



Volume 8, Issue 3
March, 2008

Welcome to www.CubRoundtable.com
RT Newsletter

Webelos activity badges Sportsman and Family Member

Theme: Abracadabra!

Achievements and Electives from the Program Helps for 2007-2008.

- Tigers** – Ach- none
- Elect.** 6,7,14, 19, 20, 21, 36
- Wolf** – Ach 2A, 10F
- Elect.** 1B, 2A, 11A, 11C, 11F
- Bear** – Ach 13G, 17B, 18C
- Elect.** 6, 13, 13D

PRE OPENING ACTIVITIES

Magic Words

By Santa Clara Council

Fill in the missing letters below with vowels to complete the magic words:

- PR__ST__
- __BR__C__D__BR
- __P__N__S__S__
- S__M__S__L__B__M
- __L__K__Z__M
- SH__Z__M
- H__C__S__P__C__S

- Answers:**
 PRESTO
 ABRACADABRA
 OPEN SESAME
 SIM SALA BIM
 AKAKAZAM
 SHAZAM
 HOCUS POCUS



Hogwarts School of Witchcraft and Wizardry

By Santa Clara Council

Match the faculty positions at the Hogwarts School, where Harry Potter studies, with the correct faculty member.

- | | |
|--|------------------------|
| 1. _____ Arithmancy | A. |
| Argus Filch | |
| 2. _____ Astronomy | B. Professor Binns |
| 3. _____ Care of Magical Creatures | C. Professor Sprout |
| 4. _____ Librarian | D. Professor Sinistra |
| 5. _____ Charms | E. Professor |
| McGonagall | |
| 6. _____ Defense Against the Dark Arts | F. Professor Filtwick |
| 7. _____ Divination | G. Madam Hooch |
| 8. _____ Caretaker | H. Rubeus Hagrid |
| 9. _____ Quidditch Instructor | I. Madam Pomfrey |
| 10. _____ Nurse | J. Professor Vector |
| 11. _____ Herbology | K. Porfessor Moody |
| 12. _____ Potions | L. Madam Pince |
| 13. _____ History of Magic | M. Professor Trelawney |
| 14. _____ Transfiguration | N. Professor Snape |

Answers:

- | | |
|-------|--------|
| 1 = J | 8 = A |
| 2 = D | 9 = G |
| 3 = H | 10 = I |
| 4 = L | 11 = C |
| 5 = F | 12 = N |
| 6 = K | 13 = B |
| 7 = M | 14 = E |



Math Magic

By Goldenrod District

Fill in each empty square with a single number to make the math equations true both horizontally and vertically.

| | | | | |
|---|---|---|---|---|
| 5 | + | | = | 9 |
| - | | - | | - |
| | + | 4 | = | |
| = | | = | | = |
| 3 | + | | = | 3 |

Answer

| | | | | |
|---|---|---|---|---|
| 5 | + | 4 | = | 9 |
| - | | - | | - |
| 2 | + | 4 | = | 6 |
| = | | = | | = |
| 3 | + | | = | 3 |

Do You see a young lady or an old lady? Both?



Young woman



Old woman



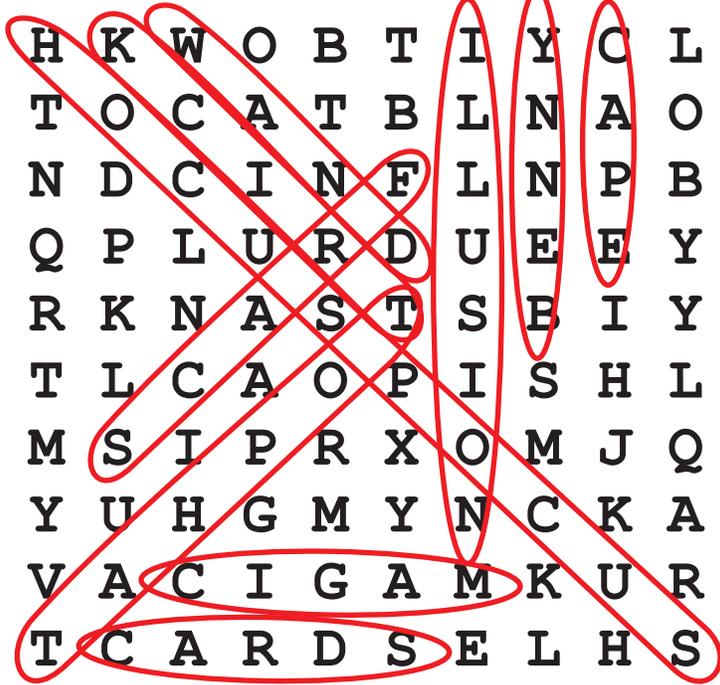
Magic Hat Word Search

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

Words for Magic Hat Word Search

- BUNNY
- WAND
- CARDS
- HOCUS POCUS
- ILLUSION
- MAGIC
- SCARF
- TOP HAT
- CAPE
- TRICK

Answer to Magic Hat Word Search



By Santa Clara Council

To add some magic to your next campfire, try the following ideas. When working with open flames, always exercise caution. Keep a safe distance from the fire, and always supervise young children.

Magic Wishing Powder

A container filled with white granulated sugar makes a nice wishing powder. Have everyone stand around the campfire, and pass the container around the campfire circle. Everyone takes a small handful and holds it until everyone is ready. Everyone makes a wish, and on the count of 3, tosses the powder into the fire. The sugar makes some nice sparks that lasts a few seconds.

Spell Fire

This is a cool special effect that can be used to spice up a ghostly or magical story. Throw a handful of powdered coffee creamer over the fire as a "spell" is being cast in the story. The particles are very fine, and the powder contains some oil that catches on fire in an array of sparkly bits that vanish quickly.

