

National Pike District Cub Scout Roundtable
June 1, 2020

Month Point of the Scout Law: Courteous
Month Supplemental Theme: Shipwrecked!

Interest Topic: Children's mental health

- Registration
- Opening
- Welcome New Leaders
- "Big Rock" or Interest Topic
- Split Sessions
 - Lion, Tiger, Wolf and Bear Leaders –
 - Webelos and AOL Leaders –
 - Cubmasters –
 - Pack Committee –
- Presentation
- Fun Time
- Closing Activities

Notes:



Coming Events

Due to the COVID-19 quarantine, all "in-person" Scouting events have been postponed. Watch for e-mail announcements for alternative on-line activities or new dates for events, when they are available.



Note: The material in this hand-out is from old publications. It has been modified to include girls or to be gender neutral and to replace the Cub Scout Promise and Law of the Pack with the Scout Oath and Law.

Roundtable Staff

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Visit the National Pike District web page at <http://nationalpike.org>
and the Baltimore Area Council web page at <http://www.baltimorebsa.org>

“The Junk Drawer”

Some of the most useful things in our homes find their way into the junk drawer.

COVID-19 Statement from the Baltimore Area Council

May 30, 2020

Scouting Friends, Family and Supporters:

The Baltimore Area Council (BAC) leadership is committed to the resuming of Scouting activities and in-person service as our State and local authorities and the council's COVID-19 Task Force deem it safe to do so. At this time, the majority of our state remains in Stage One of the Maryland Strong: Roadmap to Recovery (<https://governor.maryland.gov/recovery/>).

Following the direction of State and local authorities, the BAC COVID-19 Task Force has recommended the council's current amended operations be extended to comply with Stage One restrictions, and update when Stage Two is announced by state and local officials. The BAC COVID-19 Task Force has recommended operations as outlined below.

- **Per State policy, the Council Service Center will remain closed to walk-in customers. Our council staff will continue to be available to provide service via email, phone and videoconferencing**
- **We are pleased to announce that the Bel Air Scout Shop is open (Tues-Fri 10 AM -6 PM; Sat 10 AM -1 PM) and the Dorsey Road Scout Shop is scheduled to open June 10 (Tues-Fri 10 AM – 6 PM; Sat 10 AM – 1 PM). We are working diligently to support the reopening of the Baltimore Scout Shop as soon as city guidelines allow us to do so**
- **During Stage One, Broad Creek Memorial Scout Reservation will remain closed to all activities/camping, and all council-and district-sponsored activities and events remain postponed; this position will be reevaluated as we move to Stage Two**
- **Due to recent executive orders from the Maryland Department of Health, traditional resident camp programs are not permitted to operate at this time. We remain committed to providing an alternate outdoor experience as restrictions are lifted. We will be sharing camp programing options in the coming weeks**

The following activities ARE permitted and encouraged while following applicable guidance from national, state, and local jurisdictions.

- **Family Camping among members of the same household**
- **Outdoor activities by Scouts and their families including camping, fishing, hiking, Scoutercraft skills, etc.**
- **Virtual Scouting meetings and virtual events sponsored by units, districts, councils, national, and world-wide Scouting organizations**
- **Visiting the Bel Air Scout Shop and Dorsey Road Scout Shop (beginning June 10) to get all of your Scouting and outdoors essentials (hours and details: www.baltimorebsa.org/scoutshops)**

We are all eager to get out and return to some semblance of normalcy. As restrictions are lifted, be sure to seek guidance from your chartered partner as it relates to their approval and support of in-person meetings and activities.

Continue to stay focused on the many positives that have emerged or have been created out of this interesting and dynamic time in our lives. We remain committed to supporting each of you, as you continue to deliver the mission of the BSA in many new and creative ways.

Thank you, and Scout On!

Yours in Scouting,

(signed)

Kenn Miller

Scout Executive

(signed)

Bruce McMillin

Council President

(signed)

Jeff Seymour

Council Commissioner

*At-home and virtual Scouting program ideas are available at www.baltimoreBSA.org/ScoutingAtHome.

*Continual updates are available at www.baltimoreBSA.org/COVID-19

Pack Resource Sheet

October 2006 Theme: Cub Scout Shipbuilders

Note: There is no Roundtable Planning Guide for 2019-2020. This Pack Resource Sheet is a reprint from the September 2006 Roundtable Handout when the October 2006 Monthly Theme was "Cub Scout Shipbuilders." Some of the Den Meeting and Webelos Meeting material may be dated. Pack meeting plans may be downloaded at: <https://www.scouting.org/programs/cub-scouts/pack-meeting-resources/pack-meeting-plans/>

ing developed through
ll learn about the many
in the forming of our
their own sailboat for the

Personal achievement. Cubs will feel pride in learning how to tie any of the knots and sailing their boat to the finish line at the raingutter regatta.

Preparation for Scouts BSA. Learning how to tie some knots prepares the Cubs and makes them eager to join a Scout troop.

The core value to be highlighted this month is

Faith. Cubs will learn to believe in themselves and trust in a supreme power.

Preopening Activity: Knot tying

Materials: A knot board; 3-foot pieces of rope for each participant. Teach the square knot, slip knot, and bowline.

Opening Ceremony: The Six Ships of Scouting

Materials: Six large cutouts of ships

CUBMASTER: These Cub Scouts will tell you all about the six ships of Scouting.

CUB SCOUT 1: Scholarship. This ship is important on the sea of education. On her deck stand the officers of ambition and determination.

CUB SCOUT 2: Fellowship. This ship stands for good spirit, cooperation, and unity

CUB SCOUT 3: Friendship. This handsome ship is true blue and its flag is golden. Friendship is golden.

CUB SCOUT 4: Sportsmanship. This is the ship that is fair and square. It never veers from its course.

CUB SCOUT 5: Workmanship. This ship represents the best a person can give.

CUB SCOUT 6: Statesmanship. This ship represents wise guidance, counsel, unselfish interest, and sincerity

CUBMASTER: Here we have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

ALL: Hip hip hooray! Hip hip hooray! Hip hip hooray!

Prayer: Sea of Goodwill

"Let's set sail into the sea of goodwill to all. Amen.

