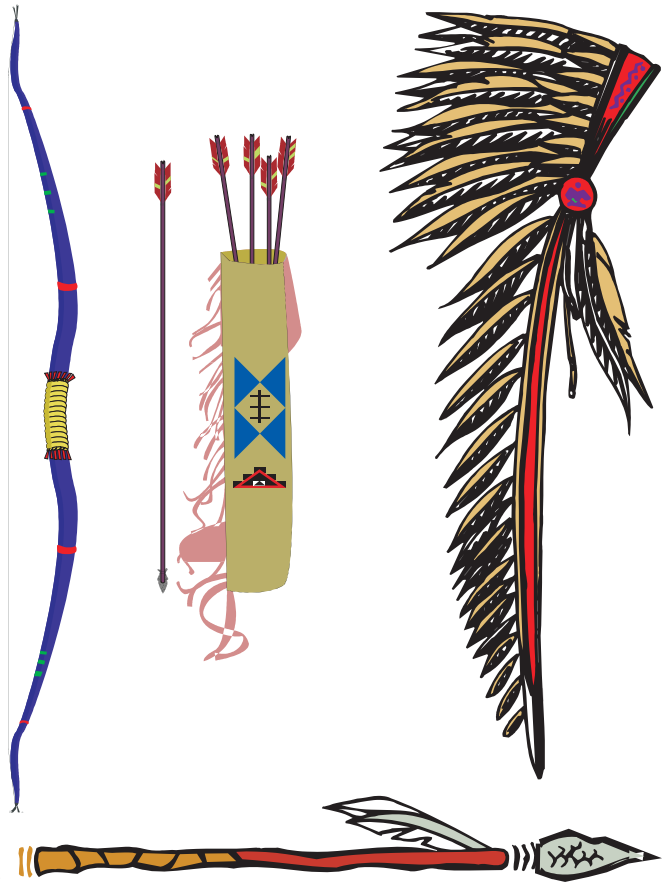
Created with Discovery Channel School's PuzzleMaker.

### Indian Maze

Find the correct path through the maze.



Created with Discovery Channel School's PuzzleMaker.



### FRIENDSHIP FEATHER

By Heart of America Council

The Indians of the Southwest would give a feather to someone who would stand by them in battle, who would always be there when they were needed.

This was considered a great honor and was looked upon as the greatest thing anyone could give another.

If they gave it back broken in half it meant, "I no longer want you as a friend."

If they give it back by grinding it into the ground that means, "We are enemies and when we meet again, only one of us will come back." -

The horse hair represents "Our friendship is as strong as the horse."

The yellow represents "May the sun always keep our hearts warm and our friendship always bright."

The eagle feather represents "Courage and wisdom in all we do for one and for all."

### INDIAN OPENING

**Personal:** 6 Cubs dressed: one as Indian Chief, one medicine man, three Indian braves, and one in Cub Scout uniform.

**Props:** Artificial campfire, torn - tom, rattles for medicine man, and a small American flag.

**Setting:** Three Indian braves and medicine man are seated around fire; Indian chief is standing. Boy in uniform is off stage.

**Indian Chief:** (Raising arms outstretched toward the sky) Oh great father in the sky, listen to my people

**First Brave:** (Raises arm toward sky) We thank thee, Great creator for the light of the sun each new day.

**Second Brave:** (Raises arms toward sky) We thank thee, for the beauty of the world and the plants and animals we enjoy.

**Third Brave:** (Raises arms toward sky) We thank thee for the night and the rest it brings.

**Indian Chief:** Oh, Great Father of all Cub Scouts, bless us and be with us today.

**Medicine Man:** (Jumps up, shakes rattle, and as the torn - tom beats, shouts)

Rise up all you braves. Rise up, our white brothers!

**Cub Scout:** (Enters carrying American Flag, which he presents to the Indian Chief) This is the most beautiful flag in the world. It stands for freedom, liberty and happiness. Take it, Honor it, Respect it and Love it always, for it is yours and mine.

**All:** (lead everyone In the Pledge of Allegiance)

### INDIAN LORE OPENING

Look to this day

For yesterday is already a dream

And tomorrow only a vision

But today

Well lived, makes every

Yesterday a dream of

Happiness and every tomorrow

A vision of hope.

Look well

Therefore to

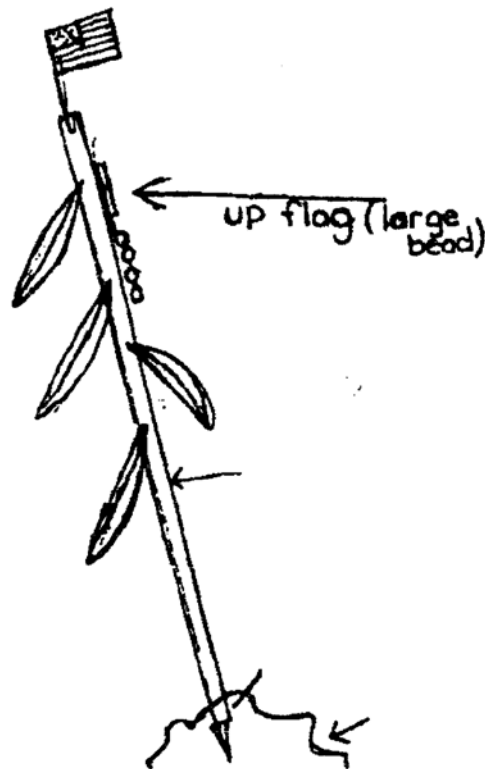
This day.

### FEATHER OPENING

Select a boy to play the part of an Indian. Dress him appropriately. Boy enters the meeting, running, carrying a "lance" and upon arriving at center stage, he says, "I declare this pack meeting open." He places the lance in a flag holder. Cubmaster explains that each of the feathers represents an accomplishment of the Pack (Scout -O - Rama, Camporee, etc.) Include a white feather and a black feather to represent the American Eagle, our national bird.