Wenceles Cakes

Get some "blue stone", also know as copper sulfate (which can probably be obtained from a pharmacist). Mix a spoonful of powdered blue stone (powder carefully, it is slightly toxic, so wash hands afterwards) in with enough melted wax to fill half a small wax paper muffin baking cup. If the baking cup containing the wax is then thrown into a fire, nice blue-green flames will be produced.

Openings

John J. Brogan, Jr.

H.A.D. Cub RT -Commish

- M** – M is for Mess, which happens by Magic I guess
- A** – is for Anxiety, The Den Leader’s heard of our notariety
- G** – is for Gem, that’s really what is our den
- I** – is for Illusion, a good meeting’s conclusion
- C** – is for Cub Scouts, do our best, no Doubts

Magic American Flag Opening Ceremony

Conceal an American flag inside a "magic" box.

NARRATOR.- Today, we’re going to start our pack meeting with a bit of magic! We’ll add some special things to this magic box and see what we get when we say the magic word "Abracadabra!" (Audience practices the word.)

OK. Now, everyone on the count of three, say "Abracadabra" 1, 2, 3 ... ABRACADABRA! (*Reaches In and pulls out the American flag,*) Wow! What a great piece of *magic!* Let’s say the Pledge of Allegiance to our flag. (Two Cub Scouts hold the flag.)

Magic Opening

John J. Brogan, Jr.

H.A.D. Cub RT C-Commish

Hogwarts is where you learn about magic
 Scouts is where we learn to do our best
 While we play with tricks and make believe potions
 Our lives are instilled with unbelievable good notions
 We don’t need a wand or a spell...
 to remember our duty to God and Country, to tell
 So please, levitate yourself upright
 and join us at this magical sight
 {Color Guard enters with Colors}
 Please Join us in the pledge of Allegiance.

Cub Scout Promise

Many, many years ago Lord Baden-Powel took 22 boys with him to Brown Sea Island, off England’s southern coast, for what was to be the world’s first Boy Scout camp. Because of this beginning, the Boy Scouts of America was organized. Not many years later the Cub Scouting program began. Times change many things, but the Cub Scout Promise and the Law of the Pack remain as important today as they were in the beginning. Please stand, give the Cub Scout Sign and repeat with me the Cub Scout Promise and the Law of the Pack.

Advancement

By Central New Jersey Council

The Magic of Cub Scouting – Advancement Ceremony

Personnel: Cubmaster in top hat; Tiger Cub and Wolf, Bear, and Webelos Scouts

Equipment: Magic box or curtain, magic wand, top hat

CUBMASTER: If it worked like magic, Cub Scout advancement would happen this way: A Tiger Cub would go into the magic box (*Tiger Cub enters the box*), I would wave my magic wand, and Abracadabra! -out comes a Wolf Cub Scout! (*Wolf Cub Scout emerges from the box.*)

Then, in would go the Wolf Cub Scout (*enters the box*) and, Abracadabra! -out comes a Bear Cub Scout! (*Bear Cub Scout emerges.*)

What would happen if we put the Bear Cub Scout back in? (*Bear Cub Scout enters the box.*) Now, let's all say it together, Abracadabra! -and out comes a Webelos Scout. (*Webelos Scout emerges.*)

But is that the way Cub Scout advancement works? (*Cub Scouts say "NO!"*) It isn't so easy! Each Cub Scout works hard to achieve his rank, and the following boys have done so tonight. Will the following boys and their parents come forward to receive the Bobcat badge? (*Continue through the ranks.*)

Magic in Pack Ceremonies

Denver Area Council

1. Magic Sugar Cube

Materials: Clear glass of water, sugar cube, pencil
Set up: Clearly and darkly mark the letter "W" (for wolf or webelos ceremony) or "B" (for bobcat or bear ceremony) on one side of the sugar cube. Be sure that the letter is very dark.

Effect: Letter appears to transfer from a sugar cube dropped in water to the back of the hand of the participants.

Scenario: Tell participants that the letter will magically leave the sugar cube and be printed on the hand of the scouts who are worthy to advance in rank. Drop sugar cube in water and have one scout place his hand over the top of the glass; other scouts place their hands on top of the first. Tell the scouts to concentrate on their new rank. After a 15 seconds or so, have the scouts take their hands away and look at the top of the hand that was over the glass. The letter appears on the hand.

How it's done: Before placing the sugar cube in the water, make some excuse to dip your thumb and fingers in the glass ("Boy, this sugar cube sure is sticky ..."). Wet your thumb and press hard over the letter to ink the bottom of the thumb. Then, assist each boy in placing his hand over the glass, pressing your thumb to the back of his hand while doing so. You will then have "stamped" the letter onto the back of the hand. As long as it is done quickly and the boys are focused on the sugar cube, they will not notice the effect of the thumb on their hand.

2. Removing color from liquids.

Materials: Food coloring, pitcher of water, 2 glasses, liquid bleach

Setup: Place one drop of food coloring in bottom of one glass, 1 teaspoon of bleach in the other. Place glasses so that the audience cannot see the advance preparations.

Effect: Water poured into a glass changes color

Scenario: Water is poured into an "empty" glass and immediately changes color. The colored water is then poured into another "empty" glass which then turns back into "water."

How it's done: Water poured into first glass changes color on contact with the food coloring. Color is bleached out of water in the second glass. Be sure to hide the base of the glass with your fingers so that the coloring and bleach in the glasses cannot be seen.

3. Color-changing liquids (yellow-green-blue)

Materials: Yellow and green food coloring, pitcher of water, 4 clear plastic glasses, liquid bleach

Setup: Four clear glasses: one empty, one with a drop of yellow food coloring, one with a drop of green food coloring, one with 1/4 teaspoon of liquid

bleach. As in above, be sure audience cannot see the preparation or the bottom of the glasses during the trick.

Effect: Water changes colors from clear to yellow to green to blue as the liquid is poured into successive glasses.

