

5

RAZZLE DAZZLE

Audience Participation Stories	5-1
Mixers, Icebreakers, and Pack Meeting Games	5-8
Cheers and Applause Stunts	5-10
Puppets	5-12
Puzzles	5-25
Skits	5-27
Songs	5-37
Musical Instruments	5-41
Stories	5-43
Jokes	5-48
Tricks and Magic	5-49

Razzle dazzle? This chapter presents activities that will impress, astonish, surprise, and entertain your den or pack. Dip into each section to discover ways to add razzle dazzle to your meetings: from audience participation stories to skits, jokes, and tricks. Never worked with puppets or told a story? Now is the time to try something new!

THE IMPORTANCE OF GROUP PARTICIPATION (A POEM)

The pack meeting seemed to drag that night,
And people were tiring fast;
The Cubmaster sensed the sleepy feeling
And hoped through the meeting he'd last.

Then came a lull in the evening's action;
The Cubmaster wiped his brow;
If only he could perk things up—
He sure wished that he knew how!

Then suddenly quite like some kind of magic,
His assistant appeared on the stage;
She held up a book called *Group Meeting Sparklers*,
And opened it to a page.

Eagerly she made the announcement
That the audience would help out.
She divided them into several groups
And tested each one for their shout.

Before they knew what had happened to them,
They had all joined in the fun;
Each group was doing its very best
To out-do the other one!

Right then and there the meeting perked up;
Things moved along in style,
And the Cubmaster heard the people say,
"Best meeting we've had in a while!"

So remember the words "group participation"—
A very special key,
And all your meetings will be filled with fun,
The way they ought to be!

Audience Participation Stories

Audience participation stories add variety, action, and fun to den and pack meetings. Some get people on their feet, going through motions under the directions of a leader. For others, the audience is divided into groups that respond to a key word in a story read by a leader. Here are several examples. The key words are listed first, with the appropriate words or actions defined. It's a good idea to let groups practice their motions or phrases first. This also might help "loosen" everyone up a little before the story is read.

THE THREE TREES

BIG TREE: Plunk! (*in a deep voice*)

MIDDLE-SIZED TREE: Plank!

BABY TREE: Plink! (*in high voice*)

BABBLING BROOK: Gurgle gurgle

RABBIT: Clippety-clip, clippety-clop

HUNTERS: (*Make a bugle call*)

GUN: Bang!

NARRATOR: Once upon a time in the deep, dark woods, there stood three trees—the BIG TREE, the MIDDLE-SIZED TREE, and the wee BABY TREE. And through the trees ran the BABBLING BROOK and hopped the little RABBIT.

One day, a group of HUNTERS came into the forest in which stood the three trees—the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE—and through the trees ran the BABBLING BROOK and hopped the little RABBIT. As the HUNTERS wandered through the forest, one of the HUNTERS spied the little RABBIT. He raised his GUN and shot at the little RABBIT—and sadness reigned in the forest, in which stood the three trees—the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE—and through which ran the BABBLING BROOK, but no longer hopped the little RABBIT.

The BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE were all very sad. Even the BABBLING BROOK was sad. But all of a sudden, out from the thicket hopped the little RABBIT! The HUNTER'S GUN had missed! And once again happiness reigned in the forest in which lived the three trees—the BIG TREE, the MIDDLE-SIZED TREE, and the little BABY TREE—and through which ran the BABBLING BROOK ... *and* hopped the little RABBIT.

BOBBY WANTS TO BE A CUB SCOUT

TIGER: Ro-arrrrr!

BOBCAT: Mee-ooooow

WOLF: Ahhhh-ooooo!

BEAR: Grrrrrrr!

WEBELOS: We'll be loyal Scouts!

ARROW OF LIGHT: (*Everyone clap*)

Bobby was out for a walk one day near his home. As he walked along, he met a TIGER who, along with a partner, seemed to be searching for something. Bobby asked the TIGER what they were doing. "We are in search of the BOBCAT trail," the TIGER replied. "I need to find the way so that I can become a BOBCAT."

That's odd, thought Bobby. A TIGER becoming a BOBCAT? What an imagination the TIGER had! Bobby continued on his walk. In a few minutes, he came upon a BOBCAT. The BOBCAT appeared to be reading a book. Bobby asked the BOBCAT what he was doing. The BOBCAT said that he was trying to become a WOLF.

Bobby laughed. Who ever heard of a BOBCAT changing into a WOLF? He continued on along the way. Soon he met a WOLF. The WOLF was working on a woodworking project. "What are you trying to become?" laughed Bobby. "I'm going to become a BEAR," the WOLF said.

How strange, thought Bobby. A TIGER who wants to be a BOBCAT, a BOBCAT who wants to be a WOLF, and a WOLF who wants to be a BEAR. Maybe I can find a BEAR who wants to be something else, too!

Sure enough, soon he met a BEAR who was busy packing for a camping trip with his family. "And what are *you* trying to become, big BEAR?" The BEAR said, "I'm going to be a WEBELOS."

"What's a WEBELOS?" Bobby asked. So the BEAR explained to Bobby how he could become a Cub Scout. First, he could be a TIGER Cub, then a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout. He might be able to earn the ARROW OF LIGHT, the highest award in Cub Scouting.