Cubmaster pulls one more item out of his pocket, a small American Flag, saying, "There is one more feather that should be on this lance.

Cubmaster attaches the flag to the top of the pole. All rise and repeat the Pledge of allegiance. (The lance might also hold awards.)



## Games

By Heart of America Council

### Thread the Hoop

**Players:** 12 - 30

**Materials:** 1 or 2 Hula - hoops - if 2, the second should be smaller than the first

**Surface:** Paved, grassy or sandy

Great for younger players who enjoy crawling through things and getting all tangled up, "Thread the Hoop" is also pure hilarity to watch.

Players stand in a circle holding hands with the Hula - hoop dangling from one player's arm.

Players move the hoop around the circle and back to the starting point by stepping through it and sliding it along to the next player - taking care that feet, legs, shoulders or heads don't get caught, tripping you and breaking the circle.

### Thread

To play the game with two hoops, find a smaller - sized hoop that can easily - pass through -

the first hoop. Begin with the hoops at opposite sides of the circle. Pass them towards each other as before, and one through the other where they meet. This will require some fancy footwork for one of the players. However, if you pass around the hoops at various speeds, the problem passes to someone different each time around.

### Hoop Racing

To make the game into a race, you need at least 20 players forming 2 circles and 2 Hula hoops of the same size. The first circle to pass the hoop back to the starting player wins the race.

### Coyote and Chicken

*The Spaniards call this game De cerca.r la lieb.re, or Catch the hare. Arizona Indians play the same game and call it Pon chochoti, or Coyote and Chicken. But no matter how played or where, this game clearly shows that you Just can't hunt with the hounds and run with the hare*

**Rules:** 1. A game for 2 players. The Chicken players uses 1 counter; the Coyote players uses 12.

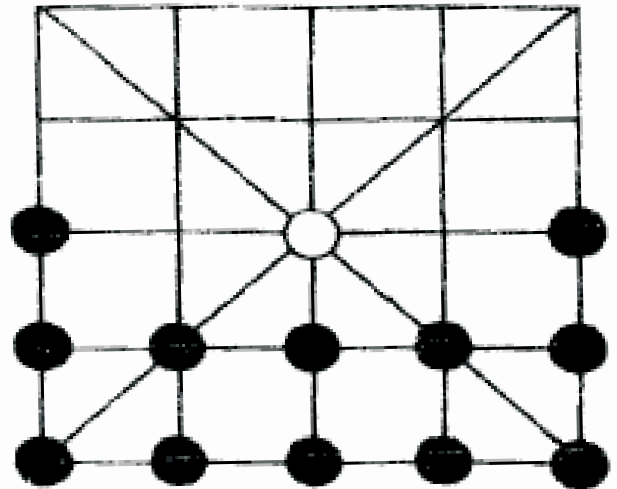
2. Counters are arranged on a field as shown (see diagram).

3. The Chicken player moves his counter to any next empty space at his turn, and may capture by the short jump and the multiple short jump, up,

back, across, or diagonally.

4. The Coyote player may move 1 of his counters in any direction also, 1 space per turn, but he may not jump or capture.

5. The Chicken wins by capturing so many Coyotes that they cannot block him. The Coyote wins if they block the chicken so that he can no longer move. Players take turns being Coyotes and Chicken.



### ALQUERQUE

This game was brought in to Spain by Moorish invaders. The Spaniards in turn taught it to the Indians when they discovered Central America.

Pronounced *El - qufrkat*

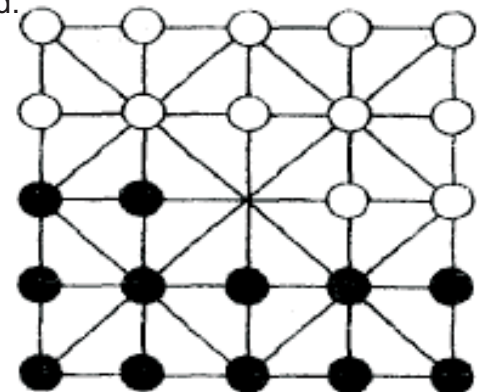
**Rules:** 1. A game for 2 players; each player uses 12 counters.

2. Counters are arranged on game field as shown (see diagram).

3. Each player in turn moves 1 counter to any empty space immediately next to it - up, across, or diagonally - but never backward.

4. Players must capture when possible, by short jump or by the multiple short jump in any direction, except backward. If a player fails to jump at his turn, his counter is huffed.

5. Any counter reaching an opponent's home base may not move away from it unless it can jump 1 or more of the opponent's counters. It may then move as Before.



6. A player wins when he has captured all of his opponent's counters or has blocked them on his last move so that they cannot move - even if the opponent has more counters on the field.
7. The game is draw if an equal number of counters of both players have reached the opponent's home base, or if they block each other so that neither can move. It is possible to avoid draws through clever strategy.