Scenario: Water from a spring at a nearby Boy Scout camp has the special properties of changing into Cub Scout colors if boys have completed all of their requirements for their badge of rank. Water is poured from a special receptacle into the first glass. Water turns yellow when poured from first glass into second; water turns green when poured

5. Magic balloon.

Materials: Large balloon (at least 8 inches in diameter when inflated), dry ice

Setup: Small piece of dry ice inserted into balloon.

Effect: Balloon continues to inflate, even after being tied closed.

Scenario: Balloon is partially inflated at the beginning of the meeting and tied. By the end of the meeting, the balloon has become even more inflated.

How it's done: The dry ice inside the balloon slowly vaporizes when added to warm air. Partially blowing up the balloon provides enough warm air for the process to occur.

6. Magic water test.

Setup: Styrofoam or paper cup (not plastic!) with slush powder ("Aqua-gel", "Joke-gel") in bottom of cup. Approx. 1 teaspoon of powder per 4 ounces of water. Slush powder is available at magic supply stores and novelty shops (usually in the gag gift section

with the pepper gum, plastic vomit, etc.)

Effect: Water is poured into a cup and then inverted over the boys' heads without spilling.

Scenario: Final test for boys advancing in rank. Pour water (I use water colored with blue food coloring) into the glass and tell the boys that if they are ready to advance in rank, then the spirit of scouting will protect them in this final test. Turn the cup upside down over the boys' heads.

Variations: Have parents hold small cups with gelled water over each boy and have the boys stick a straight pin through the bottom of the cup. Be sure that the cups are held above the sight of the parents as well so that they cannot see the gelled liquid inside.

How it's done: The slush powder causes the water to gel on contact and will not pour/leak from the glass.



Applause

By Central New Jersey Council

Jokes/Walk ons

Bay Area Council

Ask someone to spell the word "joke". Then ask him to spell "folk". Next ask him to spell "poke". Finally ask him to spell the white of a egg. He will probably spell "y o l k". But the yolk is the yellow part of an egg. The white part is called albumin.

Shade your eyes and look around. Aha! You spot your friend in the audience. Go to him and shake his hand, slap him on the back and hug him. Then stare at his shirt and shake your head. You find a loose thread.

Take hold of it and put...and pull...and pull. The thread comes...and comes...and comes. You can wind it around your hand, you can dance with it, you can pass it around the audience and let them pull.

THE TRICK

By Southeastern Massachusetts Cluster Council
You and your friend get ready together. Thread a needle with the end of a spool of thread. Put the spool inside your friend's shirt and run the threaded needle out through his shirt. Take off the needle and let the thread hang loose.

Magician's Cheer. Everyone turns around with his/her eyes closed, saying, "Abracadabra! Presto changc-o! Yea'

Magic Neckerchief Cheer. Explain that you have a magic neckerchief that controls cheering. When you throw it lilt(the air, audience members can make as much noise Lis they want, hut when the neckerchief' is in \,our hand or oil the floor, they must be quiet. Try throwing It , and faking It.

Magician's Mix-Up Cheer. Remove your imaginary top hat, invert it, and hold it In front Of' you. Wave an imaginary wand over the hat and say "Abracadabra, " pause and then say "Poof!" When Saying poof, jump straight up, landing on all fours in a squatting position, like a frog and croak "Ribbit, ribbit.



Crafts

Goo

Materials:

2 Bowls
 Mixing spoons
 8 oz. white or carpenter's Glue
 Food coloring
 3/4 cup Water
 20 Mule Team borax
 Additional water for mixing
 Airtight container

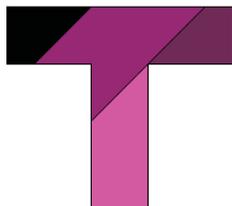
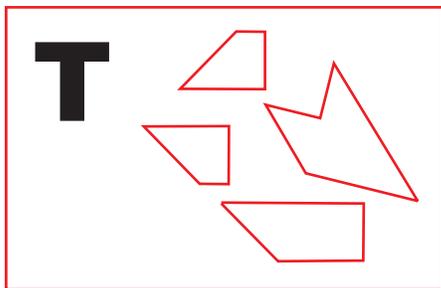
1. Combine glue, food coloring, and 3/4 cup of water in bowl. In a separate bowl, combine 1 tablespoon borax and 1/4 cup water.
2. Add the borax mixture to the glue mixture, stirring until a blob forms.
3. Remove the blob from the mixture. Add another batch of the borax and water mixture to the glue mixture.
4. Repeat the process until the glue mixture is all gone. Knead all the globs together. Store the goo in an airtight container.

Make the Letter T

By Goldenrod District

Print out the shapes and arrange them to make a letter

T. It's harder than it looks!



Knot Trick

Place a 20-inch string on a table and challenge your friends to hold one end of the string in each hand and tie a knot - without letting go of the string. Now you can sit back and watch them struggle. No matter how hard they try, they won't be able to tie a knot without releasing at least one hand. Now you demonstrate how to do it. Cross your arms, bend over the string and grab the ends in your hands. As you straighten up, by uncrossing your arms you will have tied a perfect overhand knot!

Magic with Numbers

Number 3:

- 1) Choose a number.
- 2) Multiply it by 3.
- 3) Add 1.
- 1) Add 1 again.

- 2) Now add the three answers from 2, 3 and 4.
- 3) Add the digits in that sum.
- 4) Keep adding the digits in the sum until you get a single digit.
- 5) That digit will be 3.

Number 5:

- 1) Choose a number.
- 2) Add the next larger number.
- 3) Add 9 to this sum.
- 4) Divide by 2.
- 5) Now subtract the original number.
- 6) The answer is always 5.

Number 6:

- 1) Choose a number.
- 2) Multiply it by 3.
- 3) Subtract 1.
- 4) Subtract 1 again.
- 5) Now add the three answers you got in steps 2, 3 and 4.
- 6) Add the digits in that sum.
- 7) Keep adding the digits in each sum until a single digit answer is reached. That answer will always be 6.

