

THE SCOUTER'S BOOKS – No. 4

# 100 IDEAS FOR PACK MEETINGS

BY VALERIE GALE

*“You are the people who start little boys on the trail  
of happiness in service to others”*

Lord Rowallan, on opening the Second  
International Cub Conference, July 31st, 1950

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**Editor's Note:**

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or express sentiments which were current at the time, regardless of what we may think of them at the beginning of the 21<sup>st</sup> century. For reasons of historical accuracy they have been preserved in their original form.

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## 100 Ideas for Pack Meetings

1. *By the Light of the Moon.* A jungle yarn told in the light of the moon has an extra thrill. Get the “Group electrician” to fit an electric-light bulb into a ventilated wooden box which has a large circle cut from the lid, covered with yellow parchment. The box should be fastened fairly high on the wall of the Den so that the “moonlight” shines down on the Rock Circle.

2. *I Spy Competition.* Give each Cub (or Six) a list of birds, trees, wild flowers or “natural objects” with points against each item according to commonness or otherwise (e.g., goldfinch, 15; thrush, 10; chaffinch or house sparrow, 5). Cubs enter date and place seen against each object and the first to complete the list wins. With varying lists this can be either a brief outdoor activity, a spot of “homework” or a popular “holiday task”. Adult help can be enlisted by the Cub as long as he really does see each object.

3. *Shadow Silhouettes.* Stand a bicycle lamp firmly on a table so that a sharp silhouette is thrown on the wall of anyone standing in its light. Each Cub has the outline of his profile drawn by one of the Pack artists on kitchen paper. They can be jumbled up afterwards and used as an observation test – or taken home and treasured.

4. *Accident Inquest.* Discuss with the Pack accidents to young children which have been reported in the Press. Let Cubs suggest how they might have been prevented and decide what *they* could have done if they had been there – but keep the discussion down to earth and real possibilities, with emphasis on “fetching help”.

5. *Parade Smartener.* For a few weeks before St. George’s Day introduce a few minutes simple drill into Pack Meetings, ending with Old Wolves, suitably attired, on the saluting base and a grand “March Past”. A Scout drummer, borrowed for the occasion, would be popular – even if his drum is a biscuit tin. Make sure the Cubs have some idea how to wheel around corners, with the inside Cubs taking smaller steps.

6. *Wild Horses.* After knot practice in Six corners, Akela shouts “Go!” and each Six joins its ropes into a circle with the knot practised. As soon as each Cub has tied his knot correctly, the Six charges off with Sixer driving the Cubs inside the rope as wild horses, once round the Den or the square. First Six back gains a point.

7. *Stamp Exchange.* A stamp exchange might be run for ten minutes before or after Pack Meetings once a month – perhaps by a Scout (not necessarily a C.I.) or by a Cub’s father. Advice could be given on values of stamps and arrangement of collections – a stumbling block to many Cub collectors.

8. *Competition Chart.* A sheet of cardboard divided into squares makes a simple Six-points-chart. Outlines of wolf heads are cut from gummed coloured paper and the Six receives one to stick on their chart for every ten points gained. Coloured beads, small painted shells or pebbles can be used for single points and ten handed in in exchange for a wolf’s head.

9. *A Tidy Pack.* Follow a yarn on tidiness and folding clothes by a campaign – e.g., coats to be folded neatly in Six corners for Inspection, scarves to be removed for games (this might be permanent). It is best to keep a few spare scarves (not necessarily Group colours) at the Den for blindfolds, three-legged ties, etc., to encourage Cubs to keep their own neat.

10. *Badge Plaques.* Large replicas of the twelve Cub badges made from cardboard (or better still, from plywood) can be hung around the Den within easy reach of the Cubs so that they can be turned over and the badge requirements read on the reverse. A local

woodwork shop will probably cut the triangles of thick plywood quite cheaply (about 1/6d. each) and, with a little patience, even a “non-artistic” Cubmaster can draw the simple designs of the Cub badges and paint them with enamel paints. If the Group possesses any fretwork enthusiasts everything is easy, and the badge designs can be cut from thinner ply and fixed to the base with panel pins, or glued.