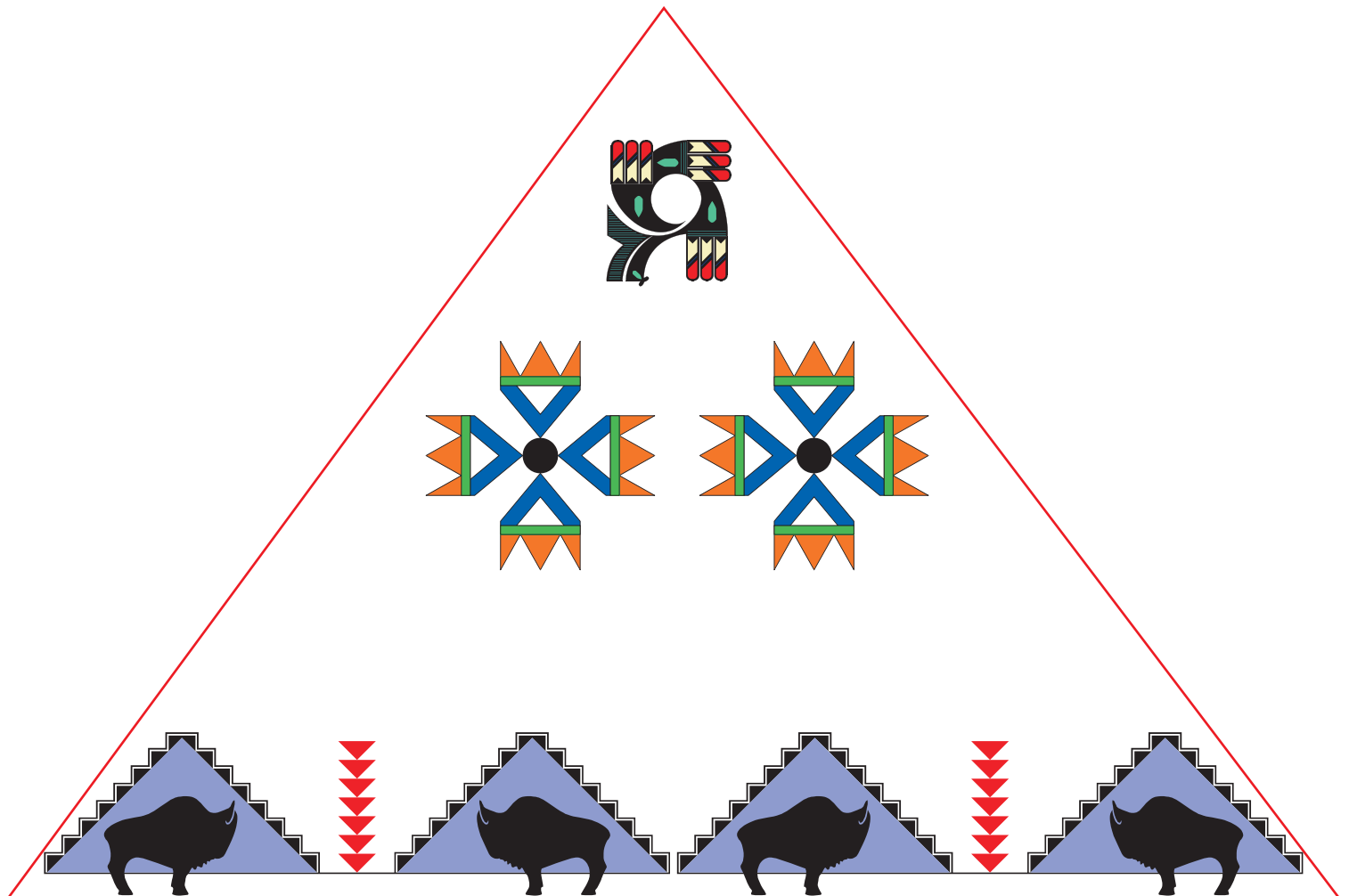
**Feathered Darts**

**More than Moccasins** by Laurie Carlson

This is a great book on Kid's Activity Guide to Traditional North American Indian Life  
 Cut a large triangle shape from the side of a box. Roll in into a cone and staple or tape it to hold securely. Cut out 2 paper feathers and staple or tape them to the wide end of the cone. Toss the darts with the narrow end in front.

**THE EAGLE GAME**

This is one of the best games I know Spread out four or five hoops on the floor in a semi - circle and explain to the boys that these are not hoops but lily pads. The boys are frogs, hopping in the water near the lily pads within the semi - circle, until the Mean Old Wicked Eagle is flying in search of his lunch, and of course he loves to eat little frogs. When the frog hear this sound, they must hop as quickly as they can onto a lily pad (inside a hoop) where they will safe from the eagle Explain that a lily pad can hold many frogs, You are the Eagle. Play a chord on the piano or music tape, rotate your stiff wings, vibrate them and glare wickedly at the frogs as you stalk them. By the time you get to the frogs, they will all be sitting safely on the lily pads. Sometimes a brave child will taunt the Eagle and want to be caught. Don't deny him or the others this pleasure. Just pick him up around the waist, swing him around a few times and carry him off.





### Shinny

**More than Moccasins** by Laurie Carlson

This is a great book on Kid's Activity Guide to Traditional North American Indian Life

Tape cardboard pieces together to make a shinny stick.

Almost all the tribes played this game. The curved stick is used to hit the ball along the ground like hockey. Balls were made from wood, stone, or hide.

You try to take the ball across the goal line at the ends of a playing field. Players could kick the ball or hit it with sticks, but couldn't touch it with their hands.

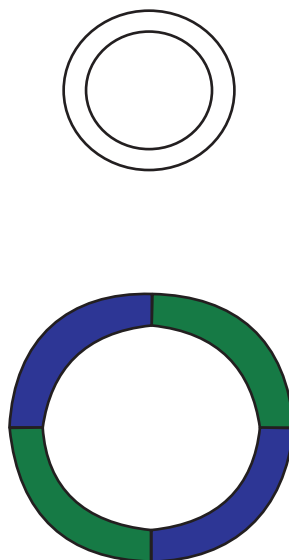
### Ring Toss

**More than Moccasins** by Laurie Carlson

This is a great book on Kid's Activity Guide to Traditional North American Indian Life

Zuni boys in New Mexico play this game. You can make the rings with twigs wrapped in yarn or cut circles into plastic rings. You need a large ring with blue and green yarn and you need a smaller ring that will fit into the large ring covered with white yarn.

To play, toss the larger hoop down on the to ground. Then aim carefully and try to toss the smaller hoop so that it lands inside the larger ring. If the ring lands inside, the player gets 2 points. If it lands on a green section, it counts 21 point. Landing o blue gets zero points.



THIS IS THE WAY TO GO

TURN RIGHT

TURN LEFT

DON'T GO THAT WAY

HELP! DANGER!

### HIKES

by Heart of America Council

#### Downtown Fossil Hunt

Did you know that fossils can sometimes be found in the materials used to construct building? It's true, so next time you're outside try to find fossils.