Number 9:

- 1) Choose a number with three different numbers.
- 2) Reverse the digits.
- 3) Subtract the smaller number from the larger number.
- 4) The middle digit of the answer is always 9 and the sum of the other two digits is 9 also.

Magic Gel

This is a substance that is both liquid and solid at the same time.

Directions:

Measure five parts cornstarch and four parts water. Mix this together with your hands. After the cornstarch is totally dissolved in the water, explore all the unusual and magical things that can be done with this mixture: If a fist is pounded on the mixture, it's hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it's in quicksand! A chunk of magic gel can be broken off just like with other hard materials. But if some of the mixture is placed in your hand, it begins to drip off – just like liquid. It can be poured like liquid, and as it is pouring, you can crack off the drips – like a solid.

MAGIC WAND 1

Materials: Sticks, Leaves, String, Tape or Glue
Have each boy search for the perfect stick—in the backyard, on a neighborhood walk, in the park or on a trek through the country. Attach dried leaves and long grass to the stick with tightly wound string. You can also affix unusual leaves and seeds with tape or glue for "power magicians."

MAGIC WAND 2

Materials: 1/2 inch clear unflexible plastic aquarium tubing (sold in pet stores), modeling clay, pipe cleaners, sequins or glitter, colored plastic tape.
Cut the plastic tubing into 1-foot lengths (one for each boy). Seal one end of each tube with a small piece of modeling clay. Shape the pipe cleaners to look like worms, then stuff them into the tubes. Add sequins or glitter. Then seal the other end with clay. Tape the ends of the tube with the plastic tape to hide the modeling clay.

WIZARD HAT

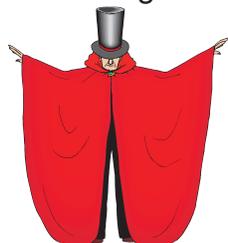
Materials: Newspapers, glossy gift-wrap, tape, bright-colored Con-tact paper. For each hat, lay a sheet of newspaper on a flat surface. Sandwich the newspaper between two pieces of glossy gift wrap. Treating the stack as if it were a single sheet, shape it into a large cone and tape the overlapping edges. Make sure the opening is large enough to fit onto the boy's head. Roll up the lower edge of the cone to create a brow band. Cut out stars and moons with the Con-tact paper, and decorate the hat.

FIND THE GOLDEN SNITCH

Supplies: A bag of white or colored Ping-Pong balls, permanent marker, gold spray paint
1. Using the permanent marker, write point values on each ball: 10, 20, or 30 points. If you are using colored balls, each color can have a different point value. Hide these balls throughout your yard.

2. Spray one ball metallic gold. This is your Golden Snitch., which is worth 150 points to the team that finds it. Hide this ball well. The game ends when the snitch is found.

3. Add up the points for each team. The winning team gets first choice for snacks.



BROOM SWEEP RELAY

Supplies: 1 broom, 1 balloon (inflated), and 1 plastic cone for each team

Divide your den or pack into equal teams. Line up each team behind a starting line. Place a plastic cone about 40 feet from the starting line for each team. Give the first person in each team a broom and an inflated balloon. On the start signal, the first person in each team puts the balloon on the floor and proceeds to sweep the balloon to the cone. He circles the cone and continues sweeping the balloon back to his teammates. He hands the broom to the next teammate and walks to the end of the line. The next player sweeps the balloon to the cone, circles it and sweeps back to his team. The balloon is to remain on the ground at all times. If the balloon pops, the player must restart from the starting line. The first team to have all players complete the clean sweep with the balloon is declared the winner. Have extra balloons (inflated) on hand in case one should break. This game can also be played outdoors – fill the balloons with water for some wild fun.

Balancing Egg

By Grand Canyon Council

- This magic egg will stand upright when you hold it on the stretched palm of your hand.
- It will balance in many strange ways on any flat surface.

Instructions:

1. The egg is a blown egg, which contains some salt.
2. To prepare it, pierce an egg on both ends and blow the contents out into a pan.
3. Let the inside of the shell dry.
4. Seal one end by pasting a tiny piece of tissue paper over it.
5. Make a small funnel and pour two teaspoons of salt into the shell.
6. Seal the other end.
7. At the end of your balancing act place the egg out of sight,
8. Then pick someone from the audience to try to balance the egg as you did...but give them a hard boiled egg to use, of course, they can't do it.

Appearing Card

Trick Courtesy of: Matt

Original Author: Unknown By Santa Clara Council

Effect: A spectator picks a card out of a shuffled deck. You put it with three random cards, place the cards at the bottom of the deck, and shuffle. You take three cards from the bottom of the deck and ask the spectator if any of those are his. None are. These are laid on the table, one of the cards is flipped over, and the selection appears on the table.

How It's Done:

Ask a person to shuffle the cards and then choose one card. Have them give you the deck. Take three cards from the bottom. Tell the spectator to put their card on top of those three, then to place the four cards at the bottom of the deck. Shuffle the deck, but be sure to keep the four bottom cards in the same spot. Shuffle the cards a couple of times.

Now take the first bottom card and place it face down on the table. Take the new bottom card and put it at the top of the deck. Place the other two bottom cards face down on the table.

The last card you put down is the spectator's card. Be sure you have that card at the top of the tabled pile. Set the rest of the deck aside.

Pick up the tabled cards. Square them up, and hold them so the spectator can see the face of just the bottom card. Ask if this is their card. They will say no. Lower the cards so they are in dealing position and quickly deal the top card (actually their card) onto the table. If you do this naturally, without comment, they will think you dealt the card you just showed them.

Show them the top card from those in your hand, and ask if it is theirs. Again they will say no. Lay this card on the table. Finally, show them the last card in your hand and ask if it's the selection.

