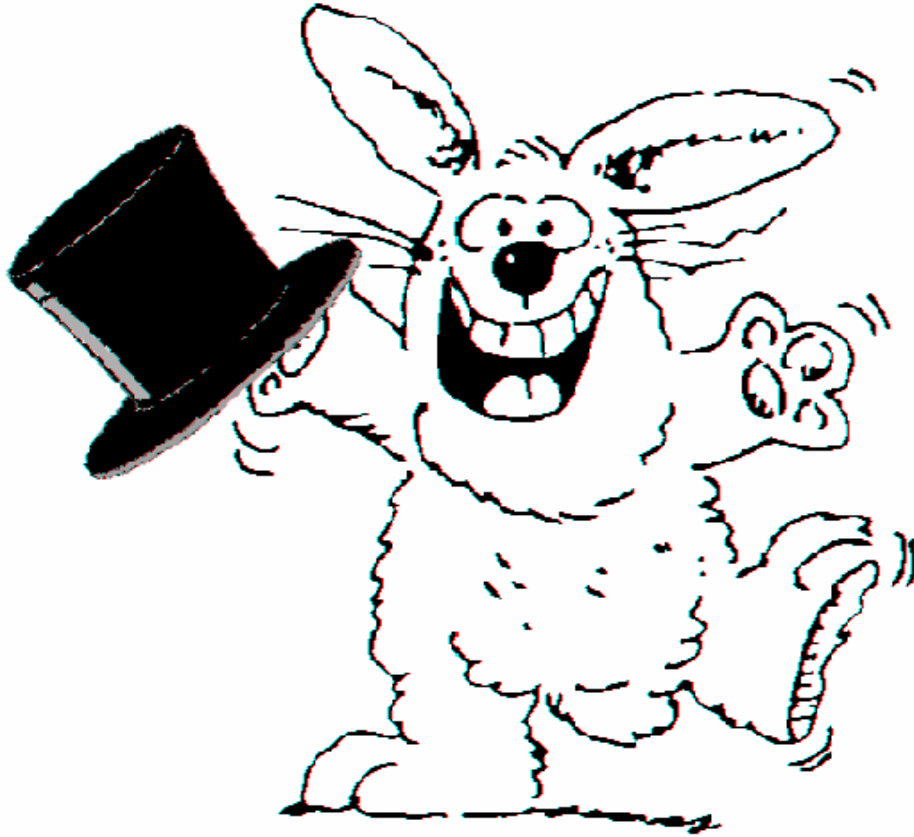


ABRACADABRA



Sportsman and Family Member Activity Badges

April 2008

Thunderbird District, Capitol Area Council

Lisa Smith, CS Roundtable Commissioner

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OPENING AND CLOSING CEREMONIES

CUB MAGIC

C is for COMRADESHIP as we learn to get along
U is for UNITY, together we are strong
B is for BOYS, wild and woolly but always polite
M is for MERITS which we always have in sight
A is for ADVENTURE, what we are always looking for
G is for GROWTH to open every door
I is for INTEGRITY for all the world to see
C is for CUB SCOUT that we all are glad to be

A MAGICAL OPENING

- M** Marvelous magic to learn very quick
- A** After we learn it, we show all our friends
- G** Great fun can be had with every trick
- I** Illusions to fool the Cubs in our dens
- C** Cub Scouts learn quick, and come in all sizes
- !** And this month we're full of magic surprises!



THE MAGIC OF CUB SCOUTING PRAYER

Guide us tonight as we explore the magical world of Cub Scouting. We are blessed with the magic of the world around us every day and are amazed at the miracles that happen. We thank you for keeping our faith alive with the knowledge that we do not always have to have the answers for why things appear as they do. Bless this gathering of Scouters tonight as they share their wisdom and experience.

MAGIC AMERICAN FLAG OPENING CEREMONY

Set-up: Conceal an American flag inside a "magic" box.

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 say the magic word "Abracadabra!" (Add small symbols of America—an eagle, red strips of paper, white stars, a Liberty Bell, etc.) 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 Cubs hold the flag.)

THE MAGIC OF CUB SCOUTING

To take a little boy and help him grow into a man,
That's magic.
To teach him how to make things and let him know he can,
That's magic.
To watch him learn the Promise and apply it to his life,
That's magic.
To see him grow in mind and body, overcoming strife,
That's magic.
To watch his family beam with pride at everything he'll do,
That's magic.
And love him even if things don't go as he wanted them to
That's magic.
And his Scouting leaders, we also beam with pride,
Because we know he's learning and growing up inside,
That's Cub Scout Magic.

DISAPPEARING CUBMASTER

Personnel: 2 Cub Scouts, Cubmaster, person to cut off house lights.
Props: Cape and magic wands for Cubs, flashlights

1st Cub: We shown you the magic of Cub Scouting and how we can make many things.

2nd Cub: We've abra'd and cadabra'd till our wands are weak.

1st Cub: But we've got just a bit of magic left.

2nd Cub: So everyone wish real hard for the thing that they want most. (House lights are shut off, Cubmaster runs off stage, Cubs swing flashlights around wildly and then house lights come back on.)

1st Cub: It seems that we all wish the same thing - that the Cubmaster would disappear till next month. So Good Night and Good Scouting!!

THE REAL MAGIC OF CUB SCOUTING

Cub Scout magic has been a lot of fun tonight. We've seen clever tricks, funny stunts, and surprising feats. But the real magic of Cub Scouting goes far beyond tonight's fun. It is in the strengthening of family relationships; the friendships that are formed; the abilities and talents that are developed and nurtured; and the respect for other people, country, and God that is learned as these boys move together through Cub Scouting and on to Boy Scouting.