Bobby said, "Thank you" to the BEAR. Then he ran back past the WOLF, past the BOBCAT, and past the TIGER and his partner. He ran right out of the woods and straight home. He wanted to tell his parents that he wanted to join Cub Scouting so he could become a TIGER Cub, a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout—and maybe even earn the ARROW OF LIGHT!

CAR TROUBLE

For a small group, write several of the items below on 3-by-5 cards and give each person one or more cards. For a large group, write only one item on each card, so more people can participate. The narrator reads the story, pausing at the blanks. In turn, players read one item on their cards to fill in the blank words.

A loose tooth

Three boiled eggs

A tall pine tree

A fat onion

A green tomato

Two snowballs

A can of tar

A telephone

A bald eagle

A limping dinosaur

A bar of soap

A purple crayon

A cat's meow

A butterfly net

A rattlesnake

Four hot rocks

Three raisins

A bike horn

A short pencil

Four sour pickles

A juicy watermelon

A swarm of bees

A can of dog food

An ice cream bar

Six plump skeletons

A can of worms

A ferocious lion

A dog's footprint

Seven pounds of feathers

A used firecracker

A red kite

NARRATOR: One fine day, two elderly women—Alice and Maud—decided to drive out of town for a picnic. Alice loaded a basket with _____, _____, and _____, and other tasty things. They took their lunch and drove off in Maud's old car. The radiator cap was decorated with _____, and the holes in the roof had been patched with _____ and _____.

As they drove along, Alice pointed to the side of the road and said, "Oh, look at that bush with the _____ growing on it." "Let's stop here," Maud said.

They carried their picnic basket to some shade cast by _____ and spread out _____ to sit on. Nearby, _____ sang gaily in a tree.

They went to the low bushes they had noticed and picked the _____ that was growing on them. The two friends had a wonderful picnic.

“There’s nothing as delicious as _____ with mustard and pickles,” Maud said, as she brushed the crumbs off her lap with _____. “Yes,” Alice sighed. “But it’s getting late. We’d better start for home.”

Unfortunately, the car refused to start. The motor made a noise like _____ and then stopped altogether. “Oh dear!” Maud said, looking under the hood. “I think I see _____ and _____ caught in the fan belt.” “Impossible!” Alice said. “Could the gas tank be empty? Are you sure you put enough _____ in it before we left home?”

“Of course, I did!” Maud said. “It must be the wheels. We’ll jack them up with _____ and then replace them with _____.” She covered her clothes with _____ and took _____ to loosen the bolts.

Just then Farmer Jones drove up and asked whether he could help. “Looks like _____ in the engine,” he said, tightening a bolt with _____. He turned the key and the car started. “I just connected the _____ to _____, which had come loose.” Alice and Maud looked in their picnic basket and gave Farmer Jones the rest of their _____ to thank him. Then they drove happily home.

JOHNNY MIX-UP

Prepare a set of 3-by-5 cards with each of the three-phrase sets below written on them; you should have 54 cards in all. Deal all of the cards to the boys and adults, who keep them facedown. (Each person may get more than one card.) Then read the story. When you come to a space, pause and let each player in turn read one of the lines on his or her top card. The crazier the better, although sometimes it’s just as much fun when one of the objects on the card happens to fit perfectly.

Some dirty dishwater	A pig’s tail
A rusty nail	A wild donkey
A jar of jam	An old horn
A banana skin	Pink lemonade
A bad dream	A bundle of shingles
Some axle grease	A bag of rags
A toadstool	A camel’s hump
A pumpkin vine	A rubber chicken
A skyscraper	A black cat