Cheer: First Mate's Cheer

Place your hand over your eyes and slowly scan the "horizon" back and forth. Stop, point, and shout, "Land ho!"

Song: "The Sailor Song"

Tune: "The Farmer in the Dell"

A sailor went to sea,
To see what he could see,
But all that he could see, see, see,
Was the bottom of the sea.

Sing through once, then again, but: Instead of saying "sailor," salute and hum. For the word "sea," make wave motions and hum. For the word "see," put your right hand above your eyes like a lookout and hum.

A _____ went to _____
To _____ what he could _____
But all that he could _____, _____, _____
Was the bottom of the _____

After everyone understands what to do, sing it through a couple of times, going faster each time

Advancement Ceremony: Tall Ships

Materials: Large posters of tall ships

Personnel: Captain (Cubmaster) and his crew of sailors (Cub Scouts or those receiving recognition).

CUBMASTER: Ahoy mates! Sailing into Cub Scout harbor are some hardworking Cub Scouts worthy of advancement (*or recognition*). These tall ships sail proud and strong, for they have accomplished many feats of skill.

CUB SCOUT 1: Ahoy Captain. We are here because we have accomplished (*recruiting new Scouts, or other accomplishment*).

CUBMASTER: You Cubs stand proud and strong, like the tall ships. Thank you for your hard work. I have the pleasure of awarding to each of you this (*recruitment or other*) recognition. Wear it as proudly as the giant masts stand on the tall ships.

CUB SCOUT 2: Thank you! Now let's set sail!

Audience Participation:

A Sailor's Knots

Make sure everyone has a piece of rope. Explain to the audience that as the story is read, when they hear the word "knot" they can tie any knot they want to, then untie it. On "square knot," they are to tie a square knot and untie it. On "slip knot," they tie a slip knot and untie it. On "bowline," they tie a bowline knot and untie it.

STAFF MEMBER: Sammy the Sailor was a new sailor. He was very excited about sailing, but he had a problem tying *knots*. He found tying *knots* hard because he never really learned how. One day he saw a large group of Cubs visiting the marina. Taking a closer look, he saw they were Cub Scouts.

Sammy the Sailor said to himself, "I was a Cub Scout. That was a fun time!" His captain was showing the Cubs how to tie a *square knot*. The captain invited Sammy to join them and asked him to show the Cubs a *slip knot*.

Sammy said to himself, "I have to tell the captain I don't know how to tie *knots*. I learned in Cub Scouts it is important to be honest." Sammy said, "Captain, I don't know how to tie any *knots*. Not a *square knot*, not a *slip knot*, not a single *knot*."

The captain said to Sammy, "Why Sammy, why didn't you say so earlier? I can teach you to tie *knots*. Some of our visitors here today can help you, too.," Sammy was delighted and relieved as the Cub Scouts gathered around him and taught him how to tie a *square knot*, then a *slip knot*. The Cubs kept cheering him on to practice the *knots*. Then the captain said to everyone, "OK, now it's time to learn how to tie the rescue *knot*, the *bowline*."

Game: Ships in the Port

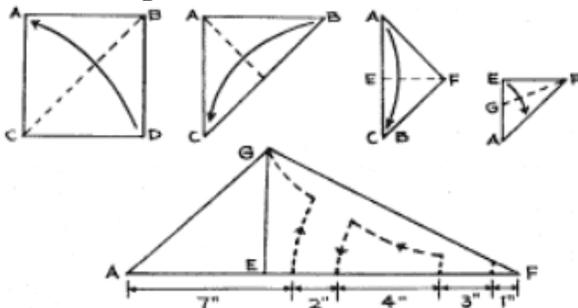
Materials: A chair for each player but one. On each chair, a card with the name of a different ship or boat; examples: rowboat, Viking ship, sailboat, steamship, motorboat, submarine, cargo carrier, aircraft carrier, dredger, yacht, cruise ship, canoe.

Each player checks the name of the ship or boat on his chair. The person who is "it" calls out the names of different ships. Those Cubs get up to change chairs, and "it" tries to get a chair for himself. If "it" succeeds, the Cub left without a chair is now "it." "It" can call out as many combinations as he wishes.

Game: Lighthouse

One blindfolded Cub is a Ship; another is the Lighthouse. The rest of the players spread throughout the room as Buoys. Buoys may not talk or move. The Lighthouse stays at the finish line or "port." Using only his voice, the Lighthouse guides the Ship safely through the Buoys in the harbor to the port. Roles can be switched for another game.

Craft: Ship's Wheel



Materials: A large piece of paper that is an even square

Follow the directions and the illustrations. Make sure all folds are sharply creased. Mark the edges to make tearing easier.

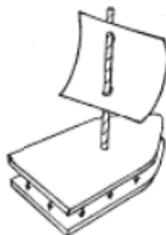
Fold D to A. Bring corner B to C. Fold corner E down to bring the edge E and F along the edge of A and F. You may mark where to cut or tear the paper. Use a colored pencil. Copy the pattern here by dotted lines at the corner A on the A-F edge of the paper. Cut or tear across from this point to half an inch from the G-F edge, and then make a curved tear to G.

From corner F, cut or tear across to half an inch from the G-F edge and then cut or tear along the edge as marked. At this point, tear back to the A-F edge as illustrated. Tearing along the G-F edge does not have to be too straight. Cut or tear off one inch of the corner F, and then open the wheel.

Craft: Sailboat

Materials: Two foam meat trays (new, not recycled), drinking straw, construction paper, waterproof glue, scissors

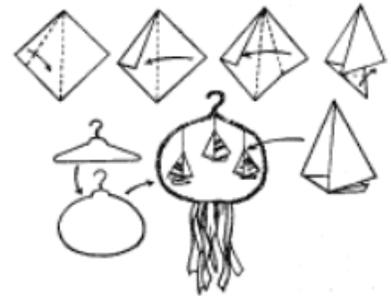
Cut two pieces from the foam tray to make the hull. Make a hole in the center of one



piece. Insert and glue the drinking straw to make the mast. Glue the foam pieces together. Cut the sail from construction paper. Make two holes in the sail for the mast and slip it on.