11. *Keep Them Quiet!* When a shortage of Old Wolves leaves one or two Cubs at a loose end during instruction time give each a large piece of paper and coloured pencils and send them to sketch a given scene, either outside or from the Den window – results to be displayed to the Pack if good enough.

12. *Rogues Gallery.* Cleanliness rarely comes naturally to a boy and, though he glibly talks of germs, he seldom believes in them. Try to collect a rogues gallery of magnified pictures of germs to be found in dirt, etc., and use it to emphasize personal cleanliness. The School Dental Clinic can sometimes provide extremely horrid charts of the progress of tooth decay, and very helpful ones on how teeth should be cleaned.

13. *What Would You Do?* Use play-acting to put over rules of social conduct – e.g., give each Six a question such as “What would you do if you found a purse with 10/6d. in it?” or “What would you do if your ball smashed a greenhouse window?”. Cubs act their answer. Choose incidents that are likely to happen to boys of Cub age.

14. *Building Tradition.* Old-standing Packs with long traditions behind them probably need no further decorations for their Totem Pole, but a new or small Pack can add glory and build up a firmer loyalty to the Troop by special ribbons for Cubs who have gone into the Troop, with extra decorations to the ribbons for honours gained by them (e.g., a white ribbon for a Cub “gone-up” with a Leaping Wolf tab hanging from it and two stripes of gold braid when he becomes a First Class Scout). These ribbons should be kept up to date by periodic checks with the S.M. and removed if the Scout has left. (This helps Akela check the leakage, too.)

15. *Time.* A brief history of time-keeping methods through the ages can brighten the Time test. Boys to whom the test is very easy might be asked to show how to set an alarm clock and a boy with a watch of his own might be expected to know how to care for it (e.g., winding regularly, etc.).

16. *Finger-Painting.* Poster paints in three or four colours (about 1/4d. a jar) large sheets of paper (non-absorbent kitchen paper will do, or the backs of old posters) and a jam jar of water are all that is needed for the fascinating pursuit of finger-painting. A finger is dipped in water and then into the paint and the picture begins. Use a different finger for each colour and ignore small details. It is surprising how easy it is to produce a recognisable jungle picture and the size of the “brush” prevents finickiness and encourages a bold approach. Three or four Cubs should work to each picture.

17. *A Bite a Night.* Try reading a bite a night at Pack Meetings from The Wolf Cub’s Handbook. The number of Cubs who have never heard of it is quite startling. Incidentally, most Juvenile Libraries have it (and the Jungle Books) and the intelligent Cub need not be limited to the few yarns he can hear at Pack if you encourage him to join a library. He won’t mind hearing the yarns again at Pack.

18. *Dumb Pack.* Twenty Minutes of a Pack Meeting might be run “dumb” – though not silent. No words to be spoken so commands, questions, etc., must be either signalled or acted. See how far the Cubs’ ingenuity will allow a normal programme to continue. Don’t let it run long enough to be a strain on Cubs or Old Wolves.

19. *Get Well Soon!* Keep notepaper and envelopes at the Den so that a letter can be sent to Cubs who are away ill, preferably written by a Sixer and signed by all the Cub's own Six.

20. *Find the Trees.* Tell the Cubs to keep their eyes open on the way to the Den following week. Before the meeting stick numbers (dates from tear-off calendars are clear and simple) on about ten trees in visible positions near the Den. Six who have seen the most numbered trees and can name them win points. With the permission of the householder, trees in gardens can be used if easily visible from the road.