A streetcar
A loud noise
A swarm of bees

A bathtub
A tiny speck
A beautiful sunset

A toothbrush
Some hot pepper
A loud sneeze

An old radio
An old shoe
A bug bite on the nose

A pushcart
A rattlesnake
A rhinoceros

A sourpuss
A battleship
A roaring lion

A shovel full of coal
A black cloud
A can of red paint

A broken umbrella
A cake of soap
A silly giggle

A puff of smoke
A monkey-faced baboon
A bucket of slop

A crazy bedbug
A carload of fish
A leaky pail

A squeaky wheel
An old egg
A cross-eyed cat

A blue hen
An elderly porcupine
A freezing farmer

A pink ghost
A three-legged stove
A dish of beans

A tall hat
A stuffed apple
An energetic turtle

A frowzy bird
A green snake
A pan of milk

A flashlight
A prickly cactus
Some red ants

A hunk of cheese
A heap of pancakes
A high-toned hobo

A wise old owl
A bobtailed bunny
A wet kitten

A black mustache
A wall-eyed fish
A sinking tea kettle

Some pattering rain
An old hay rack
A red necktie

A secondhand sponge
A young earthquake
A glass eye

A bent hairpin
An exclamation point
A runaway kitty cat

A trolley car
A snapping turtle
A rusty horseshoe

A bunch of posies
A litter of puppies
An inquisitive ostrich

A bucking horse
A purple cow
A red barn

A barrel of tar
Three blind mice
Somebody’s Scout shorts

My polka dot belt
A yellow parrot
A pile of peach fuzz

A green pair of stockings
A keg of nails
A barrel stove

A green-eyed monster
A hot dog
A set of false teeth

A ton of bricks
A merry widow
Mary’s little lamb

A bean shooter
A prickly thistle
Your old shirt

A derby hat
A country bumpkin
A crying baby

A Model T Ford	A cross-eyed potato
A buggy bumper	A stick of dynamite
A gas stove	A big fat worm
A piece of ribbon	Two fat skeletons
A rainy day	A peanut roaster
A race horse	A Spanish onion
An ear of corn	A military haircut
A chunk of wood	A brass monkey
A spare tire	A second-hand car
A tin can	A juicy watermelon
The hot sun	A flat can
A Border collie	A blow-out
A skittish kitten	A crowing rooster
A ripped road map	A laughing pony
Some ink spots	Your red nose
A broken umbrella	A rip in your pants
A pair of suspenders	A slice of cold ham
A spinning wheel	A pain in the neck
A scrub brush	A crawling lizard
A head of old cabbage	A polka-dot frog
A corncob pipe	An old crab
A cross-eyed peanut	A windy day
A bow-legged horse	Mickey Mouse
Some Limburger cheese	A pair of bee's knees

NARRATOR: Once upon a time there was a little boy named Johnny who lived in Mix-Up Town. His home was indeed very strange, for it had _____ on the roof and _____ on each window sill and _____ with _____ on it planted on each side of the front door to make the house beautiful. The house was painted so that it looked like _____. Instead of having flowers and vegetables growing in the garden, Johnny's family planted _____ and _____, and over in a corner was a tree with _____ growing on it.

Johnny's father had a pet that was _____, and he would go for long walks with it, leading it with a chain while it hopped about merrily like _____. Johnny went with his father on these walks, but he always had to dress up nicely like all the other boys in Mix-Up Town whenever he went out. This is how he dressed: On his head he wore _____, on one foot he had _____, and on the other was _____. Instead of a necktie, he wore _____.

One morning Johnny's father told him they were going to the zoo to see _____ and the other things there. So Johnny dressed quickly and washed himself with _____ and dried himself on _____, which was hanging on the towel rack. He brushed his teeth with _____ and

combed his hair with _____, and he was ready for breakfast. He was very hungry that morning, so he took _____ and _____ and put it on his plate and mixed them with _____ and ate it all up.

At the zoo Johnny's father had to buy tickets, so he reached into his pocket and pulled out _____ and gave it to the ticket seller, who gave Johnny's father his tickets and his change, which was _____. They went inside, and the first thing they saw was _____, which was pacing to and fro and roaring loudly at _____, which was standing on _____ and making faces at Johnny and his father.

That morning the monkeys were very playful. One of them was hanging by its feet on the trapeze and holding _____ with its hands and tickling another monkey with it. Another monkey with _____ on its head was throwing _____ up like a ball and letting it bounce. A little monkey close by saw _____ buzzing around in the cage and tried to catch it, but it made a noise like _____ and frightened the little monkey, which ran away like _____ was after him.

Then they went to see the elephants, which were walking around in a pen just large enough for _____. Johnny reached into a paper bag he was carrying and pulled out _____ and gave it to the biggest elephant. The elephant was so pleased that it shot water through its trunk and then reached out and gave Johnny _____.

When Johnny tired of seeing the zoo, he and his father went to the aquarium, where they saw _____ swimming around like _____ and singing as happily as _____. Now, across the street was a sideshow where a band was playing music that sounded like _____ running after _____. High up on a platform was a very strange-looking man. His head was shaped like _____ and his body was shaped like _____. And one ear was as long as _____. As the man puffed on his pipe, great clouds of smoke came out of his ear. Just as he took an extra deep puff on his pipe, a man slapped him with _____ and out of his ear jumped _____.

By this time it was time for Johnny and his father to go home, so they went to the corner and climbed on top of _____ and rode home feeling as tired as _____.

The next day Johnny, who was an unusual sort of a Cub Scout, went to his den meeting. First of all, the Cub Scouts had to sign their names on the

back of _____. Instead of a pencil they used _____. Their uniforms were indeed strange ones. They were the color of _____. They had _____ wrapped around each leg. And on their heads they each had _____, and their neckerchiefs looked like _____. When they went into their den, they were each given a puzzle that was _____ cut up into several pieces, and they all tried to put it together with _____.

They sang a song about _____; then they worked on crafts. One Cub Scout was hammering on _____. Their den chief was helping the denner to earn his knots achievement. This is what they were doing: The den chief was holding _____ on the table while the denner was trying to tie it up with _____. When they had finished, he showed him how to jump over _____. Then they all played a game in which each Cub Scout threw _____ as far as he could while he carried _____ in his left hand.

As the meeting came to a close, the den chief lit _____ and told the Cub Scouts that it resembled _____ and that all good Cub Scouts should grow up to be like that, too. Then they all went home as happy as _____, throwing _____ at each other as they sang a beautiful song about _____, which sounded like _____ that had fallen into a washing machine.

FIRE SAFETY STORY

Setting: This story is full of mistakes often made in fire safety. Two adults should lead it. One will read the story, and the other will hold up a sign that says "Oh, no—not that." The person with the sign should hold it up when a mistake is read so that the audience can shout "Oh, no—not that!" The sign holder should then correct the story reader with the correct information. If the story reader and the sign holder have a little ad lib give-and-take, the message will have more of an effect.

NARRATOR: Once upon a time a group of boys and some adults went camping. The boys were excited because they would be spending the whole weekend outdoors. They would get to set up tents, play games, eat food outdoors, have a campfire program, and return home tired but happy campers.