Craft: Sailboat Mobile

Materials: Wire coat hanger, thread, crepe paper, three 5-inch pieces of colored paper, thick jute or twine



Fold each piece of paper as illustrated. Bend the coat hanger into a circular shape.

Wrap jute or twine

around the hanger to cover the metal. Use thread to hang the sailboats from the hanger. Hang crepe paper streamers from the bottom.

Cubmaster's Minute:

Sail Through Scouting

"We have learned that hard work doesn't hurt anyone. If it did, the shipbuilders would never have built their ships and made the voyages they did. Your voyage is to sail through Scouting, complete your achievements, and to earn your ranks. It can be hard work, but the harder the work, the stronger you become."

WEBELOS ACTIVITY

BADGE PROJECT

Citizen and Showman:

"A Good Citizen" Skit

Personnel: Webelos den leader, five Webelos Scouts

DEN LEADER: OK, Cubs, that was a good lesson in citizenship from Mr. Smith. What are your thoughts?

WEBELOS SCOUT 1 (*holding up a poster with a math problem on it*): Well, first you identify the problem, big or small.

DEN LEADER: Great! (*Asks next Cub*:) How about you?

WEBELOS SCOUT 2 (*unrolling a roll of paper with a list on it*):

Then you gather the facts and make sure you have them all.

DEN LEADER: Wonderful! Anyone else?

WEBELOS SCOUT 3 (*holding a tray with several containers of liquid of various colors*): In every case, there's sure to be more than one possible solution.

DEN LEADER: You Cubs really learned a lot today

WEBELOS SCOUT 4 (*takes one container off the tray and holds it up*): If you study hard, you'll reach the right conclusion.

DEN LEADER: OK, Cubs, but what's the next step?

WEBELOS SCOUT 5: Action! You make the decision to be a good citizen; then you go and do it!

DEN LEADER: Great! But what's the action part?

ALL: Obey the laws; respect the rights of others; be fair and honest; help your community, state, or nation be a better place; learn about our country; vote on Election Day

DEN LEADER: You Cubs did learn how to be good citizens!

“Shipwrecked!”

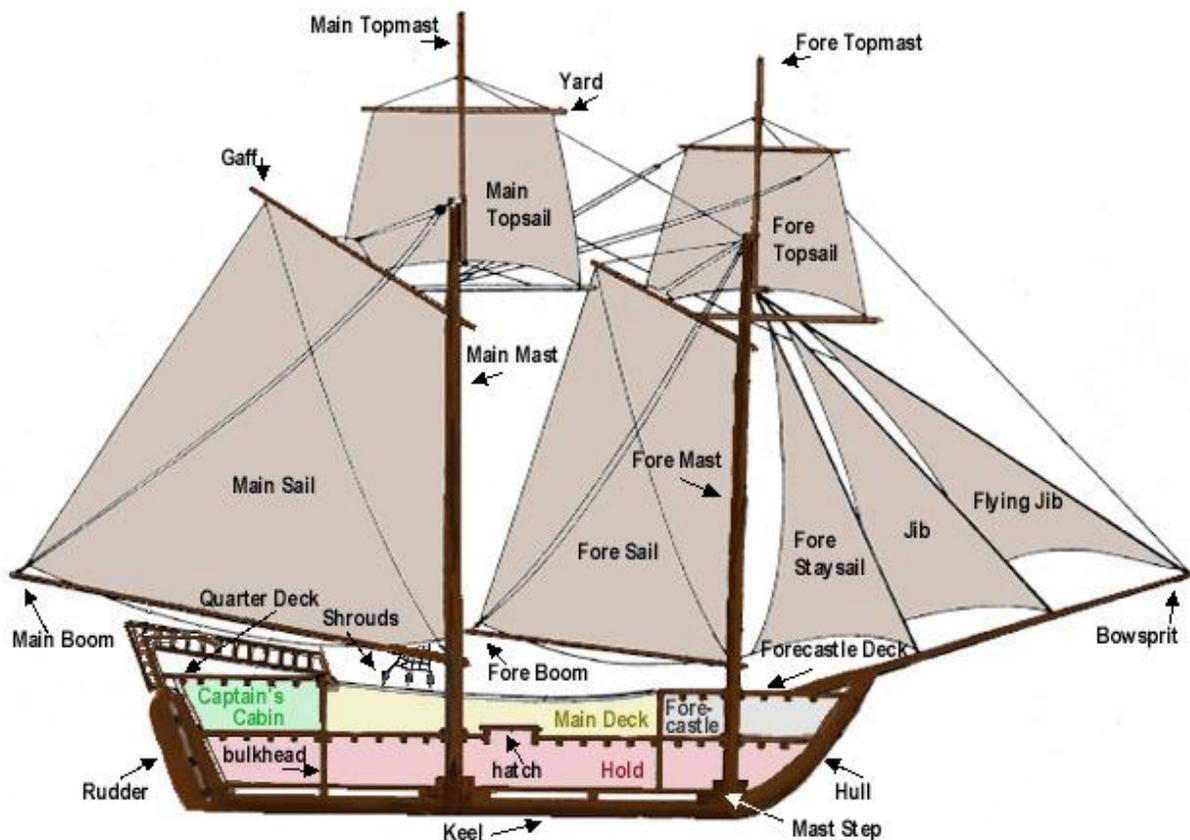
Gathering Time Activities

Parts of a Sailing Ship

Search for these hidden words – they could be up, down, forwards, backwards, or diagonal.

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

- BOWSPRIT
- BRIG
- BULKHEAD
- CAPTAIN’S CABIN
- FIGUREHEAD
- FORECASTLE
- GALLEY
- HATCH
- HOLD
- HULL
- JIB
- KEEL
- MAIN BOOM
- MAINMAST
- QUARTER DECK
- RIGGING
- RUDDER
- SAILS
- TILLER
- SHROUDS
- WHEEL



Opening Ceremonies

Seaside Opening:

Personnel: 5 Cub Scouts

Equipment: A beach bucket and shovel with empty squirt guns for each Cub and Den Leader

Setting: The Cubs come in and line up carrying their buckets and shovels. The squirt guns are inside the buckets out of view of the audience. It would also add to the effect if the Cubs rolled up their pants legs (**or wear shorts**) and have bare feet. They could also pantomime actions.