Fossils are most often found in limestone. You can search for fossils on the outside of large old building. Look carefully because each fossil will probably be smaller than a penny. Keep a list in a notebook of where you find *each* fossil. You may want to sketch them or do a rubbing of the fossils found

#### Search for Animal Homes

While on a hikes see what kind of animal homes you can find Try- to find the following animal homes: Bird nests, squirrel nests, snakes, groundhog, gophers and moles, cats or dogs.

#### Indian Trail Hike

Make supplies to make Indian trail signs.

**Supplies needed:** old twigs and branches Various sizes of pebbles and rocks Field with long grass, if available Use the wood or rocks without decorating or decorate as the boys choose. See the Illustrations for help in setting up a trail. Note that whatever objects are used, the signs are pretty much the same.

## SKITS

### TRIBUTE TO AKELA

**Props:** Banner with the words "Thank You"

**Characters:** Akela, Cub Scouts

**Scene:** Boys are all sitting around Akela waiting for his council to begin.

*Explain to the audience who Akela is in the Jungle Book as well as in Cub Scouts.*

*You find the information in the Wolf book or in the Cub Scout Leader Book. Then begin the skit.*

**Akela:** I Akela have many words of council in this body. Today I will share some

of my great words with you. My young cubs, "The only thing we have to fear is fear itself."

**1st boy:** But, Akela, that is quote from President Franklin D. Roosevelt. We talked about that at school.

**Akela:** Very knowledgeable. But remember, "Genius is one per cent inspiration, ninety - nine per cent perspiration."

**2nd boy:** Great Akela, Thomas Edison said that. He meant we still have to work hard even if we are smart. Those are not your words....

**Akela:** Ahh, well, I think it is enough for tonight. We must call it a night for "Early to bed and early to rise, makes a man healthy, wealthy, and wise."

**3rd boy:** Akela, Benjamin Franklin said that. You told us you have many great words and yet you have only quoted other great men.

**Akela:** My young boys, Akela, as well as your many great words. He is also filled with many great people as well. Look out among you. There are many Akela within this very room. Your leaders, your teachers, and especially your parents. All are Akela and all are here to support you.

**1st boy:** Your people are great, Akela, as well as your many words of wisdom. (He turns to other boys) Come on guys, I think we should show all our Akela our gratitude.

*Boys then stand and hold the banner to the audience and all together say: "Thank you. Akela, thank you."*

## AUDIENCE PARTICIPATION

### THE CHIEF'S DILEMMA

**Characters:** Sitting Bear, Standing Dog, Curtains (2), Darkness, Sun, Crazy Pony, Sac - 0 - Juice, Trail, Hours

**EQUIPMENT:** Pitcher, Rope Stamps, Broom, Banana, Chalk, Bell, Mortgage Paper, pail, salt shakers, Identification signs for names, box of

matches, flat iron, roll of toilet paper

**ARRANGEMENT:** Place props on the stage floor where they will be used. As the play opens, the sun is lying on the floor. The "curtains" stand center stage with their backs to the audience. The "trail" stands at the back of the stage. Tape toilet paper to the back wall. Players keep their identify signs in plain sight. Players carry out actions indicated by the italicized. Give time for action before reading the next time.

**NARRATOR:** "The curtains part. Our play is on." (*curtains side step slowly to opposite sides of the stage.*) "It is early morning and the sun rises." (*Sun Stand up.* 1 "Beside the Teepee" (*TP taped on the back wall*) "we find Chief Sitting Bear." (*Chief growls like bear and sits down*) "The Chief has a beautiful daughter named Sac - 0 - Juice" (*stops forward carrying a plastic bag with a juice can it*).

"The Chief has a problem. The evil warrior, Standing Dog," (*stands and barks like a dog*) "has asked the Chief's permission to marry Sac - 0 - Juice. The Chief sent for his daughter. Here comes the Indian princess sweeping across the clearing" (*sweeping with a broom*) "to her father's teepee" (*TP on the wall*). "Sac - 0 - Juice does not want to marry Standing Dog because she doesn't like him. Standing Dog is very insistent because he holds the mortgage on the Chief's teepee" (*holds a mortgage sign to the TP on the wall*) "Chief Sitting Bear states he must study the signs" (*picks up signs and studies them*) "to see if their marriage will be a happy one. Sac - 0 - Juice appeals" (*peels a banana*) "to Standing Dog, while Sitting Bear was poring" (*pouring with a pitcher*) "over signs. 'Please go away,' she said, 'for you know I love Crazy- Pony!' But her appeal was fruitless."

(*Standing Dog eats the banana and hands the peel back to her*). "The long delay is making Standing Dog very angry, so he stamps his foot" (*Licks stamps and sticks them to his shoe's sole*). "The Hours pass slowly" (*Hours walks very slowly across the stage*). "Suddenly the sound of horses' hooves ring out" (*ring bell*) "and Crazy Pony tears up the trail" (*tears up the trail sign*). "Sac - 0 - Juice turns a little pale" (*turns over a pail*) "for she knows Crazy Pony has come to save her. Crazy pony crosses the clearing" (*makes a chalk cross on the floor*) "and stands by her side. He presses her hand" (*presses hand with front*). "Standing Dog flies into a rage" (*flaps his arm*). "he and

Crazy Pony assault each other" (*have a lively duel shaking salt on each other*). "Soon Standing Dog gives up the match," (*takes match from the box and gives it to Crazy Pony*) "acknowledging defeat and sorrowfully goes away. "Now you are mine," said Crazy Pony, and he leads Sac - 0 - Juice away" (puts rope around waist and leads her off). "The Hours pass," (*Hours crosses the stage*) "the Sun sets," (*Sun sits down*) and Darkness falls," (*Player falls*) "and our play is ended."

### INDIAN FEATHER PASS

This ice breaker is a must for "breaking" a crowd up. Purchase very small, light feathers from a handicraft shop (inexpensive).

Line group into two equal numbered lines and explain the object of this stunt is to pass the "Indian Feathers" from one to the other until they are passed from the first to the last person and back again (You can not close your hands). The team who has any (or the most) Indian Feathers wins. GOOD LUCK !!