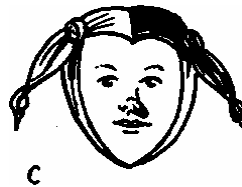
21. *Model Exhibition.* To rouse enthusiasm for this often neglected test, and encourage a higher standard, announce that a model exhibition will be held at the end of the month, rules as for Second Star Test. Divide entries according to type and expect a higher standard from those who have already passed the Test. G.S.M. or S.M. might be asked to do the judging.

22. *Extra Subs.* If you haven't already done so try raising your subscriptions to twopence per week. A penny means almost nothing to the boy of to-day – there is hardly anything he can buy for less than twopence and you will probably find that he will remember to bring twopence better than a penny! If you don't need the extra money, save it towards the Christmas Good Turn.

23. *Message.* The test will be of more value if a "real" message is used – e.g. to a Badge Examiner, or to the G.S.M. with an invitation to a Pack ceremony. The Cub could carry a copy in a sealed envelope to prevent errors.

24. *The Dressing-up Box (1).* A dressing-up box need not be large – quite a small suitcase will hold squares (about 30ins. by 30ins.) of cheap cotton or rayon in a variety of colours. They are a wonderful aid to dressing up. Knot them at the corners (as Father knots his handkerchief to keep the sun off) to make head-dresses of all sorts.

- (a) Four knotted corners turned in under make a page's cap, to be worn well on the side of the head.
- (b) Make two long knots at one end with the other two ends tied under the chin (see illustration) for rabbit, donkey, horse or dog.
- (c) Two scarves of contrasting colours, pinned together and tied similarly give us a jester's cap.
- (d) Several contrasting ones can be twisted together to make a turban or pinned to make the head-dress of a desert sheik.



25. *Highway Code Night.* All Cubs owning cycles have been warned to have them present and Akela has persuaded as many competent adults as possible into helping. Road, pavements, crossings, etc., have been marked out in the Den or yard. As he arrives, each Cub is given a card with a large red "L" to pin on the front of his jersey. Cycles are tested for efficiency and each Cub wears his "L" until he has correctly traversed the "roads" on foot, answering questions on the Highway Code as he reaches each helper. If a real policeman

can be persuaded to help, so much the better. Posters and pamphlets can usually be obtained for the asking from the local Road Safety Committee.

26. *B.-P. for the Winners.* As an award for the Six with most points at Inspection a coloured picture of B.-P. (or the Chief Scout) can be given to hang in the Six corner for the night, with a black-and-white picture for the second Six.

27. *Our Heritage.* Local and County history can sometimes provide exciting material for yarns and add a touch of romance to well-known games. Steer clear of anything used by the Troop. The local library can be very helpful in unearthing useful books – and they are usually delighted to help. The right sort of town or county pride is a good thing to encourage.

28. *Courtesy in the Audience.* During play-acting in Sixes make the “audience” sit on forms or chairs at one end of the room and, if possible, leave only the “stage” end of the Den lighted. Insist on courteous behaviour from the audience, with due applause at the end of each item. In these days of ceaseless radio some boys have no idea that it is rude to be inattentive to a performer.

29. *Plimsoll Collection.* Plimsolls (or canvas shoes) give more zest to indoor games and keep the Den floor cleaner. If it is impossible for all the Pack to provide their own, start a collection from Jumble Sales, etc., to keep in the Den. Worn soles can be renewed with cardboard “socks” for indoor wear.

30. *Accident Night.* If you can obtain the assistance of several adults (or the Troop) you might have an “Accident Night” with constant interruptions of the programme to attend to minor casualties who knock on the door for help. Almost all the Second Star and Badge First Aid can be demonstrated.

31. *Mother Can Help.* It is quite impossible to tell whether a Cub is assimilating talks on tidiness, etc., from his behaviour at Pack Meetings and his mother is more likely to appreciate our efforts if we get her co-operation. Until Akela has time to call at the home, it is useful to have simple forms which the boy takes home for mother to sign when she is satisfied, e.g.:

“This is to certify that ..... is doing his best to be tidy at home. He puts away his toys and books when he has finished with them, and folds up his clothes neatly at night”; and

“This is to certify that ..... has cleaned his own shoes and someone else’s every day for a week and has remembered to put the brushes and polish back in the proper place”; and

“This is to certify that ..... has cleared the grate and laid and lit the fires at least twice without making unnecessary mess. He has replaced all dusters and brushes in the proper places.”