When they say no, put this card onto the other two. Ask them what their card was. When they tell you, use the other two cards (like a spatula) to flip their card face up on the table. You have made their card appear!

Rope Trick

Effect: Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic! The end has a knot in it!

Supplies: One long piece rope

Secret: The rope already has a knot in one end... Tie a knot in one end of the rope. Hide this end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

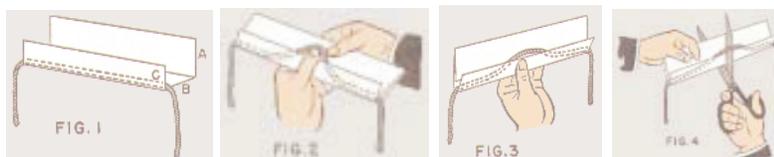
Cut & Restored String

A string or rope is cut into two pieces, and then magically restored into one piece!

REQUIREMENTS: 1.) One piece of heavy string or thin rope

2.) A piece of writing paper.

3.) A pair of good scissors.



The Cut-and-Restored rope effect is a classic of magic. Prefold a piece of paper before the show so it looks like the paper in Figure 1. When it's time to present the trick, pull out the paper and lay the string in it as shown. Fold the top of the paper (section A) down, then fold the bottom of the paper (section C) up. **Now for the secret move:**

When you fold section C up over section A, use your thumb to catch the string as demonstrated in Figure 2. When you prefold the paper before the show be certain that section A is not so long that it will cover the string. Securely grasp the package as in Figure 3, making sure that the view shown in the diagram is seen only by you. Cut through the paper, as shown in Figure 4. Cut completely through the paper, dividing it and, presumably, the rope in half. In reality, only the paper is cut in half, the rope is still intact. Crumple up the paper, and pull the rope out slowly. It is restored into one complete piece! The paper may be examined, and it will be seen to have been cleanly cut into two halves!

Debbie's Chinese Juggling Sticks

Chinese Juggling Sticks are commonly referred to as Devil Sticks. They originated in China a couple of thousand years ago. The pompons on the ends of Chinese juggling sticks look like flowers, therefore the name for this toy translates into *flower stick*. Devil Sticks do not have any pompons on the ends and are tapered in the middle. The Juggling Stick has been promoted at Peaceful Toy Fairs as an *empowering toy*. Learning to play

Juggling Sticks gives the player a sense of control that comes from mastering something that is challenging and fun. Other benefits include: developing concentration, eye-hand coordination and the stress relief that comes from rhythmic and focused movement. They are also a good toy for solitary or noncompetitive interactive play.

This project is rated AVERAGE to do.

What You Need

- 1 (5/8" X 24") hardwood dowel
- 2 (3/8" X 18") hardwood dowels
- A couple of yards of colored electrical tape (1/2" wide) - The more colors used, the more colorful the sticks!
- 1 roll of rubber tape (available at electrical supply or hardware stores)
- Small standard roll of duct tape
- 3 (4" X 12") strips of felt that will match tape colors or recycled material (leather, jeans, fur, or other thick material that would look nice around the ends)
- 1 container of Fabri-Tac Permanent Adhesive (made by Beacon Chemical, Mt. Vernon, NY 1-914-699-3400)

How To Make It

1. Find center of large dowel by measuring.
2. Wrap tape on either side of center and put a strip of colored tape around center.
3. Take the same colored tape as in center and, beginning from the outside center, wrap it around the stick in candy cane fashion leaving space for the width of rubber tape to also be wrapped around in candy cane style. Wrap the rubber tape around in the same way, covering the dowel with alternating rubber and colored tape Do this on both sides.
4. Wrap the duct tape on both ends in equal amounts for weight distribution (1/2 - 3/4 inch thick around both ends). Test weight distribution by balancing the center on a finger.
5. Cut the felt or material rectangles into 1/2" wide by 3" long strips as shown below. A pair of pinking shears makes the ends look more decorative. Stack the 3 strips and wrap non stripped end of the felt or material with Fabri-Tac Permanent Adhesive around the duct tape so that the strips flap in a flowery display.

For hand sticks

Alternate colored and rubber tapes around 2/3 of smaller dowels in candy cane fashion. Wrap extra rubber tape around the end and at end of candy cane design. For the other 1/3 of hand stick, cover candy cane style with your choice of colored tape. Wrap a couple of extra times around the end.

By Goldenrod District

Magic Show

Make an envelope by folding a piece of paper as shown. Seal the front and back, but not the opening on top, with tape or pins. Roll another piece of paper into a pipe, tape it together and insert one end in the opening of the envelope. Now cut up about 50 snips of different colored paper and pour them through the pipe into the envelope. Shake well, hold it toward a bright light and look into the pipe. What interesting shapes and colored patterns you see! this is sometimes called a kaleidoscope.

Magic String & Straw

You'll need a couple of ordinary drinking straws, some string and a scissors. Start off by holding up a straw and announcing you can turn one straw into two. Bend the straw in the middle and cut it in half with the scissors. (Audience will groan) Now tell your audience you'll make it a little tougher this time. Hold up the other straw. Thread the string through the straw and keep it in place so the audience can see the string on both ends of the straw. Now bend the straw in the middle, snip it in half, and grab one end of the string, slowly pulling it out. It's still in one piece! The secret: The second straw is secretly prepared ahead of time. Have an adult use a razor blade to cut a thin slice mid-length. Then when you bend it in half, make sure the slit is on the inside of the bend. Pull both ends of the string so the middle of the string comes out through the slit. Cut only the straw, not the string!

Magic Postcards

Show the audience three ordinary, but different postcards. Ask a volunteer from the audience to hand one of them to you while your back is turned. Without looking, you can tell which postcard it is. The secret: Each postcard should be addressed and have a message written on it. They should also have a stamp. The trick is to completely seal the stamp on one postcard, glue down only the top half of the stamp on another postcard, and glue down only one side of the stamp on the third postcard. You'll be able to tell which postcard is which by the stamp!