As soon as they got to their campsite, two of them set up their tent next to where the fire would be because they wanted to be close to the cooking and warm at night. (*"Oh, no—not that!" You can't do that. Sparks from the fire might catch the tent on fire.*)

The next two boys set up their tent a little bit away from where the cooking fire would be; they had learned their lesson from the first group. They began gathering sticks and piling them inside their tent, because they wanted to be warm all night, too. (*"Oh, no—not that!" You can't do that. Never have an open flame inside of a tent.*)

Two more boys set up their tent and hung their liquid fuel lantern in the center of it. They knew how dark it could be inside a tent at night, and they wanted to read in bed. (*"Oh, no—not that!" You can't do that. NO open flames inside a tent, even if it is a lantern. Only flashlights.*)

Finally, everyone got the idea and set up their tents in a semicircle well away from the fire with all the lanterns outside and the kindling laid neatly by the designated fire area. The area was in an established fire ring well away from overhanging branches. It was time to begin the cooking fire. All the boys helped collect firewood. One of the adults told them to arrange the wood by size, but the boys thought that was stupid so they just dumped it by the fire. (*"Oh, no—not that!" You can't do that. It is best to arrange firewood by size so that the correct pieces are close at hand and easy to get to when building the fire.*)

After rearranging all the firewood, the boys were told they could build the fire. They did it exactly like they had been taught. And it was a beautiful fire lay. They started to light the fire... (*"Oh, no—not that!" You can't do that. Don't light the fire until a shovel and a bucket of water are close by in case the fire gets out of hand or for when you are ready to put it out.*)

After they had the bucket and shovel nearby, they lit the fire. But after a while, it started to go out. They were reaching toward the lantern fuel to pour it on the fire... (*"Oh, no—not that!" You can't do that. Never use liquid flammable substances around a fire. It might make the fire flame up and burn somebody.*)

Finally, the fire was burning correctly, but it would be some time before the coals were ready for cooking. One of the boys grabbed a stick from the fire and began writing his name in smoke in the air. (*"Oh, no—not that!" You can't do that. What goes in the fire, stays in the fire.*)

As the fire burned down, one of the boys decided to see whether he could jump over it. (*"Oh, no—not that!" You can't do that. No running or playing near the fire.*)

The fire burned down, the boys cooked and ate their foil dinners, and things quieted down. The adults breathed a sigh of relief. It looked like everything was going to be OK and that the boys had learned their lessons.

After dinner, the adults stoked up the fire again and had a wonderful campfire—singing songs and telling stories and, as the flames grew low again, giving the boys something to think about. When it was time for bed, the boys wanted to put the fire out. They poured the bucket of water on the fire and turned to go to bed... (*“Oh, no—not that!” You can’t do that. You must stir the fire and be sure that all the embers are out and cold to the touch.*)

With the fire out, completely out, the day was done and sleeping bags unrolled. Now the adults were sure that the boys knew that even though a fire is a wonderful thing with many uses, it must be treated carefully or it can become harmful.

CLANCY TO THE RESCUE

CLANCY: Feel your muscles, like a strong man.

HORSES: Slap thighs.

YELL: Shout “Hey, Guys!” with hands cupped around your mouth.

FIRE ENGINE: High-pitched siren sound.

BELL: Swing arm like a clapper, saying, “Clang-clang, clang.”

HOSE: Shh-sh-sh sound like water from a hose.

STEAM: Hissing *s-s-s-s* sound.

NARRATOR: If you like HORSES, you would have enjoyed living back in the 1800s when HORSES pulled old-fashioned steam-type FIRE ENGINES. One of these FIRE ENGINES was driven by the a great hero, CLANCY. Yes sir! CLANCY was a real hero! Every day when there was no fire, he would take the HORSES out for exercise, trotting them up and down the streets. If children were playing along the way, CLANCY would always stop and let them pet the HORSES.

Sometimes, the fire alarms happened during the daytime, but sometimes they happened at night. When the alarm sounded at night, one person would YELL up to the firefighters above, and they would wake up and slide down the pole as fast as they could. Then they would run to the FIRE ENGINE where the STEAM was up, and away they would go to the fire, clanging the BELL, with CLANCY driving the HORSES.

One night most of the firefighters were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor’s big two-story house! Quick as a flash they were there. CLANCY stopped the HORSES and YELLED, “Keep the STEAM up, men!” They started the fire HOSE and began to squirt water on the fire.

CLANCY strained to see upstairs where the mayor and his wife were trapped. Flames were everywhere! CLANCY YELLED, “You’ll have to jump!” The firefighters held a net out to cushion their fall. The mayor and his wife were afraid, but CLANCY encouraged them, and as the flames licked their heels, they jumped and came right down into the middle of the net.

The firefighters kept battling the fire. They put the HOSE on it and kept up the STEAM in the FIRE ENGINE. Before long, the fire was out, so they turned off the HOSE, got back on the FIRE ENGINE, and returned to the firehouse, clanging the BELL all the way. To CLANCY and the other firefighters, it was all in a day’s work—but to the mayor and his wife, they were heroes.

THE HOUSE WHERE SANTA CLAUS LIVES

HOUSE: Hands over head in an inverted V.

SHED: Hands in front of chest in an inverted V.

SLED: Hands together in a waving motion from left to right.