MAGIC CLOSING

Equipment: small candle, match

Now, fellows, let's all gather in a circle around the table. I'm going to put out all the lights. (Extinguishes light.) I want you to think about the darkness. Now, I'm going to light this small candle (lights candle) and even this one tiny flame makes the room seem quite cheerful again. That's just the way it can be with a Cub Scout. He isn't very big, but he can light up his home and make the people around him a little more happy if he keeps the Cub Scouting spirit always alive. Remember to keep that light burning.

ADVANCEMENT CEREMONIES



Set-up: Cubmaster as fortune teller. Table covered with black cloth, volleyball or soccer ball wrapped in aluminum foil as a crystal ball on table, magic dust (confetti or glitter), wizard costume for Cubmaster, and magic bag to hold awards. Cubmaster is sitting at table gazing into crystal ball.

Cubmaster: Hmmmmm! Hmmmmm! I am looking into the future. Hmmm! Future, come in please! Aa-haa! I have seen the future and will fulfill that which I have seen. (Turns to audience) My highly sophisticated crystal ball tells me that in our group tonight are some very talented Cub Scouts. These gifted boys are worthy of recognition. But, I seem to be experiencing some interference. My crystal ball has failed to tell me who among you are to receive this worthy recognition. Let me see... maybe, just maybe some of my magic dust will do the trick. Let me sprinkle my magic dust over the audience and see if this will clear up the inner workings of my crystal ball. (Throws glitter over the audience then gazes into the ball.)

I see that in our presence tonight are some very talented Bobcats. Would _____ please come forward with their parents. Parents, you have raised fine sons. Already they have achieved the rank of the clever Bobcat. Guide them well in their path to Wolf, Bear, or Webelos. (Awards badges and pins to parents to present them to the boys.)

Now let's see what my magic dust reveals. (Throw glitter and gaze into the ball.) Aa-haa! There are some wily Wolves with us. (Call up the wolves and their parents.) Parents, your boys have done well. Soon they will be climbing to even greater heights. (Gives badges to parents to present to boys)

Another try with the magic dust may bring more results. (Throw glitter into audience and gaze into ball.) I see greatness among us. I see the mighty gifted Bears (call up recipients of Bear awards and give badges to parents to award to boys.) Watch these young Bears closely, for I see greatness in their destiny.

Let's try once more (throws more glitter – looks puzzled). There seems to be something more, but I just can't make it out. (Throws more glitter) No, it's not clearing up. I think that I need some help with this one. Is (Webelos Den Leader) here? Could you please come up and assist me? (Both throw glitter, they look into ball, get excited, jump up and down.) I see, I see it. They're Webelos awards! (Webelos leader calls up the Webelos and their parents and present them with the awards.)

(Cubmaster gazes into the ball.) I'm just amazed! This really worked! What a marvelous evening this has been. What wonderful, talented and gifted young we have in this pack. Try hard, Cubs, and always Do Your Best. (Cubmaster exits and tosses glitter as he goes.)

“THE MAGIC HAT” ADVANCEMENT CEREMONY

Materials: Large top hat (can buy a plastic one at party stores), Tiger Cub cap, 2 Cub Scout caps, Webelos cub cap, Magic Wand, “Tiger” objects (puzzle pieces, leaf, and crayons), “Wolf” objects (small flag, baseball and a pine cone), “Bear” objects (a model car, small hammer, and a pocket knife), “Webelos” objects (a short piece of rope, a rock, swim goggles and a bandage)

Set-up: Put Tiger ranks in the Tiger cap, Wolf ranks in one Cub cap, Bear ranks in the other, Webelos ranks in the Webelos cap. (Use another Cub cap for Bobcats if you have them.) Push the back of the cap up to the front (“squish” it), effectively closing the hat. Start with the Tiger cap inside the top hat, hidden from sight. The remaining caps should be hidden away, where an assistant can get to them. (Perhaps behind a backdrop). The ACM starts with the top hat.

CM: May I have your attention, please! I will now perform a small prestidigitation of perfect precision and totally transform tiny trinkets before your watchful eyes!

ACM: Hey, let’s see the prestigid—the prestodigo- the predigi-- just get on with the trick.

CM: Okay, for this trick, I need an ordinary top hat.

ACM: Here’s one. [Hands him the hat]

CM: I’ll add these elements from the tiger program: a leaf from a nature hike; pieces from a puzzle; and some crayons. [Drops each into the hat as he says them.] I tap the hat with my wand, shout “SEARCH, DISCOVER, SHARE”, and, voila! I reach in and pull out... [Pulls out the Tiger cap, and opens it up.]

ACM: Look what’s in there!

CM: Assistant, can you take the top hat. [Assistant takes the top hat]. Will the following boys please come forward: (Reads the names for the Tiger rank.) [While the audience’s attention is on the CM, the ACM should secretly remove the extra items from the top hat, and put the wolf hat in it] Congratulations to all of our Tigers. Now, let’s see what happens when I add these elements from the Wolf program: a small American flag, a baseball, and a pine cone. I tap the hat with my wand, shout “DO YOUR BEST”, and voila! I reach in and pull out... [Pulls out a Cub Scout cap, and opens it up.]

ACM: How about that!

CM: Assistant, can you remove this hat again. Will the following boys please come forward: (Reads the names for the Wolf rank.) [Again, the ACM should switch out the items.] Congratulations to all of our Wolves. Now, let’s see what happens when I add these elements from the Bear program: a small hammer, a pocket knife, and a model car. I tap the hat with my wand, shout “DO YOUR BEST”, and voila! I reach in and pull out... [Pulls out a Cub Scout cap, and opens it up.]