Cub 1: Here at the beach there is so much to see! Look at the ocean there is a sailboat!

Cub 2: Yeah! They're great. But the waves are really fun. I love to run into the water and let the waves push over me.

Cub 3: Do you know what I like? I think the seagulls are cool! They attack when you sit down to have lunch.

Cub 4: Yeah! But have you ever been able to find a starfish at the edge of the water? That's really cool!

Cub 5: Do you know what else is fun! Hunting for clams. They bury themselves in the sand and when you get close to getting them— they squirt!! (**Cubs reach in their buckets and use their squirt guns to 'squirt' the audience.**)

W-A-T-E-R

York Adams Area Council

Setting: Five Cub Scouts, each holding a poster board with one letter on the front and their line written on the back.

Cub #1: W is for wet and wild.

Cub #2: A is for always around in winter.

Cub #3: T is for there's never enough in summer.

Cub #4: E is for its part in the environment.

Cub #5: R is for the refreshing relief it brings us.

(If you have more than five Cubs, you might have the rest stand at the end of the line, one could hold up a big glass of water for drinking, one might hold up a water balloon, one might have a spray bottle and mist the audience, all are showing how water refreshes us.)

Opening

Daniel Webster Council

This opening is for use if you are having your pack event at a swimming facility.

Have all the Cubs stand around the edge of the shallow end of the pool or the side of the beach. On signal, they are to jump or wade into the water and make a circle in the pool.

Now that we are all together, please repeat the following pledge after me:"

"As a Cub Scout:

I promise to be careful in the water, I will observe water safety rules at all times, when I am with a group around water I will encourage others to do the same. Please join us in the Pledge of Allegiance.

Don't Give Up The Ship

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

Cub #1: In the U. S. Naval Academy at Annapolis, Maryland is a Naval Museum.

Cub #2: It has an interesting historic display of flags and standards which are preserved.

Cub #3: One of the most famous is the original "Don't Give Up The Ship" flag.

Cub #4: It was flown by Commodore Perry in his noted victory over the British fleet on Lake Erie, December 10, 1813.

Cub #5: During a terrific battle between the ships Shannon and Chesapeake, Captain Lawrence gave this order: "Don't Give Up The Ship".

Cub #6: In honor of Captain Lawrence, Commodore Perry named his flagship, adopting his dying words as his battle slogan.

Cub #7: We as Cub Scouts ask all of our parents and leaders "Don't Give Up The Ship".

Cub #8: Help us be seaworthy so we in time can help others be seaworthy.

Advancement Ceremonies

Pirates of the Sea

(The Cubmaster, Assistant Cubmaster and a Den Chief are dressed as pirates)

Cubmaster: Avast ye mateys. We sail at the next tide.

Assistant Cubmaster: What did he say?

Den Chief: He says we're leaving.

Cubmaster: The swill bucket is ready. Get below in the galley.

Assistant Cubmaster: What did he say?

Den Chief: Dinner is ready. *(They sit down and pretend to eat.)*

Cubmaster: Eat fast, me hearties. Soon we'll have to make ready.

Assistant Cubmaster: What did he say?

Den Chief: Hurry up or he'll have work for US to do.

Cubmaster: *(stands up.)* Heave ho, my lads.

Assistant Cubmaster: What did he say?

Den Chief: It's time to sail. Take in the bow and stem lines. Man the wheel and weigh anchor!

Assistant Cubmaster: Did you really say all that?

Cubmaster: Well, kind of. What I really meant was that we have some mighty sea adventurers who have set sail for a new adventure in Cub Scouting. They have completed the requirements for their Bobcat *(Wolf, Bear, and Webelos)* badges and we're here to present them tonight.

Assistant Cubmaster: Well, shiver me timbers! Let's call these mates and their parents forward to present the awards.

Cubmaster: *(reads names, announces awards, Cubs and parents come forward to receive.)* Yo Ho, Ho mateys! Pieces of eight to ye all!

Assistant Cubmaster: What did he say?

Den Chief: He said congratulations to you all. You have really done your best!

..... *From the G.S.L.C. Pow Wow Book*

Let the Compass Guide You

Alapaha Area Council

Props: Make a large compass to place in front of the advancement table.

Cubmaster: We look to the compass for our guide. To the East we find Cubs ready for their Bobcat badges. Will these Cubs and their parents come forward? Their eagerness like the dawn of the day. *(Present awards.)*

Cubmaster: To the South is the Wolf with his spirit of adventure. Will the Cubs who have earned their Wolf badge come forward with their parents? *(Present awards.)*

Cubmaster: To the West is the Bear hunting on the trail of Scouting. Will the Cubs who have earned their Bear badge come forward with their parents? *(Present awards.)*

Cubmaster: To the North is the Webelos, about to realize their childhood dreams. This area is alive with action. Will these Cubs come forward with their parents? *(Present awards.)*

Cubmaster: Let the compass guide all of you on your trails and may you carry into your adult lives the ideals of Scouting.



is

The Anchored Ship

Sam Houston Area Council

This is a good one for doing the non-rank awards earned over the summer (Summertime Fun, Belt Loops, ...) CD

Props: A model ship or a cardboard cutout of a ship with paper anchors hanging from it.

CUBMASTER: (motion toward ship) the sailors were sailing along one afternoon when the clouds darkened and it began to thunder. The lightning was so heavy it lit the entire sky and wind was blowing harder and harder. The captain became a bit worried, so he spoke to the first-mate. They decided the best thing that they could do, would be to throw out all the anchors and hope that would keep the ship from being wrecked in the storm. As you can see, (point to anchors) that's what they did, and it worked just fine. The ship rode out the storm without any damage. But the sailors were so ill from the rolling waves caused by the storm that they had to get the anchors in. Let's see if we can help them.