Magic Potion

First make a cauldron. Paint a short can and three wood beads a dark grey, brown or black. When dry, glue the wood beads onto the bottom of the can. Place the cauldron inside an aluminum pan. Pour in two tablespoons of water and one tablespoon of

baking soda until it is well dissolved. Measure two tablespoons of vinegar in a separate cup. Pour the vinegar all at once into the cauldron and watch the potion bubble up! The bubbles are filled with carbon dioxide which forms when the vinegar (acid) mixes with the baking soda (base). This is what makes cakes rise when you bake them too.

The Magic List

By Goldenrod District

Copy the figures shown below. Ask a friend to pick out a number from 1 to 30, but not tell you what the number is. Then have him tell you what column or columns his number appears in. Tell him you can tell him what number he selected. The secret: Add the top figures at the head of the columns in which his number appears. Suppose his number appears in columns A, D, and E. You would add 2, 8 and 4. The answer is 14 and sure enough, 14 appears in those three columns.

| A | B | C | D | E |
|----|----|----|----|----|
| 2 | 1 | 16 | 8 | 4 |
| 27 | 25 | 24 | 9 | 23 |
| 14 | 17 | 28 | 30 | 20 |
| 15 | 11 | 17 | 10 | 7 |
| 18 | 9 | 30 | 27 | 12 |
| 10 | 21 | 21 | 14 | 15 |
| 22 | 3 | 18 | 26 | 6 |
| 7 | 29 | 22 | 28 | 30 |
| 19 | 19 | 23 | 13 | 5 |
| 26 | 7 | 19 | 11 | 21 |
| 23 | 15 | 26 | 29 | 14 |
| 6 | 5 | 27 | 24 | 22 |
| 3 | 23 | 25 | 12 | 13 |
| 11 | 13 | 20 | 15 | 29 |
| 30 | 27 | 29 | 25 | 28 |

Black Magic (circle / passive)

The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group, their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.

Magic Sticks (circle / passive)

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if their legs are crossed and if they aren't crossed either are the sticks.

Skits

By Santa Clara Council

The Secret Message

MAGICIAN: Write a secret message on this piece of paper, but do not show me the message.

Spectator: (Takes the paper, and writes a message on the paper. Magician turns his back to spectator.)

MAGICIAN: Now put the paper on the floor, and stand on it.

Spectator: (Stands on the paper, with only one corner sticking out.)

MAGICIAN: I cannot see that message, but I know what is on the paper.

Spectator: You do not.

MAGICIAN: Magicians know everything.

Spectator: All right, If you're so smart, tell me what is on the paper.

MAGICIAN: Your foot!

The New Magician

Instructions:

- Divide the audience into three groups
- Assign a part to each group and have them practice.

‡ **MAGICIAN** - "abracadabra"

‡ **WAND** - "tah da"

‡ **BEAUTIFUL ASSISTANT** – "ahh"

- Read story, and have the groups respond to appropriate words.

Story:

The new **MAGICIAN** had his first show. He took his

WAND and his **BEAUTIFUL ASSISTANT** to help him. The **MAGICIAN** walked on the stage, he waved his **WAND** and a dog appeared.

His **BEAUTIFUL ASSISTANT** looked puzzled, a bunny was supposed to appear. The **MAGICIAN** waved his **WAND** again and the dog disappeared. The **MAGICIAN** tried another trick by waving his **WAND** over a hat, out flew a chicken.

"No, no" whispered the **BEAUTIFUL ASSISTANT** that was supposed to be a dove.

It was time for the **BEAUTIFUL ASSISTANT** to pick a volunteer from the audience. The **MAGICIAN** was to cut him or her in half. The **BEAUTIFUL ASSISTANT** was afraid that when the **MAGICIAN** waved his **WAND** over the box the volunteer was to lie in, something would go terribly wrong.

The **MAGICIAN** told the **BEAUTIFUL ASSISTANT** to quickly get a volunteer because their time was almost up. The **BEAUTIFUL**

ASSISTANT considered stalling but did not want to lose her job so she asked for a volunteer. The volunteer walked on stage and lay down in the box. The **MAGICIAN** closed the box, took the saw and cut him in half. The **MAGICIAN** waved his **WAND** to put him back together. The **BEAUTIFUL ASSISTANT** closed her eyes. She could not bear to watch another trick go wrong. It was all over, but wait, she heard the volunteer talking. The **BEAUTIFUL ASSISTANT** opened her eyes and watched the volunteer get out of the box. The **MAGICIAN** had waved his **WAND** just right and the trick was perfectly performed. Time was up so the **MAGICIAN** took his **WAND** and his **BEAUTIFUL ASSISTANT** and walked off the stage amid thunderous applause.

The Fortune Teller

This is a campfire skit. You can plan it carefully if you want. If you have a good spontaneous actor, he might be able to ad-lib responses to each object presented to him, without advance planning. The Announcer should always tell the audience what object is given to the Fortune Teller, because they usually will not be able to see clearly.

The Skit

A small tent is set up, with an old lady sitting in front of it. This can be a Scout wrapped up in a blanket, who speaks with an old lady's voice. An Announcer introduces her as a very accurate teller of fortunes who can predict a person's future by touching anything belonging to the person. The Announcer calls up a series of Scouts. He asks the first Scout what he has brought, and the Scout produces a pencil. The Announcer hands the pencil to the Fortune Teller and asks her to tell the future of the owner. The Fortune Teller waves her hands and mumbles some words and then predicts that the owner will become a writer. The scene is repeated. A Scout produces a comb from his pocket, and the Fortune Teller predicts that he will become a hairdresser. A third Scout has a dollar, and she predicts that he will become a successful banker. After several of these, the Scapegoat is summoned from the audience. The announcer asks what he has to show the Fortune Teller. No matter what the Scapegoat suggests, the Announcer says it is not good enough. Either it has been done before, or it is

too easy, or "That's no fun!", or any other reason. Finally, the Announcer suggests that the Scapegoat try his shoe, and makes him take it off. The shoe is handed to the Fortuneteller, who repeats her mumbo jumbo. (If the Fortune Teller is a good pantomime, this is a wonderful opportunity to make faces, hold her nose, etc.) She then announces, "You will take a long walk in the woods!" She throws the shoe far into the woods.