ACM: Wait a minute, that looks the same as last time.

CM: Au contraire, (whispers aside to the Cub Scouts): *that mean’s he’s wrong!* (continues again for the whole audience) It’s quite different. Here, take this hat again. These are our Bear ranks. Will the following boys please come forward: (Reads the names for the Bear rank.) [As usual, the ACM should switch out the items.] Congratulations to all of our Bears. Finally, let’s see what happens when I add these elements from the Webelos program: a bandage, a rock, a rope, and some swim goggles. I tap the hat with my wand, shout “WE’LL BE LOYAL SCOUTS”, and TA-DAA! I reach in and pull out... [Pulls out a Webelos Scout cap, and opens it up.]

ACM: I would never have guessed.

CM: No sarcasm necessary, and I’m sure you know what to do with this by now (hands him the hat). Will the following boys please come forward to receive their Webelos ranks: (Reads the names for the Webelos rank.) Congratulations to our Webelos. We’ve certainly seen tonight how magical the Cub Scout program can be.

COLOR CHANGING TIGERS RECOGNITION CEREMONY

Prior to ceremony mix the following:

- Glass 1: 1 ½ cup water, 3 drops yellow food dye, 4-5 drops phenolphthalein and 1 1/8 tsp. Sodium carbonate (Na_2CO_3 -- washing soda or you can use lye such as Drano). This liquid should be orange colored.
- Glass 2: ½ cup water, 20 drops muriatic (hydrochloric acid). (pool stuff)
- Glass 3: ¼ cup water, 1 drop blue food dye.

Begin: Have Glass 1 on a table. Ask them what color represents Tigers. When they answer "orange", tell them that the year is almost over and they already have a little "Cub Scout" in them. I am going to show you this with colors.

Pull out Glass 2: This is magic water I have received from the tears of Shere Kahn. It will reveal one of the Cub Scout colors in the orange glass before you. (pour Glass 2 Into Glass 1 and stir, should now be yellow). Discuss what the yellow means (for example, cheerfulness).

Pull out Glass 3: There is one other color a Cub Scout has within him. Discuss what the blue means (for example, truth, honesty). So here are the two Cub Scout colors that they will see during the next few years. There is one final color to think about. (Mix yellow and blue). Green symbolizes the growth you are going to experience in Scouting.

I will now invite the Adult partners to join our Tigers around our circle. Will you all please recite the Cub Scout Motto? For the past few months you and your family have explored all sorts of new and exciting things and places. In a few months you will be starting your Wolf year, but until then use this award to remember that each of you is a true Cub Scout.

GLOWING BOBCAT CEREMONY

Prep work: The light is the chemical reaction from the two liquids in a light stick that some people use for camping. It takes a separate light stick for each boy. You cut the top off of the light stick and pour the 1st liquid from inside the light stick into the baby food jar that is handed to the parent. A 2nd liquid is contained in a very, very, very thin glass closed end tube that was floating in the 1st liquid before the 1st liquid was poured into the baby food jar. Very carefully, you nip one end of the glass tube with a pair of pliers, and pour the 2nd liquid from all the light sticks into one baby food jar that will be used by the person doing the ceremony and using the eyedropper. You should wear surgical gloves when preparing the jars to keep chemicals off your skin and so you won't have glowing fingers and hands.

CM: We have some boys who have been working really hard to begin their Cub Scouting Trail. These boys think they are ready to become Bobcats and then go forward with their rank. Well tonight we will see if their hard work has paid off. Will _____ and his parent please come forward (when they come forward, usually the ACM and/or DL will hand the jars to the parent while the CM is calling out the other names). Boys, you have stated you are ready to become Bobcats. Before we test to see if you do possess the Cub Scout spirit, will you please join me in saying the Cub Scout Promise and the Law of the Pack. (After this, the lights turn off) Parents, please remove the lid from your jar and give it to your son Boys do not disturb the liquid. It's a very special solution that will change colors when I put this other liquid into your jar IF and only IF you possess the Cub Scout spirit. (Once everyone is glowing) Congratulate each one for having Cub Scout spirit and to remember this spirit each day.

SKITS

ROBOTS OR RABBITS

Characters: 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards). 7th scientist is dressed in the same manner and wears a top hat. Boy dressed in cardboard robot costume.

Setting: Table, covered with old sheet reaching to the floor at front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO BUILD A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

SCIENTIST 3: We'll have to change the formula. (Scientist #7 enters from stage left, carrying top hat)

SCIENTIST 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places hat on the table.)

You just say "Abra-ca-dabra 1-2-3!" reach in, and...

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 5: That's "rabbit"... not "robot"... you dunce! (They chase Scientist 7 offstage, waving book, spoon, etc. Scientist 6 starts to join them, but stops and looks at hat on table.)

SCIENTIST 6: (Shrugging shoulders) It just might work! Abra-ca-dabra 1-2-3! (He takes hold of hat with the left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reaches behind table and pulls up the robot who has been hidden.) Hey, you guys, it worked! Now I'll just push this button... (he pretends to push button on front of robot. Robot drops to all fours and hopped off stage reveal a big fluffy bunny tail.)

THE MAGIC POTION

Props: A big pot, spoon and magic ingredients

Boy 2: Hey what are you doing?

Boy 1: I'm making up this magic disappearing potion.

Boy 3: Disappearing potion? How did you come up with that?

Boy 1: I was cleaning out my grandpa's attic and I found this really old magic book. It says right here" recipe for magic potion, that will make your friend disappear.

Boy 4: You don't really believe all that mumbo jumbo do you?

Boy 1: I don't know this is a pretty old book it may just work.

Boy 2: Well let's try it and see. What's in it.