REINDEER: Hands on sides of head, palms out.

PACK: Both hands over a shoulder as if carrying a pack.

LITTLE GIRLS: Females, young and old, stand.

LITTLE BOYS: Males, young and old, stand.

DOLL: Hands with palms together on cheek, with head slightly bent.

BOX: Both hands outline the three dimensions of a box.

LION: Extend both hands and give a deep growl.

SOLDIER: Stand at attention; give the Cub Scout salute.

TRAIN: Make a figure 8 with a hand.

SANTA CLAUS: Pat stomach with both hands and say “Ho, ho, ho.”

NARRATOR: This is the HOUSE where SANTA CLAUS lives. This is the SHED behind the HOUSE where SANTA CLAUS lives.

This is the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

These are the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is SANTA CLAUS who guides the REINDEER that pull the SLED that's kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the BOX that is kept in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the SOLDIER that captured the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the TRAIN that runs on the track and carries the SOLDIER forward and back, who captured the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

THE BIG TURKEY HUNT

PILGRIM: *(Whistle)*

TURKEY: Gobble, gobble

FISH: Bubble, bubble

BEAR: Growl, growl

SQUIRREL: Chatter, chatter

BEE: Buzz, buzz

DUCK: Quack, quack

HUNT: *(All sounds at once)*

Once upon a time, there was a PILGRIM who decided to go out and HUNT for a TURKEY. As he walked along through the forest, he met a DUCK. The PILGRIM asked the DUCK, "Have you seen the TURKEY? I'm on a big HUNT for him." "No," the DUCK said, with a sly wink. So the PILGRIM marched along until he spied a SQUIRREL playing in the tree tops. "Good day, SQUIRREL," the PILGRIM said. "Have you seen the TURKEY? I'm on a big HUNT for him." "No, no," the SQUIRREL said, smiling behind his paw.

As the PILGRIM crossed the brook, he bent toward the water and saw a FISH swimming near the surface. "Oh, FISH," said he, "has the TURKEY been down to the water for a drink today?" "No, not for a long time," the FISH said, diving deep to hide his laughter. The poor PILGRIM continued down the shady path and suddenly came face to face with a big, brown BEAR. "Hello, B-B-BEAR," said the PILGRIM. "H-h-have you s-s-s-een the TURKEY? I'm on a big HUNT for him." "No," the BEAR said. "I don't even know what a TURKEY is." But he gave a rumbling laugh.

The PILGRIM was feeling quite depressed by now, for he thought that he would never find the TURKEY. Finally, he saw a BEE buzzing by. "Stop a minute, BEE," he said. "You fly just about everywhere. Is the TURKEY near? I'm on a big HUNT for him." "No," buzzed the BEE. "Nowhere around here," and he flew away, buzzing hard to hide his chuckles.

Soon the PILGRIM saw ahead of him a clump of bushes and small trees. As he neared it, there suddenly rang out of them the most deafening noise you ever heard! It was the most ferocious growl of the BEAR, the loudest buzz of the BEE, the biggest bubbles of the FISH, and the deepest gobble of the TURKEY. Mr. TURKEY had hidden himself in the midst of the thicket, and all of his animal friends had gathered together to try to scare the PILGRIM out of his boots and away from the TURKEY.

But the joke was on them, because guess what? All the PILGRIM had wanted to do was invite the TURKEY to help him eat his bountiful Thanksgiving harvest! As the poor misunderstood PILGRIM let out a loud yell and took off for home, all heard him exclaim as he went out of sight, "That's the last HUNT I'll go on—so good night, good night!"

Mixers, Icebreakers, and Pack Meeting Games

Getting a meeting off to a good start often depends on little things—the greeting at the door, the activity involving people as they arrive, or the opening song or icebreaker. These little things add sparkle and punch (the razzle dazzle) to meetings—and add to everyone’s enjoyment. If you allow “ice” to form at the beginning of a meeting, you’ll have to spend valuable time and effort thawing it out. Icebreakers help solve this problem.

Also important are mixers—activities that help visitors get acquainted with others and feel at ease in the meeting. Icebreakers and mixers are used for this purpose, and also for a change of pace during a meeting to prevent audience members from becoming restless or bored.

If your mixers have winners, you can recognize them early in the meeting with simple, inexpensive, humorous prizes or with applause stunts. Several examples of mixers and icebreakers follow.

Occasionally, you will want to lighten up a pack meeting with a game. This chapter also presents several that will help you do that.

NAME ACROSTICS

As people arrive, hand them a pencil and 4-by-6-inch card. Ask them to print their full name in capitals vertically at the left of the card. They move about, trying to find people whose last names begin with those letters. For variation, use the monthly theme or other word along the left of the card.

PAPER HEADS

As people arrive, give them a numbered slip, pin, pencil, card, and large paper bag. Each person pins the numbered slip on his/her chest, tears eye holes in the bag, slips it over his/her head, and moves about the room trying to recognize other people. Write the numbers and names on the card.

WHO ARE YOU?

This is a good icebreaker for a den meeting. Hang a sign on the door that reads, “Who are You?” The lower part of the sign, which can be changed, has the subject or theme for that meeting, such as planets, cars, birds, etc. As each boy arrives, he must say, “Today, I am Mars” (or a Ford, or a bluebird, depending on the subject).

WHAT’S MY NAME?