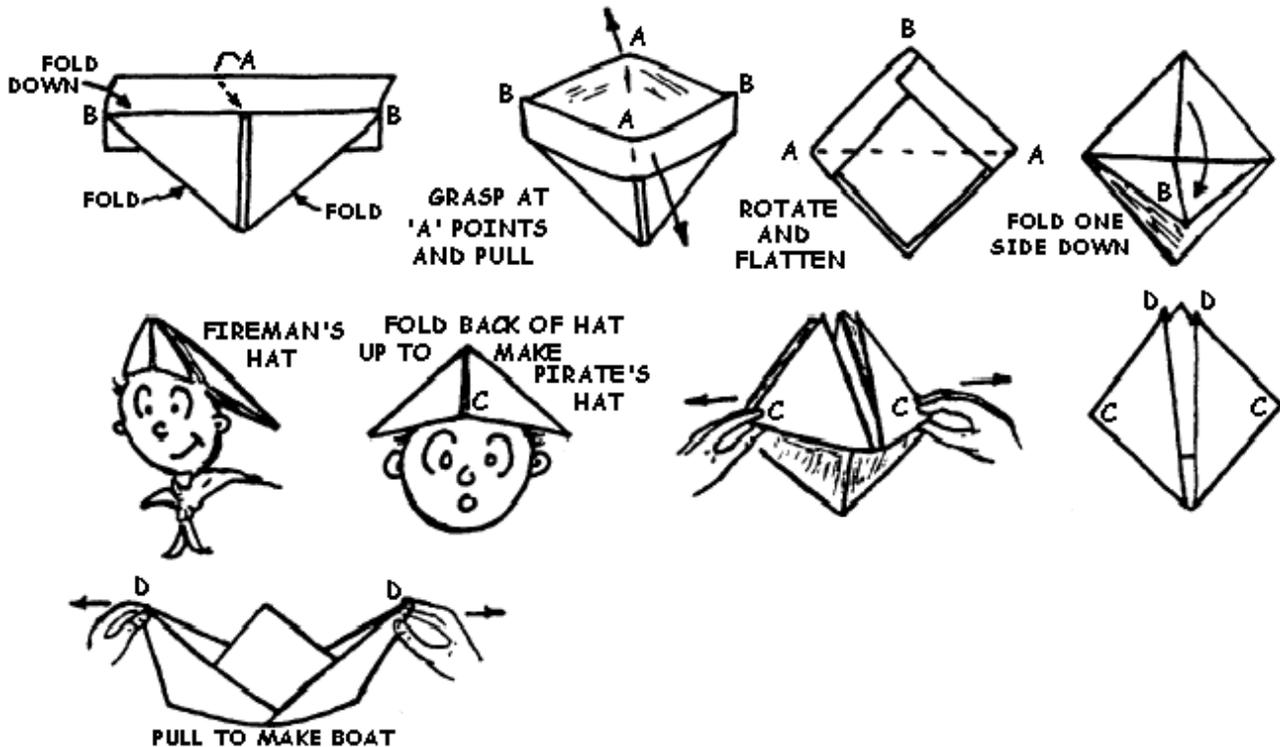
Call each Cub and parent and have each Cub remove an anchor (awards may be attached to the anchors). When all the awards are handed out, have someone pick up the ship and sail off. Explain that it could sail once again now that it isn't anchored down.

Pack/Den Activities and Crafts

Ships have played an important role in the history of our country since the earliest colonial days. Build a model of a ship and tell your den what it was used for - whaling, transportation, fishing, military or commerce. Learn to tie a square knot and other knots used by sailors. Make sailors hats and sing sea chanteys. Hold a Raingutter Regatta. Visit a boatyard or a museum and learn how ships are made.

Make a Paper Boat (and tell a story!)

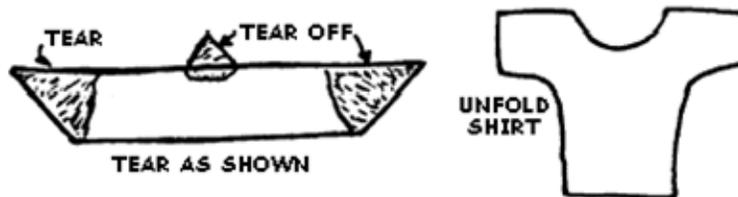
FOLDING INSTRUCTIONS: Take a full sheet of newspaper, folded on the center crease with the folded edge away from you. Take the two upper corners and fold them so that they meet at exact center. Fold the remaining flaps up, one on each side. Fold and tuck in the remaining points. Continue refolding following the illustrations outlined below to make two hats, then the boat.



After completing the boat, you can tell a funny story as you tear the boat apart (as shown in the next two steps).

"It was a dark and stormy night, and a ship was being tossed around off shore. The ship hit a rock, and the bow was ripped off (tear off one end of the boat as shown). Then it was whipped around, and the stern was demolished (tear off the other end of the boat). To make things worse, a bolt of lightning came and knocked off the mast (tear the top point off the boat). The boat then sank, and all that was ever found (here's where you unfold the remains of the paper boat) was the Captain's shirt."

Practice the story and tearing off the pieces several times by yourself before you try to tell it in front of an audience!



Nautical Coasters

- rope tape
- string sandpaper
- tin can glue



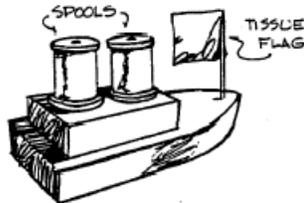
To fit a standard size glass, use a tin can about 2½” across for a mold. Invert can and coil a small circle of rope on top. Tie with string to hold. Continue to coil rope to cover top. Wrap rope around sides of can for about 2 inches, taping to hold. Cover with glue. When glue is dry, remove can and tape, sand well.



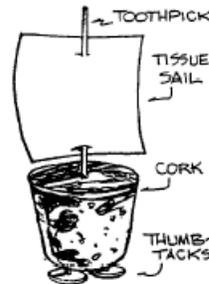
Racing Boats



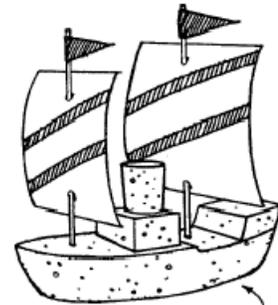
WALNUT SHELL BOAT. Press dab of nonhardening clay into walnut shell half to hold masts made of toothpicks. Sails and anchor are construction paper.



BALSA BOAT. Carve from balsa wood.



CORK BOAT. Thumbtacks aid stability.