Mothers love this system and use it to great advantage.

32. *A Flower Show.* In the autumn get each Cub to bring a pot of earth and enough money to pay for at least one bulb (bought in bulk by Akela) and, after a demonstration, let each plant his bulb. Acorns, chestnuts, etc., can be planted, too, and a yarn given on general care. The Cubs take their bulbs home and, early in Spring, a Pack Flower Show can be arranged, with classes for the different sorts. If Cubs are reminded a few weeks ahead, mustard and cress can be added. Have coloured rosettes for winning entries. All successful entries, whether prize-winning or not, can pass their test.

33. *A Present Surprise.* Try running a Pack Bank for about six weeks before Parents' Night so that Cubs can save enough to buy their mothers a small gift (e.g., sweets or a handkerchief). Treated in the right way, great enthusiasm can be roused in the Pack and the "secret" kept with great glee. The presents, gaily wrapped, can be produced as the highlight of the meeting.

34. *Floating Frogs.* Flowers, fish, frogs, etc., made from modelling wax will float in water and the Pack can spend a fascinating half hour – with a prize for the best Six wax "aquarium". Have fairly deep bowls, only half filled with water if you want to avoid a flood.

35. *National Anthem.* End Pack Meeting on National Saint's Days, the Queen's Birthday and other suitable occasions, with both verses of the National Anthem.

36. *A Six Lair Log.* A large sheet of white paper in each Six corner can be used as a log picture, the Sixer cutting a suitable shape from coloured gummed paper to commemorate an event, and writing the date and a brief note, e.g., "Best model, 6.3.53" on a cut-out ark, or "Six Outing, 6.5.53 Bill lost his shoe", on a cut-out shoe. The shapes could be stuck anywhere on the sheet, regardless of date, and make a fascinating puzzle for newcomers to the Six.

37. *For the Dressing-up Box (2).* A yard of material, gathered on to a straight band and with tie strings (very much in the style of a lady's waist apron) makes a useful skirt for an "old lady" or a dashing cloak for a king. If Akela feels unequal to making them, the ladies of the Group Committee might be willing to do so, and even provide the material from oddments.

38. *There Are Other Collections!* To encourage a change from the eternal stamp collection, admirable though this can be, take the Cubs to the local museum to see some of the collections there, preferably with a knowledgeable father to help explain and advise. (A visit to a local pottery, if you have one, might encourage a little used part of the Artist Badge.)

39. *Livelier Subs.* Now and again (not too often) vary the collecting of subscriptions so that it becomes an interesting part of the programme, instead of a boring necessity, e.g.:

On a Special Pack Meeting night subs can be collected as Cubs enter by an A.C.M. on "Pay at the Desk" lines, with a "ticket" issued.

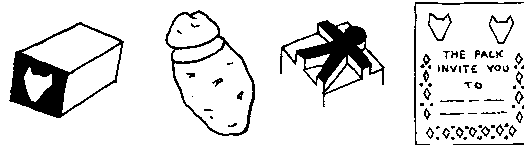
Another method is for the Sixer to place his cap about two yards in front of the Six. Each Cub tries to throw his money straight into the cap while the Sixer marks his book. First Sixer with full cap races to Akela.

Yet another method, which keeps the whole Pack on the alert is for Akela to call the names, one at a time, while an active A.C.M. or Cub Instructor darts about the room. Cub has to catch him, salute smartly, and hand over subs. Make sure C.I. understands that the object is to keep Pack alert, *not* to prolong the collection of subs for half the evening.