*Cribs can practice this in the den meeting - then complete against mom and dad at the pack meeting...*

### STUNTS AND TRICKS

Indians of the southwest spoke many different languages, so they had to communicate with each other in different ways. Even today we all use a form of sign language or hand signals. We wave to say, "Good-bye"; we shake hands to greet someone; we use our hands to indicate the size or height of something. Indians made up their own hand signs. Can you make up some, too? With a partner, try to tell each other something using only hand signals. Below are some other ways Indians communicate with each other. List them by using the clues to help you unscramble the words.

**Clue 1:** need a wall to draw on

ICUSPTRE

\_\_\_\_\_ u \_\_\_\_\_

**Clue 2:** need a knife or sharp stone

AVNISGRC

\_ a \_\_\_\_\_

**Clue 3:** need strong legs and feet

RENRSUN

\_ U \_\_\_\_\_

**Clue 4:** need horses

EDRIRS

\_ i \_\_\_\_\_

**Clue 5:** need something to strike them

DSMUR

\_\_ \_ u \_\_ \_

**Clue 6:** need a fire and a blanket

OSKME ISGANSL

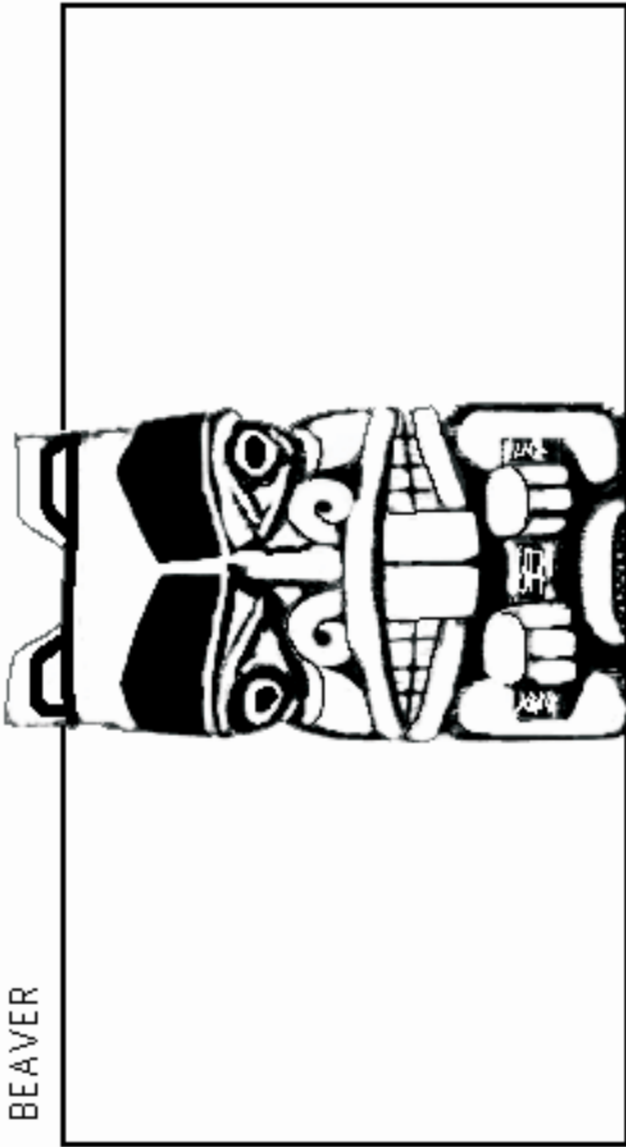
\_\_\_ ○ \_\_\_ \_\_\_\_\_

**ANSWERS:**

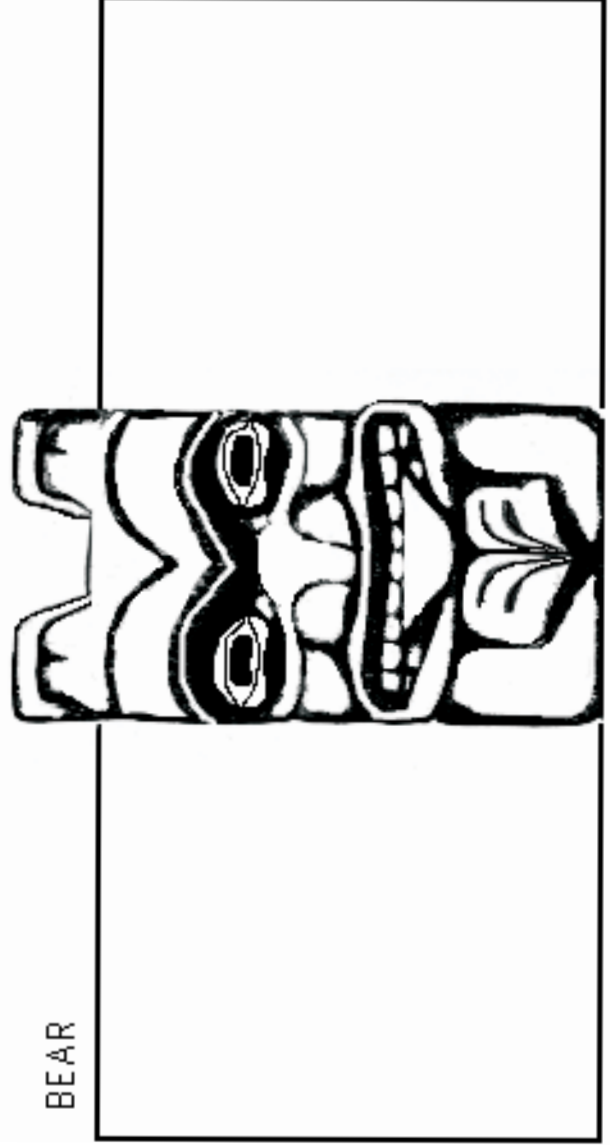
1. Pictures
2. Carvings called Petroglyphs
3. Runners
4. Riders
5. Drums
6. Smoke Signals