Boy 1: First you add a gallon of turnip juice, then a quart of sauerkraut.

Boy 4: Nothings happening yet. What's next?

Boy 1: Three tablespoons of hot sauce and an old sneaker.

Boy 3: Still nothing. Is that all there is?

Boy 1: No there are a few more ingredients to go – lets see one moldy onion five cloves of garlic and one pair of socks left over from day camp. That's it.

Boy 2: Well I don't see any magic happening, but that stuff is starting to smell pretty gross.

Boy 3: It sure is, it's starting to smell like something my sister made for dinner the other night

Boy 4: I don't know about you guys but I've had enough lets get out here. (boys 2,3,4, run off stage)

Boy 1: Well, what do you know? It really works.



THE DISAPPEARING BANDANNA

EQUIPMENT: 4 or more bandannas and 1 ripe banana

PERSONNEL: 5 (or more) deadpan assistants and an announcer

SETTING: Tell the audience that a magic trick is going to be performed for their enjoyment. Before their eyes, the assistants will demonstrate the disappearing bandanna trick. The assistants have been carefully selected for their ability to follow instructions exactly. (The assistants take their places behind the announcer. Bandannas are concealed in the hip pocket. The banana is carefully kept behind the "dolt's" back.)

ANNOUNCER: (Straight face at all times) "Remove the bandannas from your pockets and show them to the audience." (Assistants hold the bandannas in front of them, showing both sides. The one with the banana shows the banana with confidence.)

ANNOUNCER: "Fold the bandanna in half." (Everyone folds their bandanna one time. The one with the banana begins to look concerned, rolls his eyes left and right and then looks skyward. With an `oh, well' attitude, he breaks the fruit in half.)

ANNOUNCER: "Fold the bandanna in half again." (Everyone folds their bandanna again to a smaller square. The one with the banana expresses more concern, looks left and right, uses facial expressions to demonstrate an uncomfortable feeling—remember to keep a straight face. He breaks the banana again.)

ANNOUNCER: "Hold the bandanna in your left hand and fold the four corners in."

(Everyone complies. The one with the banana sort of scoops up the fruit and piles it in the center of the palm of the left hand. Facial expressions should be indicative of extreme concern that something he is doing is different from everyone else.)

ANNOUNCER: "Make a fist!" (By now, everyone in the audience is watching the banana. The hands with the folded bandannas are discreetly exchanged—left for right—and the bandannas are placed in hip pockets. By now, the banana is oozing from between the fingers, and the audience is usually in tears.)

ANNOUNCER: "Open your hand, and show that the bandanna has disappeared.(Of course, it has, and applause is appropriate.)"

MIND-READING STUNT

You need a magician, an assistant, and a secret stooge in the audience.

The magician asks people in the audience to write words on cards. Have the assistant go around and collect them in a hat. The stooge should pretend to write something down, but not actually add anything to the hat.

The magician announces that he is going to read people's minds, and call out all of the words before he draws them. He calls out a word. Someone in the audience confirms that is his word, and then the assistant draws a card at random from the hat. The assistant hands the card to the magician, who confirms that it is the right one, and then goes on to guess another word.

The trick: The magician makes up the first word. No matter what the word is, the "stooge" should raise his hand and say that is his word. Whatever card is drawn, the magician says that is the right word; however, he really reads the word off the card, and remembers it. That is the next word he calls. At the end, the magician will know one more word, and there will be no cards left in the hat. The assistant needs to sneak a blank card into the hat after the previous draw, when the attention is on the magician. The blank card is then drawn, and the magician says that is the right one.

THE GREAT CUBINI

Setting: One boy is dressed as a mindreader. Give each of the “answers” to each of the Scouts. Each Scout gives the Great Cubini an answer and he responds with the question (like on *Jeopardy*).

A: Dances With Wolves

Q: What do you call a Den Leader who square dances with her den?

A: I Can Bear No More

Q: What does a new Webelos Scout say?

A: Bobcat

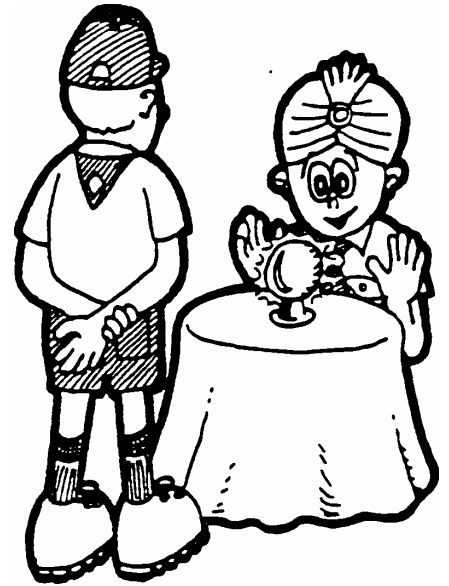
Q: What does Robert the Cat’s friends call him?

A: Bear, Aaron and Wells Fargo

Q: What is a rank, a Hank, and a bank.

A: Arrow of Light

Q: What would you call 20 candles in a straight line?



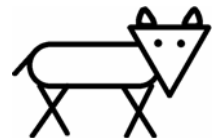
CORNY MAGIC ENVELOPE

Props: a full page envelope, with 4 pages in it with drawings.

Setup: “I (or we) can predict the future. All the answers have been predicted ahead of time, and are in this envelope.”

Think of a word, any word. Do you think I can guess your word?” (Someone in the audience will say no. Pull out the first page with the big “NO” on it.) “Right! I knew you would say that.

Name a large mammal. (Wait for an answer. Pull out the second page with the animal on it. The key to this is how generally the animal is drawn.) Well, I can’t draw very well, but that’s the animal you named.