40. *Fires, Right and Wrong.* It might be wise to follow Second Star firelighting with a "Fire Prevention Night". Fire engine games (with knotted ropes for hose and Cubs donning neatly folded clothes when the alarm bell rings) are very exciting. Follow with a yarn from Akela – or, better still, from a real fireman – on how fires start and what a Cub should do. Finish with a demonstration of "rolling in a rug".

41. *Semaphore Word Cards.* Prepare, on postcards, lists of words made from each semaphore circle (e.g., A-G, cage, fade, deaf, bead, etc.; H-N, milk, kill, him, nil, etc.). Include letters from preceding circles in some of the words. When shortage of instructors leaves First Star Cubs at a loose end give each Cub a card, according to his ability. They take turns to signal a word from their card for the rest to read, *and write down.*

42. *Potato Cuts.* Lino-cuts take skill, special tools, and lino. The common potato can be almost as effective and a great deal cheaper and easier. The potato is cut into a cube or similar shape and the design made by carving bits at one end, with a pen knife. Brush over with poster paint and stamp on to paper. The Pack might produce their own Christmas cards or invitations to Open Night.



43. *Calico Lairs.* Permanent Six Lairs are out of the question for a great many Packs. If portable screens, too, are out of your reach, very effective removable lairs can be made from 64in. unbleached calico which can sometimes be bought for about 3/- a yard at sales and “special offers”. It could be dyed brown or green (or the Six colour) and either decorated with appliqued – or painted – jungle animals or trees, or left plain. Hang cornerwise on expanding wire from hooks screwed into the wall. If great economy is necessary the curtain need not be high enough to cover the Cubs when standing; as long as the Six squat hidden behind it for Six work they will be happy.

44. *True Stones.* Boys love *true* stories. The daily newspaper can provide many brief yarns, e.g., a river rescue, the bravery of a boy who saved his sister from a fire, the presence of mind of another in putting out a fire in his home, the Press accounts of the award of George Medals, etc. Tales of the bravery of dogs and the sagacity of horses and cats also appear frequently.

45. *Animal Defenders.* Follow a series of animal yarns by getting someone to talk to the Cubs on the care of pets (e.g., someone from the local R.S.P.C.A.) – particularly those which boys are likely to keep. It might be possible to combine with another Pack (or the District, if a small one) to form a branch of the R.S.P.C.A. Animal Defenders, open to children from seven to sixteen. They have a badge, a monthly magazine and Group expeditions are arranged. Details can be obtained from local R.S.P.C.A. or the H.Q. at 105 Jermyn Street, London, S.W.I.

46. *Shoe Cleaning.* Keep a set of shoe brushes and a tin of polish in the Den so that Cubs with unpolished shoes can remedy the defect at once, the rest of the Six waiting in Six lair until shoes are done.

47. *The Dressing-up Box (3).* Broad bands of cheap ribbon (two colours edge-stitched together make a good effect) are useful for “Court Decorations” in play-acting, as sashes for “the Brigand Chief” in games, and as team colours.

48. *No Broken Windows.* Soft balls can be quickly made from old stockings or socks, rolled up and stitched firmly. Make them as round as possible and keep a good supply in the games box. They are useful for indoor hockey, coconut shy, etc., and for ball throwing practice when there are too many windows about. (The Star Test, of course, should be taken with a “proper” ball.)



49. *An Art Exhibition.* A Pack Art Show can be great fun, if you don't expect masterpieces. Suggest classes (e.g., drawings of cars and engines, illustrations of stories or Pack events, clay or plasticine modelling). Winners are allowed to have their picture "hung" in Six corners for a few weeks. You might invite the G.S.M. to be judge.

50. *Exchanging Visits.* In the winter, particularly, a series of exchange meetings with other Packs in the District can be a great help. Visiting Cubmasters should know what is on the programme and take any Star work, etc., required so that there is little interruption to training. The Pack will get to know their brother Cubs better than at Parades or Sports Meetings. If the Packs are small enough, visitors should be distributed among the hosts' Sixes.