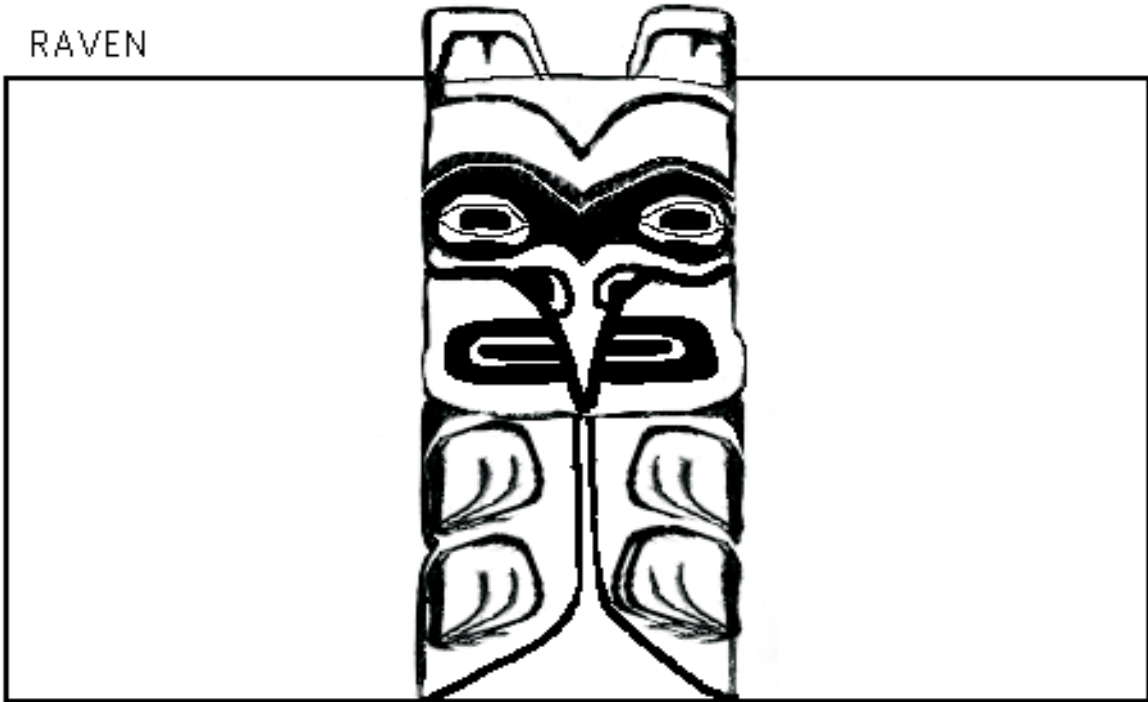
BEAVER



BEAR



RAVEN



### Crafts

By Heart of America Council

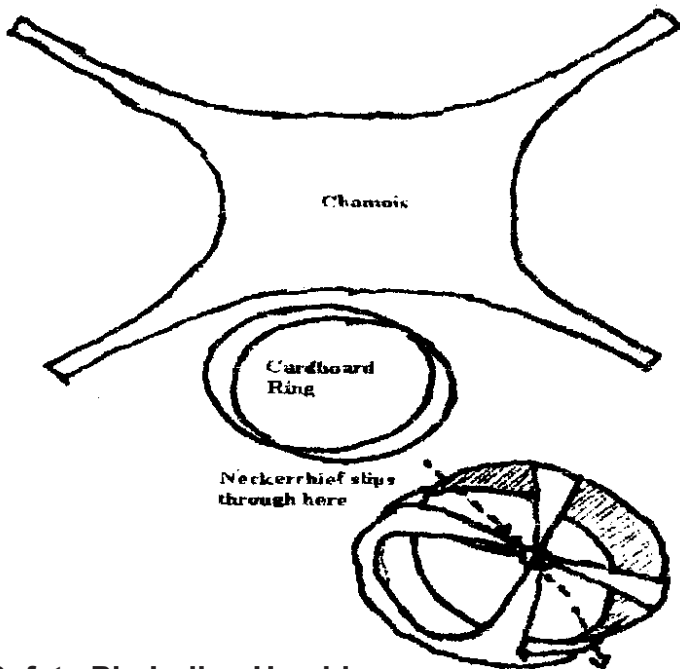
#### Tom-Tom

Heavy cardboard ring 5/8" high, 2 1/4 diameter  
Piece of chamois

Glue

Paints

Cut chamois large enough to cover cardboard ring, leaving ends long enough to tie in back. Put a bead of glue around one - end of cardboard ring and press into center of chamois. Pull ends around and tie in back, trimming ends. Glue edges of chamois down around outside of cardboard ring. Paint Indian designs on front.



#### Safety Pin Indian Headdress

2 6" pieces of 18 gauge wire OR

2 large paper slips straightened

19 Roundel beads

14 Pony beads

17 Spaghetti beads

15 Size 2 (1 1/2") safety pins

164 mm faceted beads

Large paper clip

On each safety pin, thread one roundel and one spaghetti bead and close pins. Bend end of one piece of wire in small circle, then thread through head of safety pin, alternating safety pins and pony beads, ending with safety pin. Bend other end of wire to hold pins and beads in place. Bend end of second wire and thread on 2 roundel beads, 1 spaghetti bead and 1 faceted bead then alternate ends of safety pins and faceted beads. After last safety pin, add a faceted

bead, 1 spaghetti bead and 2 roundels. Bend wire to hold beads in place. Bend headdress into shape. Bend paper clip across back of headdress for loop.

#### Quiver and Arrows

2" piece of 3/8" PVC pipe

Chenille stem

Feather fluffs

3 2 1/2" pieces of small dowel rods

Felt or vinyl scrap

Craft paints

Scrap of fun foam

Glue

Drill two holes in PVC pipe and thread chenille stem through for ring. Lay a bead of glue around one end of PVC pipe and press into fun foam. When dry, trim away excess foam. Paint PVC pipe and decorate with Indian designs. Cut narrow felt strip for shoulder strap and glue in place. Glue three small pieces of feather fluff to the ends of each dowel to make arrows. Glue arrows in quiver.