As people arrive at a pack meeting, pin the name of a person or object on their backs. For a circus theme, it could be a circus performer or animal (clown, tall man, lion, etc.). For a citizenship theme, it could be the name of a president or politician (George Washington, the name of your mayor, etc.). People move around the room, asking other people questions about themselves to try to find out who they are. Answers must be “yes” or “no” only. When a person guesses his/her name, the card from the back is pinned on the lapel.

LAUGHING TUNES

Everyone in the audience laughs to a familiar tune, such as “Yankee Doodle” or “Row, Row, Row Your Boat.” Use the same rhythm and tune; just sing “ha, ha” instead of the words.

YOU NEVER SAW IT

Tell the group, “I have something in my pocket that you never saw before, and you will never see again.” Then take a peanut out of your pocket, crack the shell, show it to the audience—and then eat it. Say, “You never saw it before, and you’ll never see it again!”

DARK, ISN’T IT?

Tell the audience that this is a test of intelligence, coordination, and the ability to follow directions. Have each person raise his/her left hand and point the left index finger to the right, parallel to the floor. Then have them raise the right hand and hold the right index finger on a level with the left finger, pointing in the opposite direction. Then raise the left hand 2 inches and lower the right hand 2 inches. Now ask them to close their eyes. After a moment, remark innocently, “Dark, isn’t it?”

WHO’S WHO?

As people arrive at the meeting, hand them a sheet of paper with the following descriptions printed on it. They are to move around the room and find someone who fits each of the descriptions. That person writes his/her name beside the description. You may want to give a prize to the person who has the most blanks filled in.

- Someone who wears size 8½ shoes
- Someone with blue eyes
- Someone who has a birthday in January
- Someone who plays a musical instrument

- Someone with red hair
- Someone with a younger sister
- Someone who likes to eat liver
- Someone who speaks a foreign language
- Someone who was born in another country
- Someone who was a Cub Scout as a boy

By necessity, some of the descriptions must be answered by an adult, which will encourage boys and adults to interact.

SPELLING MIXER

Print a large letter on 5-by-8 cards—one letter for a card. Do not use the letters *J, K, Q, V, X* or *Z*. Make several cards with vowels on them. Have a card for each person in the group. Three adults act as judges.

On a signal, people hold up their cards and rush around to find two letters that will make a three-letter word when added to the card they are holding. The three people lock arms and race to the judge, who writes the word on the back of their cards. Then they separate and rush back to find two more letters. Continue the activity for 5 or 10 minutes. The person with the most words on his/her card wins.