CORK SHIP. Carve hull and superstructure from one- or two-inch-thick pieces of scrap cork. Nail, pin, or glue on other parts and attach dowel masts and sails.

Scrimshaw

Need: two foam trays, permanent marker

Cut a shark-fin shape from a foam tray. Decorate the shape with a permanent marker. Cut the base from the second foam tray. Make a slit in the top of the base and insert the fin. Can be used for racing in irrigation ditches or your ram gutters for Rain Gutter Regatta.

Ocean Wall Hanging

Need: foam tray, construction paper, green cellophane, shells, marbles, rocks, cling wrap, tape, glue

Cut fish and ocean creatures from the construction paper, Cut seaweed and plants from the green cellophane (or construction paper.) Arrange shapes and glue on the foam tray. Glue shells, marbles, rocks, etc. to the side (which will be the bottom.) Cover the foam tray with cling wrap and tape on back. Make sure that the cling wrap is pulled tight before taping. Add a piece of yarn or picture frame hanger to hang the ocean scene.

..... From the 2005 Baltimore Area Council Pow Wow Book

Naval Museums

Here is a list from Historic Naval Ships Association, <http://www.hnsa.org> I've only included the ones that are in neighboring states. Be sure to go and check out their website, too. You may have to wait for quarantine relaxation.

Delaware

[Lightship Overfalls](#), Lewes, Delaware

District Of Columbia

- [USS Barry](#), Washington, District of Columbia
- [LCVP](#), Washington, District of Columbia
- [Motor Whaleboat](#), Washington, District of Columbia
- [PCF-1](#), Washington, District of Columbia
- [RV Trieste](#), Washington, District of Columbia
- [Continental Gunboat Philadelphia](#), Washington, DC

Maryland

- [Lightship Chesapeake](#), Baltimore, Maryland
- [USS Constellation](#), Baltimore, Maryland
- [SS John W. Brown](#), Baltimore, Maryland

Pennsylvania

- [U.S. Brig Niagara](#), Erie, Pennsylvania
- [USS Becuna](#), Philadelphia, Pennsylvania
- [USS Olympia](#), Philadelphia, Pennsylvania
- [USS Requin](#), Pittsburgh, Pennsylvania

Virginia

- [USS Monitor](#), Newport News, Virginia
- [USS Wisconsin](#), Norfolk, Virginia
- [RV Aluminaut](#), Richmond, Virginia

- [USCGC Taney](#), Baltimore, Maryland
- [USS Torsk](#), Baltimore, Maryland

Skits

The Fishermen

Six fishermen are sitting on stools by the lake with fishing poles hanging in the water. Heads droop until time for each to speak his line.

Fisherman 1: Not bad for a day.

Fisherman 2: Not bad, why when we lived in Texas we caught them as big as eight inches.

Fisherman 3: Why I've caught them over twenty inches long right here in this pond.

Fisherman 4: Any luck, Zeb?

Fisherman 5: Yup, I caught me a 65 pound cat, but decided not to keep him. How about you?

Fisherman 6: Yeah, Yeah.

Fisherman 5: Come on, did ya catch anything?

Fisherman 6: Nape, not really. But I did fish out a lantern I lost five years ago. And it was still a-burning.

Fisherman 5: Aw right. Maybe my fish weren't no 65 pounder. I'll knock off 30 pounds, if you'll blow out that light in the lantern.

Fisherman 3: Seriously, how is the fishing in Texas?

Fisherman 2: Not too good. Fished all day and only caught one fish and he was too small to keep. Luckily for me, two men come along in a truck and helped me throw him back.



No Boat

Scene: Skit opens with one Cub in a backyard, shading eyes with hands as if looking into the distance.

Cub 2: (enters) What are you doing?

Cub 1: Watching my friends fishing.

(Cub 2 looks at him strangely, shrugs and exits.)

Cub 3: (enters) What are you doing? Cub 1: Watching my friends fishing. (Cub 3 looks at him, shrugs and exits.)

(Repeat this sequence as many times as necessary to fit the number of Cubs.)

Adult: (enters) What are you doing?

Cub 1: Watching my friends fishing.

Adult: But there's no water!

Cub 1: I know. But I don't have a boat to go tell them.

..... From the G.S.L.C. Pow Wow Book

Daring Sailormen

Characters: 10 Sailors (The play opens with the 1st sailor on stage A NARRATOR reads the verses aloud while the SAILORS perform actions quickly and briefly, and as comically as possible.)

One daring sailorman sailed the ocean blue. (a player marches on-stage, faces audience, steers ship)

Along came a friend of his and so there were two! (second player enters, they exchange greetings, stand alongside each other)

Two daring sailormen sailed the stormy sea. (both steer at wheel while holding tight and swaying)

They called and called for extra help and so there were three! (as they call with cupped hands a third player joins them)

Three daring sailormen stepped upon the shore. (players step forward, march in place)

And when the three stepped back again, the three had turned to four! (as the three step back to original positions a fourth player joins them)

Four daring sailormen did a fancy dive. (they make diving motions)

They looked so fine and fancy that soon there were five! (fifth player enters, looks in admiration, joins them)

Five daring sailormen fished with crooked sticks. (they pretend to fish)

Their dinner was so tasty, very soon there were six! (as they pretend to eat, a sixth player joins them)

Six daring sailormen opened up a door. (they face off-stage and pretend to open doors)

In jumped another friend, so there was one more! (seventh player jumps in)

Seven daring sailormen all began to skate. (all pretend to skate)

It looked so much like lots of fun that their number came to eight! (eighth player skates on stage)

Eight daring sailormen all stood in a line. (they line up at attention)

And before they knew it, the line had stretched to nine. (ninth player quickly enters to join end of line)

Nine daring sailormen wondered where they'd been. (they shade eyes with hands and gaze outward)

Someone came to tell them, and that made ten! (tenth player enters, gestures outward)

Ten daring sailormen all went swimming for fun (all make swimming movements)

And so they swam and swam and swam, until at last there were none! (they swim offstage)

From the Sam Houston Area Council Pow Wow Book

June 1, 2020

Games

Squirt-Tac-Toe

Make a tic-tac-toe board on the sidewalk with sticks or chalk. Each player uses a water squirter to make the X's and O's. Work quickly, because when an X or O dries up, it doesn't count! The hotter the day, the quicker you have to be.