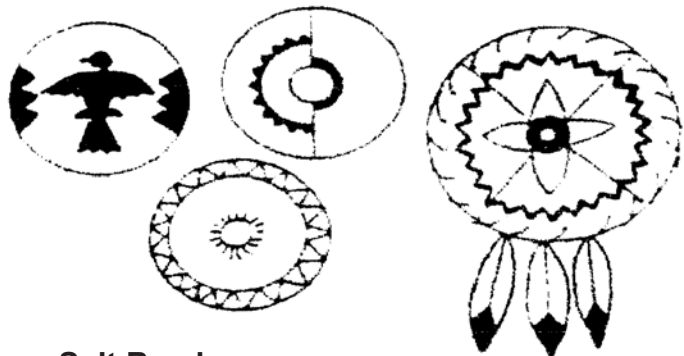
#### Indian Shield

Poster board

Chenille stem

Craft paints

Cut 1 1/2" circle from poster board. Decorate as desired with Indian designs. Add feathers, if desired. Glue chenille stem on back for ring.



#### Salt Beads

Mix 1 cup of common table salt and 1/2 cup cornstarch. Pour in 1/2 up boiling water and 1 drop food coloring. Cook until thick, stirring constantly. Add 1 drop perfume. Mix well. When cool enough to handle, shape into beads the size of garden peas. Run a pin through each bead and stick upright in a corrugated cardboard to dry.

#### Alternate Bead Mixture

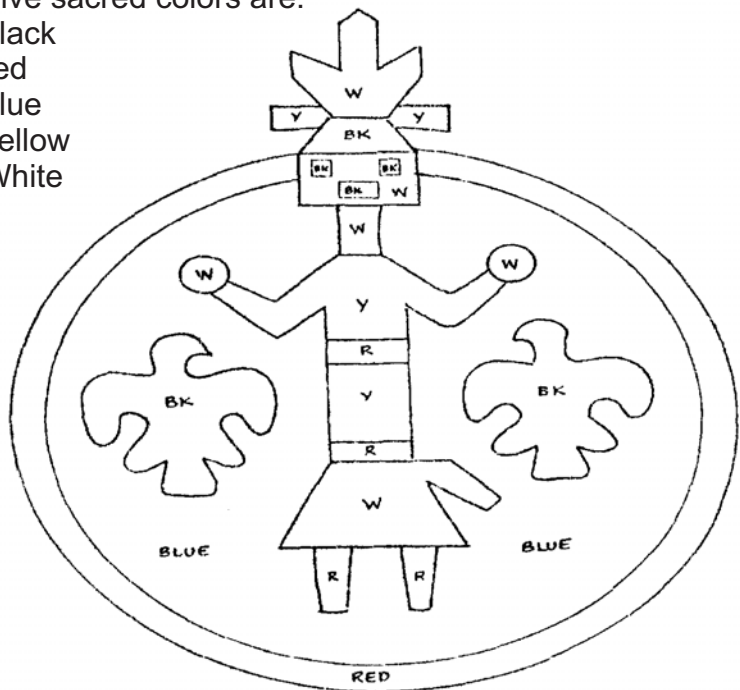
Mix 1 cup sand for salt. After beads have been shaped, bake in a 200 degree oven about a hour or let dry in the sunshine for several days.

**Sand Painting**

Trace this picture onto fabric or cardboard. Start sand painting with dark colors first, Put glue on area and sprinkle with appropriate color sand. Let dry, Shake off excess. Do red outer circle last.

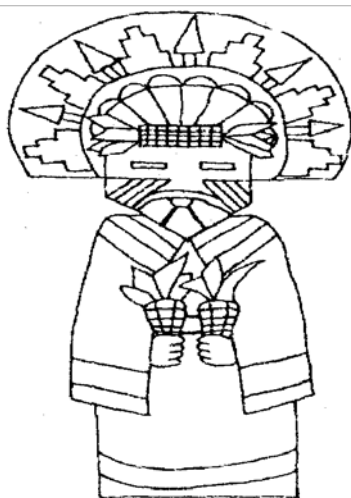
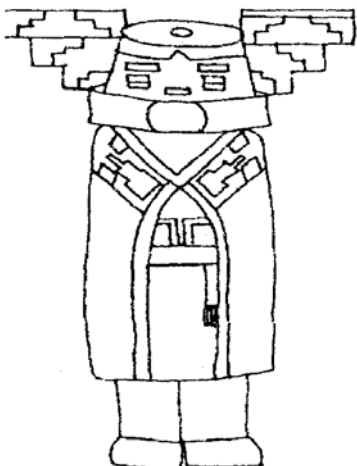
Five sacred colors are:

- black
- red
- blue
- yellow
- White



**Kachina Dolls**

Use the decorating of Kachina Dolls to teach Cubs about Native American customs and teach them to respect the sacred customs of American Indian. Enlarge patterns. Color, cut out, and mount on construction paper. Glue around a toilet tissue tube. -



**CEREMONIES**

**Mighty Warrior Advancement**

**Props:** Artificial campfire, Akela costume, torn - tom

**Setting:** Fire is glowing, Akela stands behind fire, and is flanked by Awards chairman and assistant Cubmaster who beats the tom-tom

**Akela:** Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council. (Cubs come forward and are seated) Our medicine man (awards chairman) is here, so it is time for the council to begin. (tom-tom beats) Mighty Medicine Man, you have signaled us that some of the braves in this tribe have traveled along the trail of the Golden Arrow of Light far enough to earn the names of their hunting stations. Who are these braves?