What’s your favorite food that comes in a can? (Wait for answer. Pull out the third page with the UPC symbol on it.) Here’s the UPC from one of those cans!

Name someone famous. (Wait for an answer. Here, you want to have two generic baby pictures – one with light skin, one with dark skin – pull out the appropriate one.) Here they were as a baby!

RUN-ONS

Q: Why do witches get As in school?

A: Because they are good at spelling.

Q: How do magicians keep the peace?

A: With a warlock.

Q: How do you make a rabbit disappear?

A: Use “hare” remover.

SONGS

CUB SCOUT MAGIC (Tune: Are You Sleeping)

Cub Scout magic.
Cub Scout magic.
Tricks are fun.
Tricks are fun.
I can fool my brother,
Maybe even mother,
Everyone, everyone.

THE MAGIC OF SCOUTING (Tune: On Top of Old Smokey)

The Magic of Scouting is more than just play,
With The Law and The Promise to show us the way.
It's found in each Pack and it's found in each den,
Where leaders and parents help boys become men.
So whether your Wolf's, Bears, or those Webelos,
The Magic of Scouting will help you to grow.

(and leaders can continue with:
So role up your sleeves and get ready to work,
The memories your building, can alter the earth.)

THE CUB SCOUT MAGIC TEAM (Tune: The Marines Hymn)

From the halls of illu-u-sion,
To the stage of trickery.
Our magic we will acco'm-m-plish,
By a slight-of-hand you see.

We will show you things you'll think are real,
But they won't be what they seem.
Our tricks displayed to every eye,
We're the Cub Scout Magic Team!

TAKE ME OUT TO THE MAGIC SHOW (Tune: Take Me Out To The Ball Game)

Take me out to the magic show.
Let me learn all the tricks.
Buy me some doves and some magic rings,
Cards, saws, boxes and other neat things.
Then I'll practice tricks 'till I'm real good.
All my friends I'll amaze.
When I make my sister disappear
It'll be Cub Scout Magic days

PHIL THE MAGIC CUB SCOUT (Tune: Puff, the Magic Dragon)

CHORUS: Phil the magic Cub Scout
Lived down the street.
And went with me each Tuesday night
To the place where our den meets.

All the Cub Scout leaders
Loved that rascal Phil.
He never made a mess or yelled.
He just improved his skill.

On field trips he would travel
In the big van with his den.
He would do his magic tricks
On the way and back again.

He'd do some tricks with cards,
Pull doves out of a hat
And once he made a rabbit
Out of our Den Leader's cat.

CHORUS

Then one night it happened,
Our friend Phil came no more.
All the Cubs and leaders
Sat sadly on the floor.

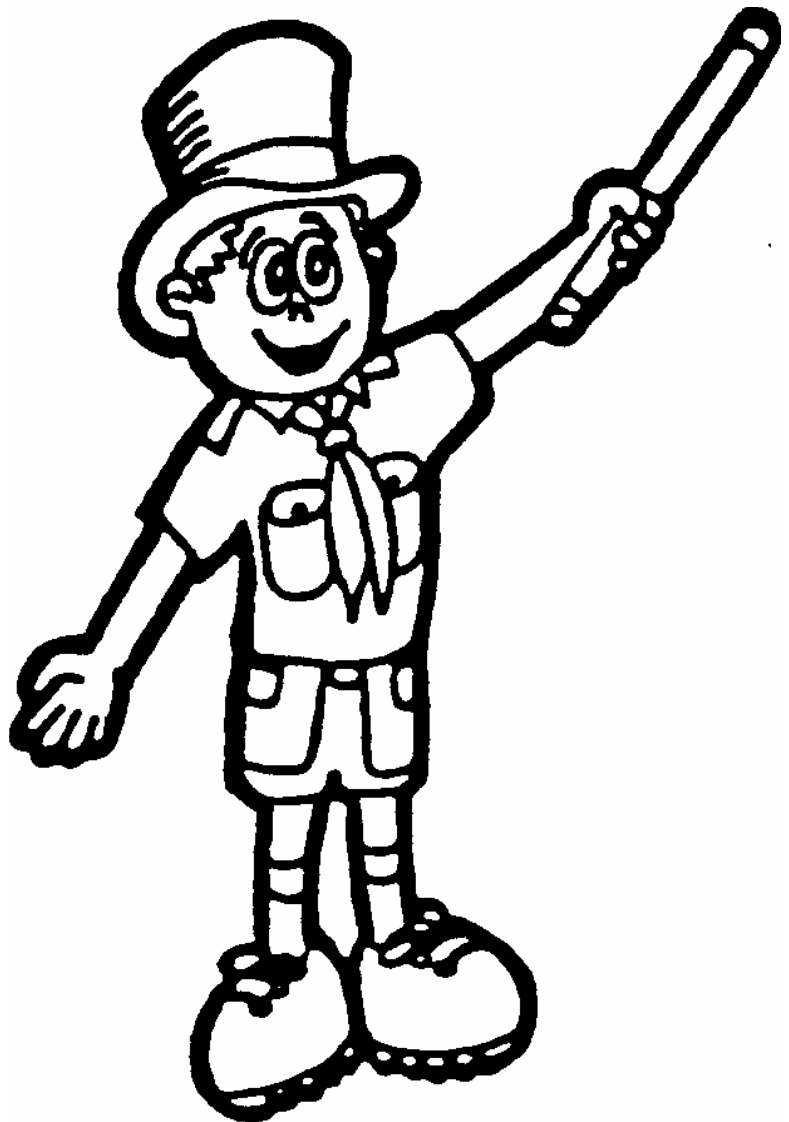
Without their good friend Phil
Things were not the same.
But the den all pulled together
And sang songs and played games.