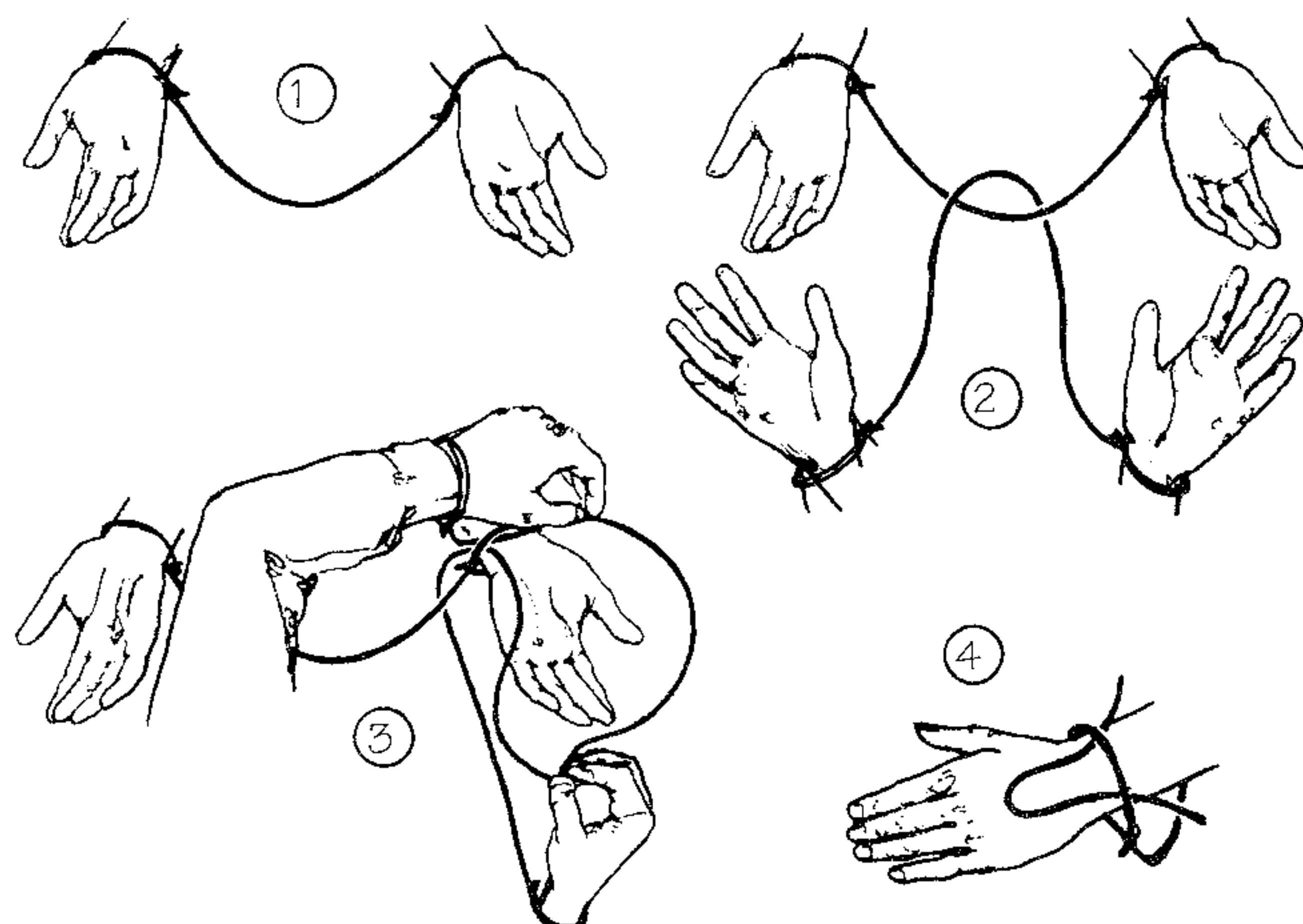
STAND BY SIXES

Audience members—boys and adults—stand in a large open area. They respond as the leader shouts instructions: “Stand by sixes!” “Stand by threes!” “Stand by fours!” Everyone quickly forms groups of sixes, threes, fours, etc., and stand together holding hands. People who can’t find a group to join are eliminated from the game. The action is fast and exciting. Just as soon as groups are formed, the leader shouts another command. Eventually, most of the players will be eliminated. When there is only one group of six left, the command “Stand by fours!” will eliminate two more players, and so on.

PRISONER’S ESCAPE

This is a good icebreaker for a den or pack meeting. As people arrive, tie a piece of string around the wrists of one person; loop another piece of string over that person’s string and tie the ends to another person’s wrists. They are now tied together. Challenge them to get away without breaking a string or untying any knots. The solution is to push the center of

one string through the loop on the inside of the other person’s wrist, bring this new loop back over that person’s hand, and draw it back through the wrist loop. (See the illustrations.)



THE MOON IS BIG AND ROUND

This is a good campfire icebreaker. The leader says: “The moon is big and round. It has two eyes, a nose, and a mouth.” As he/she says these words, he/she makes a sweeping circle with the left hand to indicate that the moon is big and round, makes dots in the air with the forefinger for the eyes and nose, and makes a small semicircular motion for the mouth. Then the leader invites the audience to do *exactly* the same thing. Most everyone will fail and wonder why. The secret is that the motions are made with the left hand. Most people will use their right.

LUCKY HANDSHAKE

Three or four people are secretly given pennies before the meeting. As people arrive, they are encouraged to shake hands with everyone else. The tenth person to shake hands with someone holding a penny receives the penny. This goes on for a predetermined time; then those holding pennies get to keep them.

POCKETS

Ask people to compare the contents of their pockets, discovering who has pocket items in common. Try to determine what the most common pocket item is.

Cheers and Applause Stunts

Applause stunts are short, snappy, and lots of fun for both boys and adults. They are a good way to involve the audience and are often used to recognize a person or den for an accomplishment. A den or pack may have its favorite applauds and cheers that they use frequently. Many cheers and applauds fit monthly themes. Boys can also create their own cheers and applauds. (Always emphasize the importance of keeping them positive.) Following are some examples.

Applaud and Cheer: Announce to the group that when you raise your right hand, everyone is to applaud. When you raise your left hand, everyone is to cheer. When you raise both hands, they are to applaud and cheer. You can vary this by telling them that the higher you raise your hand, the louder they should applaud and/or cheer. As you lower your hand, the volume goes down.

Baseball Applause: Get out your pretend bat, take a couple of practice swings, pretend to throw a ball up into the air, swing at the ball, and yell, "It's a home run!"

Bravissimo Applause:

Bravo, bravo, bravo, bravissimo,
Bravo, bravo, jolly well done!
Bravo, bravissimo, bravo, bravissimo,
Bravo, bravissimo, jolly well done!

A Big Hand: The leader says, "Let's give them a big hand!" Everyone holds up one hand with the palm open. But they say nothing!

Bow and Arrow Applause: Pretend you have a bow and quiver of arrows. Take an arrow from the quiver, place it in the bow, pretend to draw back the bowstring, aim, and let the bowstring go. Watch as the arrow flies through the air, and then yell, "A bull's-eye!"

Champion Applause: To the count of four, do the following: stomp, stomp, clap, pause. To the beat say, "We do, we do, thank you!"

Cheese Grater Applause: Pick up your cheese grater and a chunk of cheese. Pretend to pass the cheese over the grater, each time yelling, "Grate, grate, grate!"

Compass Applause: Take your compass out of your pocket. Hold it in front of you to get your bearings. With your other hand, point to the person/group you are recognizing and shout, "Way to go!"

Cookie Applause: Hold your pretend cookie and then take a bite. Rub your tummy in a circular motion while saying, "Yum, yum!"

Cow Chorus Cheer (for a humorous song/skit): "Very a-MOOOOO-sing!"

Coyote Applause: The group stands, cups their hands around their mouths, and says, "Yip, yip, yip-pee!"

Flapjack Applause: Pretend to push a spatula under a pancake. Then throw it up in the air and nod three times as if watching the flapjack flip in the air; catch it on the spatula as you bring your other hand down with a loud clap.