Clap and Splat

Toss a water balloon straight up, and see how many times you can clap before catching it. Take turns. If you drop the balloon and it doesn't break, you get to go again. If the balloon breaks, you're out. The person who can clap the most times and make a successful catch wins.

Soapy Toes

Fill a kiddie pool with soapy water. Dump in a bunch of marbles. Set up chairs around the pool and dip in your feet. See who can fish out the most marbles with his toes!

Rainy Relay

Try to pour water from your paper cup to a partner's. The trick? They both have to hold the cups on their head!

Balloon Bombs

Players stand in a circle, an arm's length apart. Start passing water balloons quickly around the circle (You may have to toss them). If a balloon breaks, the last person who touched it has to sit down, and pay continues over his head. The last person standing wins.

PFD Switch

The Best of the Leader Cut~Out Pages

Teams arrange themselves with half their players facing the other half at opposite ends of the pool or swim area. The first racer wears a PFD (Personal Flotation Device). On signal, he and his mate from the other end of the pool race towards each other to meet in the middle where the "dressed" swimmer removes the PFD and his teammate puts it on.

.....*From the Circle 10 Council Pow Wow Book*

Fishing Derby – Equipment Required: One magnet on a string for each team. One metal washer for each player - different sizes and colors for different values.

Draw a large circle on the floor. In this circle scatter metal washers. Divide players into teams - two or more. One player from each team wears a blindfold, is given a magnet on a string and directed by his team. On signal, the blindfolded players are directed into the circle by their team who try to get them to 'catch one of the more valued washers. He returns to his team with the washer. Another player has a blindfold put on and takes his turn. This continues till all have had a turn. The winner is the team with the most points as determined by the washers they 'caught'.

Ships in a Fog – Equipment Required: Blindfolds for all but team leaders.

The team leaders are shown the finish line. The team players are blindfolded and the team leader must guide his ship (team) to the finish line using certain noise commands.

The team will decide whether to walk arm in arm, Indian to player in (holding on front) or some other grouping. The team leader can give commands only by a whistle, compass directions or by drill commands. The extent of these to be decided with an umpire in advance. The more difficult the site and the commands, the greater the challenge.

On signal, team leaders guide their ship to the finish line. The first team across the line wins.

Sleeping Pirate – Equipment Required: Blindfold, 'treasure' and water pistol (if variation used).

Players form a large circle. One player, wearing a blindfold, is the sleeping pirate. He sits in the center of the circle guarding the treasure. The leader points to one of the players who creeps in on the pirate and tries to steal the treasure. If the pirate hears a sound, he points in that direction. If he points at the player, the player returns to the circle and another player is chosen. If the player steals the treasure, he becomes the pirate.

Variations - use two pirates sitting back to back and two treasures. Have two players creep in. Play it outdoors and use a water pistol - no doubt when player is shot.

Fishtail – Equipment Required A white cloth

Players form up in single file - each one grasping the waist of the player ahead. The last player has a white 'tail' tucked into the back of his belt. The head tries to maneuver so that he can snatch the tail while the player with the tail tries to prevent it. After a few minutes, another two players change places with the head and tail

Caution: Make sure that the area is clear of obstructions.

Songs

Shipwrecked (Gilligan's Island Theme)

Our pack set sail on the sea one day
In search of coins of gold
A hearty group of brave Cub Scouts
With leaders true and bold.
The weather started getting rough
The tiny ship was tossed
If not for the courage of our Cubmaster
The whole pack would be lost
Our boat touched ground on a rocky isle
And, up walked an old, old man
He tossed a towel to dry us off
He raised high his right hand
He said, "You're s sharp pack of Cub Scouts
Your courage's brave and sure
To sail out to sea like this
For a scouting adventure."
He gave us directions to get home
We set sail with good cheer
We reached home with the setting sun
And tied up to the pier.
We looked in the bottom of the boat
To see the old man's towel
His name was stitched along the hem
His name was Baden-Powell.

This Sand Is Your Sand (Tune: This Land is Your Land)

This sand is his sand,
This sand is our sand,
On a beach this crowded
We should bring some canned sand!
And all around us
Beach blankets crammed, jammed.
There's not a sandy spot left free!
We begged our parents
To take us swimming,
Packed pails and shovels –
The car was brimming!
We piled the food in
We brought the dog too.
What fun the beach would be to see!
The heat was driving,
Was tough surviving,
Bumper to bumper
When at last arriving.
No one went swimming
Or felt like playing,
Back home is where we'd rather be!
This sand is my sand,
This sand is your sand,
Right in our backyard,
Aren't sandboxes great?
No crowd of kids with
Their pails and shovels.
This sand is just for you and me!

Our Paddles Keen And Bright

Long Beach Area, Verdugo Hills, San Gabriel Valley
Our paddles keen and bright, flashing like silver,
Swift as the wild goose flies, dip, dip, and swing.
Dip, dip, and swing them back, flashing like silver,
Swift as the wild goose flies, dip, dip, and swing.
*Sing two or three times through, with voices becoming
louder and then softer-as though canoes were first
approaching and then moving away. [Also may be sung as a
round.]*

Ship on the Sea

Baltimore Area Council

Tune: "The Farmer In The Dell"

The ship on the Sea,
The ship on the sea,
High o'er the waves we go.
The ship on the sea.
The ship picks the captain, (etc.)
The captain picks the sailor, (etc.)
The sailor picks the pole, (etc.)
The pole picks the line, (etc.)
The line picks the hook, (etc.)
The hook picks the worm, (etc.)
The. worm picks the fish, (etc.)
The fish got away. (etc.)