CHORUS

But Phil, he had moved on
To another Scouting group.
You see Phil had grown old enough
To join a Boy Scout troop.

And now he does his tricks
For the Scouts in his patrol.
The real magic that Phil possessed.
Was the Scouting in his soul.

CHORUS--repeat twice



MAGIC TRICKS

THE MYSTERIOUS TEMPLE

The "magician" leaves the room while the group thinks of a number from one to five. When he returns, he walks around the group, pressing his hand to the temples of each of the players. Feeling their heads, he receives "thought waves" from them and by the time one round is complete, he can announce the number the group agreed on.

HOW IT'S DONE:

The number guessed will always be correct because he is not guessing. There will be a "spy" working with the magician. The spy clenches and unclenches his teeth while the magician is pressing his temples. If the number is 3, the spy clenches his teeth 3 times. That way, the magician receives the correct thought wave. Feel your own temples as you clench your teeth, and you will feel the ripple.

FLOATING EGGS

Measure 1/4 tablespoon salt into a dish and set it aside. Tell the audience that it's "Inner tube powder" which will make an egg float. Half fill a glass with water. Place an egg in it. The egg will sink. Remove the egg and stir the "inner tube powder" into the water. Place the egg in it again and the egg will float!!

SLIPPERY TRICKERY

The boys may think it's impossible to remove an ice cube from a glass of water without getting wet, but let them try it. They are not allowed to use any kitchen utensil. After they have all tried, tell them that you have magic powder that will do the trick. Put a piece of thread on the cube, sprinkle salt on the cube where the thread is, and wait a couple of minutes. Astound the boys by then lifting the ice cube using the thread, from the glass of water. The salt melts the ice, and because it is just a small amount, the ice refreezes, freezing the thread onto the ice!!

BOUNCING BUTTONS

Stir a teaspoon of baking soda into a glass of water. Drop in some plastic buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons drop back to the bottom to collect more. They will bounce up and down for a while. Add more vinegar to keep them going when they slow down.

HAUNTED PAPER CLIPS

Materials: 2 paper clips and a dollar bill.

Fold a dollar bill into thirds (*S shape*) and hold it in that position with two paper clips placed over each end and the center. Now pull the ends of the dollar bill in opposite directions quickly. The paper clips will jump into the air and hook together!!

COIN THROUGH THE NAPKIN

You cause a borrowed coin to penetrate a cloth napkin. Borrow a coin and have the owner mark it if he wished. Hold the coin vertically by its flat side between thumb and forefinger of your left hand. Place the napkin over it so that the coin is under its center. Under cover of the napkin get a small fold of the napkin between your thumb and the coin. Now, with your right hand lift the part of the napkin closest to the audience and drape it back on top of the other half, over your left arm, and show that coin is still there. With a snap of the left wrist cause both halves of the napkin to fall forward while still holding the coin and napkin, in the center, in the left hand.

HOW IT'S DONE:

Twist the napkin to have the illusion that the coin is wrapped securely in the center of the napkin. Exert a little pressure on the edge of the coin and it will "rise through the napkin". It looks as if it is slowly penetrating the napkin. Hand the coin back to the owner and show the napkin is unharmed.

DISAPPEARING WRITING

You stuff a blank paper into an envelope. After mumbling a few magic words and waving your hand, you remove the blank paper, which now mysteriously has writing on it!

Materials: 2 identical envelopes, 2 identical pieces of paper, pen or pencil, glue

How To Do The Trick:

1. The drawing and the materials give away the trick. To prepare, you glue the two envelopes together, back to back, so that when you hold them together it looks like one envelope.
2. In one of the envelopes, put a paper with writing on it. It could be your name, or a special message. There's more ideas for what to write at the end of this trick, with the special tips.
3. Set the envelopes in a place where you'll want to do the trick, with the empty envelope facing up and the blank paper close by.
4. When your friends are around and you're ready to do the trick, pick up the paper. Show it off to everybody. Make a big deal about how it's blank. This is called misdirection. Since everyone is paying attention to the paper, they don't notice the envelope as much.
5. Fold the paper the same way you folded the paper you wrote on.
6. Pick up the envelope, being careful to keep the empty envelope facing your audience. Put the blank paper in the envelope.
7. You will again need to use misdirection. Take the pencil (or whatever you used to write with) and wave it high above your head. Look your audience in the eye. They will either look at your eyes or the wand. While you do this, turn the envelope over, so that the other side is face up.
8. Tap the envelope with the writing instrument, and open up the envelope on the side you now have face up.
9. Take out the paper, and show off the message!
10. Everyone thinks the trick is done. While they are looking at the paper, quietly put the envelope in your pocket, or somewhere else that no one will see it.

Special Tips: You can also do this trick the other way. Put a blank paper in the envelope before the trick, and write all over the paper in front of your audience. The writing will seem to vanish!

CRAFTS

EDIBLE WANDS

Materials: pretzel rods (long thick straight pretzels), white frosting in a tub, knife or small spatula, small bowl, edible star sprinkles, wax paper

Scoop out a small amount of frosting and put in a small bowl. Note: The pretzels will make the frosting taste salty, so only take out how much you need. Dip the pretzel in the frosting and twist and pull the pretzel out of the frosting. Sprinkle with star sprinkles. Press the stars into the frosting, if needed. Place on the wax paper and put in the refrigerator to set up.