Frankfurter Applause: Hold up a frankfurter on a bun, squeeze on ketchup, take a big bite. Then say: "Hot dog! That was good!"

Giant Beehive Cheer: The group buzzes like a hive of bees. When the leader raises a hand, the volume increases. When the hand is lowered, the volume decreases.

Giraffe Applause: Stand on tiptoes and yell, "Outta sight!"

Good Turn Applause: Stand up and turn around in circles as you applaud.

Grand Salute Applause: Stamp your feet four counts, slap your knees four counts, clap your hands four counts, and then stand and give a salute.

Handkerchief Applause: Throw a handkerchief into the air, telling the audience to applaud until you catch it or it falls to the floor. Vary the length of applause—long throw, short, no throw at all. You can also do this with a ball, a neckerchief, or other item.

Ice Cube Applause: Pick up an ice cube and say, "C-O-O-O-O-L!"

Ice Water Applause: Pretend to wipe sweat from your brow with a bandanna. Pick up a pitcher and pour yourself a glass of ice water. Throw your head back as you drink the water and then say, "Ahh...that was cool!"

Knee Slapping Applause: Slap your knees.

Lion Applause: "A R-O-A-R-R-R-I-N-G success!"

Motorcycle Applause: Raise your foot and kick down three times. Make a noise like a sputtering motor. Hold your hands out as if gripping handlebars. On the third try, the engine starts. Say, "Varr-oo-omm!"

Owl Applause (for a humorous skit or song): Open your eyes as wide as possible, flap your arms as if they were wings, and say, "What a hoot, hoot, hoot!"

Paper Bag Applause: Make motions to simulate opening a paper bag, forming a neck, and blowing it up; then pop it, saying, "Pop!"

Popcorn Applause: Close one hand and cover it with the other hand. Let the closed hand "grow" larger as the other hand moves up. Then spring your fingers open and say, "Pop! Pop! Pop!" quickly.

Rainstorm Applause: Extend one hand palm up. Using your other hand, start by tapping one finger at a time, then adding the number of fingers you tap, increasing the sound to simulate a rainstorm starting and building to all hands clapping. Then decrease the storm by slowing down the action one finger at a time.

Roller Coaster Applause: Lean back in your chair, holding onto an imaginary bar, making an "Achh-chh-chh" sound. As the roller coaster reaches the top of the hill, throw your arms up into the air and yell, "Wheeee!"

Round of Applause: Audience members clap while moving their hands in a large circular, clockwise motion.

Rudolph Applause: Put your thumbs to your head with the fingers pointing up to form "antlers." Wrinkle your nose and say, "Blink, blink, blink!"

Seal of Approval Applause: Put your elbows together, open and close your forearms and hands, and bark a high-pitched "Arf, Arf, Arf!"

Soda Cheer: Pretend to pull the tab from a soda can, gulp it down, and then say, "Give me more, more, more!"

Soup Applause: Pick up a spoon and slurp a spoonful of soup. Rub your tummy and say, "Mmmmm, Mmmmmm, good!"

Stamp of Approval 1: Pound your left fist on your right palm several times rapidly.

Stamp of Approval 2: Throw a handkerchief into the air. Audience members stamp their feet until it hits the ground.

Stirring Round of Applause: Clap your hands in a BIG circle, waist level, as if you were stirring or mixing a big pot.

Tank Applause: Put your hand over your eyes as if looking off into the distance and say, "Tanks, tanks, tanks a lot!"

The Wave Applause: For a SWELL job! People on the end of each row stand up, raise their arms, and promptly sit back down. As the first person stands, the person next to him/her follows suit with the same

action, and so on down the line. When "the wave" reaches the last person, it can come back the other way, beginning with the person next to him/her.

Thumbs Up Applause: Hold your hand in front of you. Make a fist, hold your thumb up, and say, "Great job!"

Tiger Applause: "That was G-R-R-R-R-R-E-A-T!"

Whittling Stick Applause: Pick a tall stick up off the ground, take out your pocket knife, and start making notches in the stick, going higher and higher. When you get as far as you can reach, say "Top notch!"

Zebra Applause: "Zee-bra, zee-bra, ZEEEEEE-BEST!"

DEN YELLS

Den yells help build den spirit and enthusiasm and also can help boys let off steam at den and pack meetings.

Den yells are usually simple and rhythmic and often end on a word or phrase that the boys can shout. You can adapt many high school and college cheers for den yells. When the boys help develop the den yell, they feel it is "theirs" and will enjoy using it even more. Here are some sample den yells:

Den 1! Den 1!
Is there a better den? None!
What den has the most fun? One!
Den 1! Den 1!

We'll do our best for the gold and blue!
We ARE the best! Den 2! Den 2!

We're the Cub Scouts from Den 3,
and no Cubs could be prouder!
If you can't hear us now, we'll yell a little louder!
(Repeat twice, louder each time.)

One, two, three, four,
Which den do you cheer for?

Which den can you hear more?
Den 4! Den 4! Den 4!

Which den is really alive?
Which den has all the drive?
Den 5! Den 5!

We're the den that is alive!
We're the den that has the drive!
Den 5! Den 5!

T-H-R-E-E—
The den that's best for you and me!
Watch us go and you will see!
It's T-H-R-E-E!
Den 3! Den 3!