**Awards Chr:** (Read names of boys to receive awards)

**Akela:** Mighty Warrior, how far along this trail did these braves travel?

**Awards Chr:** (name of boy) has passed the twelve achievements tests to Wolf Valley and also did a fine job of hunting, for he has earned a gold arrow point. (Name) after crossing Bear Ridge, hunted well enough to earn a gold and silver arrow point. (Name) and (Name) are working their way up Webelos Peak and have earned activity badges in \_\_\_\_\_ and \_\_\_\_\_. (adapt above to fit awards to be presented)

**Akela:** This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters.

**Awards Chr:** (To Boys) Can you truthfully say you have followed the Cub Scout Promise and have tried to of your best?

**Cubs:** (answer Yes) -

**Akela:** Will each of you tell us one of your accomplishments along the trail. (each boy tells of one achievement or elective) I am satisfied you have done your best. This is indeed a proud moment for your tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your families. Without their help, hunting along the Trail of the Golden Arrow of Light would have been very difficult. Might Medicine Man, have you brought suitable awards or these fine hunters?

**Awards Chr:** Yes I have (presents awards to boys, and they return to their seats)

### Indian Advancement Ceremony

You will need: a campfire

Washable red paint

tom-toms

**Characters:** Chief Cubmaster Indian Guides

Indian Braves Den Chiefs Cub Scouts

(ALL IN COSTUME)

Chief stands in front of room, arms folded, head down on arms. (Queue cards may be hidden on arm)

Tom-toms beat loudly. (As Chief speaks tom-toms soften their beat)

**Chief:** *Indian Braves come gather around the council fire. (Cubs come forward and sit around fire) (Raising arms and head) Hail O mighty warriors. Hail parents and family. We gather at this council fire to honor our braves who have*

*worked many moons to earn an award tonight. They have tracked the deer and found the buffalo. They have followed many trails.*

*Everyone is proud of their achievements (Tom-toms stop with two loud beats) O Indian Guide tell us who in your tribe is worthy.*

Den Chief Reads names and award to be given.

Chief Brave, bring your parents before the council fire. Now stand - before your chief (As cub stands in front of the Chief he dabs a small amount of red paint on his forehead with his thumb) *Indian brave \_\_\_, our council fire burns bright because you are so diligent and brave. It is an honor to present you with your \_\_\_ award. Receive it and go with good health. (After awards are presented tom-toms beat as cub follows chief and braves off stage.)*

### Akela Closing

Akela is the leader of Cub Scouting. He is one that always steps forward and takes charge in the den and pack meetings. He leads through his example and he doesn't ask anyone to do anything that he isn't willing to do himself. He watches out for Cub Scouts of all ages making sure they have fun. He also makes sure of Cub Scout Advancements. As you leave tonight take the spirit of Akela home with you to help guide you in the Cub Scouting way.

### CUBMASTER MOMENTS

PIN PE OBI

The pueblo Indians used a phrase, Pin pe obi, look to the mountain top. As you move through life keep your gaze beneath your feet. Whatever

Of life's Challenges you may face, remember, always look to the mountain top for in doing so you look

into greatness. If you remember this and let no problem, however great it may seem, discourage you nor let anything less than the mountain top distract you, then you shall be able to cope with life's everyday trials and endeavors, regardless of size.

### WEB SITES

These sites are current as of 9-30-07

<http://library.thinkquest.org/5160/howtheyaremade.html>

[Http://www.enchantedlearning.com/crafts/na/totempole/index.shtml](http://www.enchantedlearning.com/crafts/na/totempole/index.shtml)

[Http://nativeamericans.mrdonn.org/totempoles.html](http://nativeamericans.mrdonn.org/totempoles.html)

[http://www.dltk-](http://www.dltk-kids.com/canada/mtotem.html)

[kids.com/canada/mtotem.html](http://www.dltk-kids.com/canada/mtotem.html)

[Http://www.inquiry.net/outdoor/native/totem/index.htm](http://www.inquiry.net/outdoor/native/totem/index.htm)

[Http://www.inquiry.net/outdoor/native/sign/index.htm](http://www.inquiry.net/outdoor/native/sign/index.htm)

[Http://www.inquiry.net/outdoor/native/dance/index.htm](http://www.inquiry.net/outdoor/native/dance/index.htm)

[Http://www.inquiry.net/outdoor/native/song/index.htm](http://www.inquiry.net/outdoor/native/song/index.htm)

[Http://www.inquiry.net/outdoor/native/games/index.htm](http://www.inquiry.net/outdoor/native/games/index.htm)

[Http://www.inquiry.net/outdoor/native/skills/breech\\_clouts.htm](http://www.inquiry.net/outdoor/native/skills/breech_clouts.htm)

{ [Breech Clouts](#), [Breech Cloths](#) } [ [Buffalo Skull](#) ] [ [Buttons](#) ] [ [Canoe Decoration](#) ] [ [Drums and Shields](#) ] [ [Indian Graphic Arts](#) ] [ [Indian Names for Months](#) ] [ [Indian Moccasins](#) ] [ [Navajo Loom](#) ] [ [Painted Paddles](#) ] [ [Peace Pipes](#) ] [ [Picture-Writing](#) ] [ [Sign Language](#) ] [ [Painting the Tepee](#) ] [ [Pottery](#) ] [ [Teepee Plans 10'](#) ] [ [Tweezers](#) ] [ [War Bonnets](#) ] [ [Willow Bed](#) ]

[Http://www.inquiry.net/outdoor/native/totem/paper\\_knives.htm](http://www.inquiry.net/outdoor/native/totem/paper_knives.htm)

[Http://members.aol.com/Art1234567/boxart.html](http://members.aol.com/Art1234567/boxart.html)

[Http://www.nativeamericacalling.com/](http://www.nativeamericacalling.com/)

[Http://www.nativeamericanlinks.com/](http://www.nativeamericanlinks.com/)

[Http://www.nativeculturelinks.com/indians.html](http://www.nativeculturelinks.com/indians.html)

[Http://www.mce.k12tn.net/indians/index.htm](http://www.mce.k12tn.net/indians/index.htm)

[Http://marilee.us/nativeamericans.html](http://marilee.us/nativeamericans.html)