Food

Yum Drops

By Grand Canyon Council

Materials:

- 1/4 cup grape or apple juice
- one envelope unflavored gelatin
- sugar

Instructions:

1. Heat the juice until it starts to boil.
2. Shut off the heat and sprinkle gelatin over the hot liquid.
3. Stir until the gelatin completely dissolves.
4. Spoon nickel-sized puddles of the hot gelatin onto waxed paper.
5. Wait one minute and sprinkle with granulated sugar, if desired.
6. In about ten minutes, when they're completely cooled, they're ready to eat.

Chocolate Wands

Dip both ends of either chocolate finger cookies or large pretzel "rods" into melted white chocolate and place on wax paper to set.

Fizzies

1. Mix all of the following together in a cup to make Fizzie Powder:
 - one tablespoon baking soda
 - two tablespoons of Ever-Fresh or any powder with citric acid (used to keep fresh fruit from darkening after cut)
 - six tablespoons of powdered sugar
 - one envelope of any flavor unsweetened powdered soft drink mix (Kool-Aid)
2. Stir one heaping tablespoon of this Fizzie powder into a juice glass of filled with water and ice for a bubbling drink.

CHOCOLATE WIZARDS HATS

(Recipe from Family Fun)

Ingredients: 4 oz. unsweetened chocolate (Brownies) 3/4 cup sweet butter

1-3/4 cups sugar
 2 tsp. salt
 3 eggs
 1-1/3 cups all-purpose flour

Ingredients: 12 chocolate sugar cones
 (Hats) 12 3-1/2 inch brownie circles, plus scraps
 1 quart chocolate ice cream colored sprinkles
 This is a brownie a la mode in disguise, which is both simple and delicious.

1. Preheat the oven to 350 F. Spray a 10x15-inch jellyroll pan with vegetable spray and dust with cocoa or flour. In a large glass bowl, microwave the chocolate and butter on High for 2 to 3 minutes, stirring once. Remove bowl and stir until the chocolate is completely melted, then cool slightly. (Or, place the bowl over a medium saucepan of simmer water and stir occasionally until chocolate is melted.) By hand, stir in the sugar, vanilla and salt. Fold in the eggs and add the flour, being careful not to over mix. Spread the batter into the prepared pan and bake 15 to 18 minutes, or until a toothpick comes out cleanly.

2. Cool the brownies on a wire rack. When brownies are completely cool, cut into 12 3-1/2 inch circles with a round cookie cutter or by tracing a 3-1/2 inch hole with a small paring knife. Wrap each cut brownie in plastic wrap and save the trimmings in a plastic bag. Remove plastic wrap when you are ready to complete the hat.

3. To make the hats, use the brownie scraps to stuff into the bottom of the sugar cones. Fill the rest of the cone with a large, upside-down scoop of ice cream. Flip the cone upside down and place in the center of the brownie circle. To make the hats more colorful, dip the top edge of the cones in melted chocolate then roll them in the colored sprinkles (before filling the cones). Repeat. Makes 12 Wizards Hats.

Chocolate Covered Frogs

We found that when coating the entire frog, it appeared as a "lump". The children liked being able to see the frog on their plates. These gummy type frogs were purchased at our local Mr. Bulky's store and then coated with chocolate. The kids think they are great!

Parental supervision is recommended.

This project is rated EASY to do.

What You Need

- * Gummy style frogs
- * Semi-sweet or milk chocolate pieces
- * Use of a microwave
- * Microwavable measuring cup

- * Tea spoon
- * Wax paper
- * Plate
- * Use of a refrigerator

How To Make It

1. Tear off a piece of wax paper and place on plate.
2. Microwave chocolate pieces in measuring cup in 30 second intervals on medium until it melts. Be careful not to burn it!
3. Stir chocolate.
4. Carefully dip the back end of the frog into the chocolate and place on wax-coated plate.
5. Repeat for remaining frogs.
6. Place in refrigerator to set the chocolate.
7. Share with your friends!

Webelos

Sportsman

By Heart of America Council

Tiddly-Croquet

You need two sizes of frozen juice cans to make a Tiddly-Croquet game. Cut wickets of various lengths from the largest cans. Shoot the lids from the small cans through the wickets. Place one upside down on a smooth surface. Press hard on one edge with a "shooter" lid from a large can.

Games

See how many terms you can match the game it belongs to:

| | |
|-----------------|----------------|
| Spare | Hockey |
| Shell | Trap-shooting |
| Shuttlecock | Boxing |
| Fairway | Bowling |
| Slalom | Polo |
| Double fault | Skiing |
| Eight-ball | Basketball |
| Chukker | Archery |
| Clay pigeon | Boating |
| Technical K. O. | Football |
| Jump shot | Baseball |
| Puck | Figure Skating |
| Double play | Tennis |
| Field goal | Badminton |
| Headlock | Pool |
| Casting | Wrestling |
| Quiver | Golf |
| Jack-knife | Diving |
| Oar | Hunting |
| Figure Eight | Fly Fishing |

Scoring:

| | |
|-----------------|---------------|
| 1 - 5 Amateur | 5 - 10 Novice |
| 10- 15 Semi-Pro | 15 - 20 Pro |

Frisbee Baseball

Played according to regular baseball rules. The pitcher throws the Frisbee toward the "batter: who then catches it. If he misses it, it is a strike and if it is outside the strike zone, it is a ball. The "batter" who has made a good catch, then throws the Frisbee and proceeds around the bases. If it is caught the "batter" is out. The rest of the game follows baseball rules.