CARDS NECKERCHIEF SLIDE

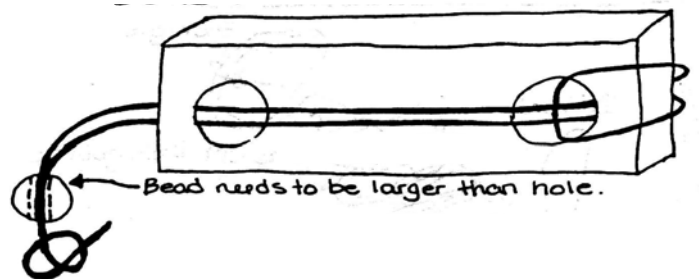
Fan out a few playing cards and glue them together (you can find miniature cards in novelty shops). Use PVC pipe as a backing.



BLOCK AND CORD PUZZLE

Materials: 6" by 3" by 1" piece of wood, drill, 12" piece of cord, a large bead

1. Drill 1" holes near each end of the block of wood.
2. Fold the cord in half.
3. Put the folded end through one hole.
4. Run the ends through the loop and through the other hole.
5. Put both ends through the bead and knot.



The object is to slip the cord off the block without pulling the ends out or cutting the cord.

MAGIC CRYSTALS RECIPE

Materials: ¼ cup salt, ¼ cup water, ¼ cup liquid bluing, 1 tablespoon ammonia, charcoal briquettes, disposable pie tin, food coloring

1. Mix salt, liquid bluing, water, and ammonia together.
2. Pour over briquettes which have been placed in pan.
3. Add a few drops of food coloring over the briquettes.
4. Leave dish alone for a few hours.
5. Now watch your crystals grow.

Note: The crystals crumble easily, so don't move the dish unless you have to.

HARRY'S BROOM

Make your very own broom just like Harry Potter's!

Materials: Yellow or natural wood-colored pencil, double stick tape, raffia, scissors, gold star garland, wire cutters, black thin permanent marker (optional)

How To Make It

1. Cut some raffia about 3 1/2 inches long.
 2. Cut off a piece of double stick tape long enough to wrap around the metal part of the pencil eraser. Wrap around metal piece.
 3. Lay ends of raffia around the pencil, adhering to the tape, with ends sticking up above the eraser.
 4. Cut off another piece of double stick tape long enough to wrap around and adhere to the top of the raffia, directly above the other piece of tape.
 5. Lay ends of raffia around the pencil, adhering to the tape, with ends sticking up above the eraser.
 6. Cut off two pieces of double stick tape long enough to wrap around and adhere one piece to the top of the raffia, directly above the other piece of tape. Adhere the second piece of tape directly below the other piece of tape.
 7. Take the Gold Star Garland and start wrapping around the pencil, pressing as you wrap to adhere it to the tape. When you reach the end of the tape, cut the wire, and tuck end inside under previously placed garland.
- Now you have a broom! Add a name for your broom in black marker, if desired.
-

A LIVELY TRICK FISH

Materials: scissors, celluloid or sheet plastic

Cut a simple fish shape about 4 inches in length from a piece of thin plastic. Give your fish a large tail.

The trick: Tell your volunteer to rub his hands together for a moment or two, so they are really warm. Get him to extend one hand, palm upmost, and place the fish on the palm. Within a few seconds the fish will be curling its head and tail up to meet each other.

How it works: The reason for this display of agility is the fact the plastic does not become warm evenly. The underside expands as it is warmed by the palm of the volunteer's hand. But the cold upper surface remains the same. The expansion of the underside forces the fish to curl quite vigorously.

SURPRISE BOOK

Materials: 3 pieces of plywood, saw, two hinges

1. Cut three book size pieces of plywood.
2. On one piece of plywood, cut out center of board leaving a 1 inch border.
3. On one board, cut off one long end in a 1" strip and fasten back together with hinges.
4. Paint and decorate book and make the inside board look like pages.
5. Open the inside of book and decorate. The hollowed out part of the book is for you to hide your own special treasures,

Have fun tricking your friends with the surprise book!!

FAMILY MEMBER ACTIVITY PIN

DEN ACTIVITIES

- Make a list of fun activities of little cost and do them over several den meetings.
 - Switch chores with another family member for a month.
 - Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months, and how they will do them.
 - You might want to talk over some of the home hazards they may find, before the boys inspect the home and grounds to make a list of hazards or lack of security.
 - Have a contest... take a small piece of cloth, a button, needle and thread. Have the boys sew a button on the cloth - judge the button that is sewn on the best.
 - Make a contest out of making a list of things families spend money for. See who can make the longest list, Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award two points if they happen to list one.
 - Have a cooking contest Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes, Also you might adopt some of these for your cookouts!
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FAMILY FINANCES

Many Webelos Scout age children 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 boys 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 boys will be better prepared to share in ideas for saving money and they will be ready to develop a family energy-saving plan.

HOME INSPECTION

Before your den meeting, rig a room with as many hazardous situations as you wish. Divide the den into teams of two boys. Instruct the boys to spot and write down as many safety hazards as they can see. Send one team at a time into the room and allow them three minutes, while the rest of the den works on another activity in the other room. Have a couple of adults present to act as a safety guard. Make the hazards as true to life as possible without creating a real danger.

As boys return to main room, ask them to remain quiet about what they have seen. When all have completed their observations, call all the boys together. Let each team share one or two hazards they saw. The leader can then mention any the boys did not see.

WHO ARE WE?

Ask boys to bring baby pictures and family pictures to the next meeting. Hold the pictures up one at a time and try to guess who it is. Bring in family vacation pictures and try to guess where the family went. (Disney World, the White House, etc.) Think of other ideas of pictures the boys can bring to show off (first fish catch, riding a horse, talking to someone famous, etc) Take some den pictures and make up an album of your Webelos family or take slides and play music while you are watching them.