There's a Hole in the Bottom of the Sea

Sam Houston Area Council

There's a hole in the bottom of the sea,
There's a hole in the bottom of the sea,
There's a hole, There's a hole,
There's a hole in the bottom of the sea
*(in the first verse with hands make a horizontal hole, point
down, wiggle fingers as sea water)*
There's a whale in the hole at the bottom of the sea,
There's a whale in the hole at the bottom of the sea,
There's a whale, there's a whale,
There's a whale in the hole at the bottom of the sea
(add to actions a large circle in air for whale)
There's a tail on the whale in the hole at the bottom of the
sea...etc.
(add to actions a wave upwards of the arm)
There's a bone in the tail on the whale in the hole at the
bottom of the sea ...etc.
*(add to actions a chop action by side of one hand onto other
hand)*
There's a nerve in the bone in the tail on the whale in the
hole at the bottom of the sea ... etc.
(add to actions a shiver of body)

Cub Grub – Fun Food

Hot Dog Octopus

Long Beach Area, Verdugo Hills, San Gabriel Valley
Councils

You will need:

A hotdog, and a sharp knife

Note: If the Cubs haven't earned their whittling chip yet, have an adult perform the cutting operation(s). Caution those Cubs who use knives to handle them properly.

Steps:

- ✓ Cut the bottom 3/4 of a wiener into 8ths, using vertical cuts. Leave the top 1/4 intact.
- ✓ Boil the wiener as you normally would.

When done, the Cubs now have a crazy octopus with wavy arms!

Worms on a Bun

Long Beach Area, Verdugo Hills, San Gabriel Valley
Councils

You will need:

Hot dogs, hamburger rolls, ketchup

Steps:

- ✓ Cut the hot dogs into thin slices and score the edges (about three cuts per slice).
- ✓ Boil or microwave until the slices curl like wiggly worms.
- ✓ Serve three or four worms to a bun and,
- ✓ For an extra-icky touch, add a few squiggles of ketchup.

Sailboat Sandwiches

- 3 slices bread
 - 2 fillings: peanut butter and jelly or tuna salad or ham and cheese or whatever two fillings that you like
 - 2 hard-cooked eggs, peeled and halved lengthwise (the "b oats")
 - 4 lettuce leaves (the "sea")
1. Make club sandwich and cut diagonally into four "sails".
 2. Place upended sails onto boats, then "float" each boat on Lettuce Sea.

Oyster Cookies with Pearls

Baltimore Area Council

Ingredients:

Vanilla wafers (2 for every "oyster")
White frosting
Silver cake decorating candy

Directions:

1. Coat flat underside of wafer with icing
2. Place a silver "pearl" on the edge.
3. Add a dab of icing to opposite side of pearl
4. Put second wafer into dab, so it stands at about a 45-degree angle.

Stunts & Applauses

Run-On

One by one, Cubs walk on stage holding a piece of white paper in front of them, blowing on it The Cubmaster comes on stage, scratches his head, and asks what they are doing. They reply that they are practicing for the Raingutter Regatta. All leave stage.

Applause

Undersea Applause:

Hold your nose with one hand, hold the other hand over your head and raise three fingers one at a time as you say, "Glug, glug. glug.",r

Ocean Applause:

(Best done with a big group where you have at least four rows of chairs.) Have the whole group stand, start the first row swaying from side to side, have the second row sway in opposite direction as the first, the third row sways with the first and the fourth row sways with the second. Have the audience sing "Sailing, sailing, over the bounding main!" Stop them by yelling, "Stop! You're making me seasick!"

Fish Yell:

Open and close you mouth like a fish several times but don't make any sound

Clam Applause:

Put your hands together with palms cupped. Holding one side tight together, clapping by opening and closing the other side.

Jokes

Why do fish have schools?

So all the buoys and gulls can get an education.

What is the first thing the fisherman caught after running to the river?

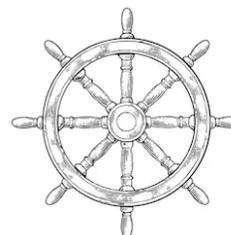
His breath.

What do octopuses take on camping trips?

Tent-acles.

What do sea monsters eat?

Submarine sandwiches



And one more from my son...

Where does seaweed look for a job?

In the kelp wanted section

Closing Ceremonies

Life Is Like A River – Closing Thought

As we go through life, let us be ever reminded that life is like a river rushing to the sea, flowing sometimes slow, sometimes fast and yet able to go in different directions. As the water flows, it may stumble but yet continue to flow until it eventually finds its way again. The water may run clear and clean or dark and dirty. And so it is in life, except you are given the choice to choose which direction you will go. Choose wisely.

Work While You Work - Closing

Tonight we've had a lot of fun at our "H2Ohhh" pack meeting. Here's a thought to take home with you:

Work while you work, play while you play;

One thing at a time, that is the way.

All that you do, do with all your might;

Things done halfway are not done right.

Now Cub Scouts, go out and do your best!

Set Your Sails – Closing Thought

When fog prevents a small-boat sailor from seeing the buoy marking the course he wants, he turns his boat rapidly in small circles, knowing that the waves he makes will rock the buoy in the vicinity. Then he stops, listens and repeats the procedure until he hears the buoy clang. By making waves, he finds where his course lies. Often the price of finding these guides is a willingness to take a few risks, to "make a few waves." A boat which always stays in the harbor never encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

..... *From the Longhorn Council Pow Wow Book*

Pack Closing

Sailors of old had a simple saying that reminded them to watch for weather signs: "Red in the morning, sailors take warning; red at night, sailors delight." Our Cub Scouts have a simple saying too that can guide them, it's "Do Your Best." Remember it and apply it in all that you do.

It Makes a Difference

In a world that seems to be increasingly filled with trouble, crime, pain, and war, how can one Cub Scout make a difference?

A young boy walked along the beach one morning and noticed an old man pickling up starfish and throwing them back into the sea. He caught up to the man and asked why he was doing this.

"Because the stranded starfish will die when the sun comes up. They dry out," the man explained.

"But the beach goes on and on, and there are zillions of starfish," countered the boy, "How can you hope to make any difference?"

The man looked at the starfish in his hand, and then at the boy. "It makes a difference to this one," he said, and tossed it to safety in the waves.

Smooth Sailing

Just as ships need to follow a course to get to their destination, so do we as people. We need to have a course for our lives, too. We don't want to just sail around aimlessly, getting nowhere. We need to know where we are going.

Think of yourself as "Captain" of your own ship. Plan your source by setting goals. Look at the final destination and try to keep it in sight even when the seas around you are rough and the gales try to blow you off course.

Work hard, just as you have shown here tonight. Work together with your family and friends. Best wishes and smooooth sailing!