Micro Hockey

Use two cardboard boxes as the goals. Supply chopsticks and a checker for the puck.

Micro Soccer

Use the same boxes as you did for micro hockey. Players use their fingers to "kick" the ball (ping pong ball) across the "field" (a table).

Do You Know Your NFL Teams?

- Army insects _____
- Seven squared _____
- A 747 _____
- Hostile attackers _____
- Helpers to relocate _____
- Various iron workers _____
- Sun tanned bodies _____
- I.O.U.'s _____
- Toy baby with fish arms _____
- Trained to kill _____
- Lubricators _____
- Six rulers _____
- Opposite of ewe _____
- Class of Boy Scouts _____
- American Gauchos _____
- Loyal Team _____
- Credit card users _____
- Indian leaders _____
- King of beasts _____
- Team of tigers _____
- A dollar for corn _____
- Ocean going bird _____
- Hot epidermis _____
- Six shooters _____
- Rodeo horses _____
- Heavenly team _____
- Grumpy person _____
- Game at Al's _____

Teams:

- | | | | |
|----------|----------|---------|---------|
| Giants | Jets | Packers | Browns |
| Dolphins | Oilers | Rams | 49'ers |
| Cowboys | Patriots | | Raiders |

- | | | |
|----------|------------|----------|
| Chargers | Chiefs | Steelers |
| Lions | Bengals | Bills |
| Bears | Buccaneers | Seahawks |
| Falcons | Redskins | Colts |
| Vikings | Eagles | Broncos |
| Saints | Cardinals | |

Ultimate Frisbee Contest

Equipment: Five Ultimates (Frisbees)

1. Draw the course as shown.
 2. The object of the game is to throw for accuracy.
- Add up points after each boy takes his turn throwing.

Webelos

Family Member

By Heart of America Council

Laundry Hints

Removal with a store-bought cleaner-ballpoint pen ink, facial makeup, motor oil, rubber cement, wax. One of the best pen ink stain removers is using a cheap hair spray on the ink spot.

- Put absorbent cloth or paper towel under stained area.
 - Place chemical cleaner on stain.
 - Rub stain until it leaves the clothing and passes into the material below.
 - Remove the absorbent material. Put cleaner on a new cloth. Wipe around edges of stain and toward center of stain.
 - Let dry. Reapply treatment if removal unsatisfactory.
- Removal with water - blood, ketchup, coffee and tea, dairy products, grass, mustard, soda pop:
- Place absorbent cloth or paper towel under stained area.
 - Rub stain gently with water. If stain is persistent, rub in drops of detergent.
 - Rinse out detergent.
 - Remove absorbent material.
 - Wipe dry.

Family Finances

Many Cubs are not aware of how their families spend money. Food, clothing, and entertainment are obvious. Suggest to the parents that they share the actual bills with their children and have them add up the total cost. They will be amazed. As the Cubs conduct the safety/energy checklist, encourage the parents to discuss the cost of keeping the house in good repair, the cost of water use, the cost of cooling and heating the house, etc. Then the Cubs will be better prepared to share in ideas for saving money and they will be ready to develop a family energy saving plan.

Home Hazards

Before the den meeting, set up as many possible hazards around your house as possible. (Safely, that is!) **Examples:** pan on the stove with handle sticking out over the front, metal pan in the microwave, bag of newspapers in the middle of the stairs, (empty) bottle of ammonia sitting in the corner, matches too close to the fireplace, gas can in the laundry room, pills (candy) laying on the counter. When the boys arrive, give them a paper and pencil and ask them to write down any hazards they see. During the opening period discuss the answers. Are there some that were not noticed? Ask them to take their lists home and check for similar things at their house.

Fire Safety Quiz

Use at a den meeting by reading the questions and asking the boys to write down the letter of the correct answer or by making copies and giving one to each boy.

1. What should you do to be ready if fire should strike your home?
 - a. Keep pails of water handy
 - b. Have an escape plan and rehearse it often
 - c. Be ready to carry out the furniture
 - d. Have a suitcase packed
2. In making your escape plan, why should you know two ways out of every room?
 - a. So you can see different parts of the house when you practice
 - b. In case fire or smoke blocks one of the escape routes.
 - c. To keep people guessing
 - d. To make home fire drills more fun
3. If your clothing catches fire, what do you do?
 - a. Run for help
 - b. Look for water to throw on yourself
 - c. Roll on the floor or ground, wrapping yourself in a coat, blanket or rug if possible
4. What should you use for light in a dark closet when there is no light bulb?
 - a. A match
 - b. A candle
 - c. A cigarette lighter
 - d. A flashlight
5. When you check extension cords in your house, what do you look for? Choose Two.
 - a. Frayed, broken insulation
 - b. Whether the color matches the woodwork.
 - c. Whether they run under rugs
 - d. Whether the plug is brown or white
6. In checking around a furnace for fire hazards,

you should remove which of these?

- a. Fishing rods and reels
- b. Table
- c. Garden tools and aluminum folding chairs.
- d. Gasoline can, greasy rags, and newspapers

My 30 Day Budget Plan

Where will my money come from:

Allowance _____

Jobs..... _____

Savings..... _____

Other..... _____

Total Money _____

Where my money will go:

School Lunch..... _____

Dues..... _____

Clothes..... _____

Bus..... _____

School Supplies..... _____

Food/treats..... _____

Other: _____

Tracing family roots can become a lifetime hobby. There are many books and classes on how to find information. Ask if any Den parents have organized charts or have studied their heritage. Have the boys make a family tree for both their mother and father's family from a list of all the members of their family. What are their birthdays, dates of marriage and years of death?