HOW WELL DOES YOUR FAMILY COMMUNICATE?

Answer these questions. Then take this home and go over them with your family.

1. Does your family eat dinner together?
 - (a) Almost every night.
 - (b) Several nights a week.
 - (c) Only on special occasions.
2. Is the TV off during dinner?
 - (a) Practically always.
 - (b) Unless the game is on.
 - (c) And miss our favorite shows?!
3. Does your family eat breakfast or lunch together?
 - (a) Usually.
 - (b) About half of the time.
 - (c) In our dreams.
4. Do you know the best friends of each of your family members?
 - (a) They are like family.
 - (b) We've met.
 - (c) Friends???
5. How much time do you spend talking with family members (average)?
 - (a) More than 20 minutes per day.
 - (b) 10 to 20 minutes per day.
 - (c) As little as possible.
6. Do you know what each of your family members fear?
 - (a) Yes.
 - (b) I have a vague idea.
 - (c) They are fearless.
7. When was the last time you told each of your family members that you loved them?
 - (a) Today.
 - (b) Within the last week.
 - (c) They know without me telling them.
8. Does your family make goals together?
 - (a) Yes.
 - (b) Only for major things.
 - (c) Why? No one would follow through, anyway.
9. Does your family plan activities together?
 - (a) Regularly.
 - (b) Quite often.
 - (c) We don't have time to do things together.
10. Do you know what makes each of your family members happy?
 - (a) Sure do!
 - (b) Generally speaking.
 - (c) There is no such thing.

Give yourself 10 points for every (a) answer, 7 points for each (b), and 3 points for each (c). Now tally your points and see how well you communicate with your family.

30-59: Examine your mission statement.

60-79: You have lift off.

80-100: Your communication is out of this world.

SPORTSMAN ACTIVITY PIN

YOU MAKE THE CALL

Divide the den into two teams. Write on index cards the name of a sport and a situation. The leader reads a card and teams answer. Play this like baseball. Each player has a chance at bat. When a player has a "hit" by giving a correct answer, the team will gain 1 point. If a player cannot answer the question or gives a wrong answer, that's an "out" and the next player has a chance to answer the same question. Three "outs" and the teams switch. Team members cannot help the player at bat but can send in a designated hitter, etc. Make up the rules with the boys.

Sample questions:

BASKETBALL	Person dribbling ball stops, holds ball and then begins dribbling again.
FOOTBALL	A defensive player runs into the punter on purpose and does not hit the ball.
SOCCER	No defensive players are between an offensive player and the opposing goal and the offensive player does not have the ball.
TENNIS	Player serving ball hits the ball too hard and it goes into the other player's backcourt.
HOCKEY	Player is hooked by the stick of an opponent.
BASEBALL	Pitcher throws a pitch that arrives at the plate outside of the strike zone.
BASKETBALL	Two players on opposite teams hold the ball simultaneously.
FOOTBALL	A team takes more than the allotted time to begin a new play.
SOCCER	An offensive player kicks the ball toward the goal but the ball goes over the goal and out the back of the field.
VOLLEYBALL	While trying to return the ball, one player hits it two times in a row.
BASEBALL	A player hits a high fly ball that bounces once and goes over the wall in left field.
BASKETBALL	A player fouls another player as he is about to shoot the ball.
FOOTBALL	An offensive player is interfered with while attempting to catch a forward pass.
SOCCER	A defensive player, while defending his goal, loses the ball out of bounds along the back line.

OLYMPICS FOR A RAINY DAY

- Shot Put: Each boy is given 10 navy beans, which he attempts to throw into a quart jar from a line on the floor.
- Discus Throw: A paper plate is thrown from a line. Plate must be held flat in hand and not sailed with thumb and fingers.
- Twenty Foot Relay: Roll lemons or hard boiled eggs down the course and back, tagging the next player. Use a stick to roll the object.
- Fluff: Carry feathers on a plate. A player must pick up any that drop.
- Bean Relay: Carry beans, one at a time, between match sticks or toothpicks to opposite end of the course (table).
- Marble Bowling: Set up ten clothespins on table. Roll a marble toward them. Each player has two chances to knock down as many as possible.

BARREL BASKETBALL

Even the shortest guy in your den can dunk if you play barrel basketball. All you must do is place two 50-gallon steel drums 40 feet apart. Any asphalt parking lot not in use can be turned into a barrel-basketball court. On this court, you can learn to pass, dribble, shoot block and set up plays. What's important is that you'll be learning how to play. If you have no steel barrels, use a big plastic garbage can. Even a pasteboard box will work if you put sand or dirt in the bottom to hold it down.

SPORTS CARDS

Make a set of 10 10-inch cards. On one side put a copy of the official signals for the game of your choice. On the other side put an explanation of what the call means.

1. Hold up the picture and ask for the proper call.
 2. Read the explanation of the call and ask for its name.
 3. Execute the call and ask for its name
 4. This game can be played as a competition:
 - a. Divide den(s) into two teams and give one point to the first person to guess the answer.
 - b. Divide den(s) into two teams and assign each team a sport and show each team a card for his sport. Each team will have a different sport. The first team to get the answer gets a point.
-

SOCCER TEN KICKS

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

POTATO GOLF

Draw concentric circles on the floor, and label each circle with a number representing the number of points it is worth (10 in the center circle, decreasing outward). From a distance of 6 to 10 feet, each player pushes a potato with a cane or an old hockey stick. Each player scores according to the numbers in the circles. No score is made if the potato stops on a line. Each boy gets 10 tries, adding the scores together to get a total score. In place of a potato, use any durable fruit or vegetable (apple, grapefruit, etc).

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).