51. *Pack Prayers.* Simple prayers (there are many suitable ones in "Prayers for Use in the Brotherhood of Scouts") clearly written, or typed, on postcards, can be kept in the Pack or Six box so that, when required, a Sixer can read a prayer at the end of Pack Meeting without the danger of losing his place in the prayerbook. About eight prayers will be quite enough to give the reader an adequate, but not too wide, choice.

52. *A Pack Annual.* At the end of the year the Sixers and Seconds (or any interested Cubs) with the help of an Old Wolf, might try producing a Pack Annual with accounts of the year's events, snaps, cuttings, drawings, riddles and jokes (and poems, too, if anyone feels inspired). One copy will be enough, but try to use a substantial book so that it can be safely handled. The Troop, too, might be allowed to borrow it and the Group Committee will love it.

53. *Meet the Group Committee.* It helps to keep *all* the Group Committee in touch with the Pack if an "At Home" night is arranged for them, with invitations made by the Cubs (see No. 42). If the Pack is putting on its own Model Exhibition, or something suitable, the events might be combined. If possible, provide tea and biscuits.

54. *Pack Trophies.* A strangely shaped branch or stone, or a bone, found by the Pack on an expedition, can be suitably mounted and hung in the corner of the leading Six each week – but beware of using anything similar to the Troop's own trophies.

55. *Revision Night.* About twice a year have a *disguised* revision night. One way is to warn the Pack that next week they will be visiting a strange and savage land and their only chance of getting back alive will be to be able to pass the natives' tests. On the night the Old Wolves, suitably attired, and with any assistants they can get (e.g., Senior Scouts or the Troop P.Ls) are hidden around the Den in lairs of branches or curtains, or even chairs and forms. The Cubs follow a trail of chalk arrows (or cardboard ones if the Den floor is sacred) from lair to lair, hopping across rivers on stepping stones, etc., and answering questions or performing a different test at each lair, until they have successfully passed all the natives and are greeted at the end by the Chief who leads them to a grand feast (a bag of toffees, one each). A two-star Cub could accompany each new chum and help him when he needs it.

56. *Cleanliness.* Arrange to have a bowl of water, soap, towel and nailbrush in or near the Den, so that hands or knees not up to standard can receive attention after inspection. Try to make time, too, for Cubs to wash hands after particularly dirty games, and see that they go home looking as tidy as possible or any good impression they make on arrival will be lost on departure.

57. *Log Portraits.* When a group photograph of the Pack has been taken on a special occasion, buy an extra copy to cut up for the Pack Log. When a boy is mentioned in the Log (on gaining Leaping Wolf, etc.) his face is cut from the photo and stuck on the page –

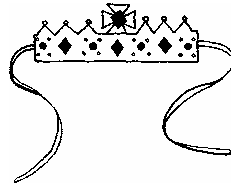
the tiny faces grinning out bring the Log alive and the Cubs will love to turn the pages all the more.

58. *Mock Prizes.* Just before the Cub Sports or other District Competition have a “prize-giving” practice with Akela and A.C.Ms, wonderfully arrayed as “Lady Blaggs and friends”. Let the Cubs come, one at a time, to collect their “prize”. The other Cubs decide who was the smartest and make helpful criticisms; then, if you are lucky enough to win, your Cub’s won’t disgrace you by failing to salute when they receive their certificates. (Old Wolves must be very careful *not* to caricature any local celebrities, especially the person who is to present the prizes.)

59. *Write it Down.* If possible give the Cubs typed slips with details of important Parades, etc. Alternatively, let the Cubs write down date, time and place themselves (Sixers helping younger Cubs). Keep paper and pencils for the purpose in the gear box.

60. *The Dressing-up Box* (4). Single feathers, firmly fixed to lengths of broad tape (to be tied at the back of the head) make all the head-dress an Indian needs for active games. But full warrior head-dresses in the dressing-up box will be precious possessions, especially if the Pack have made them themselves.

Cardboard crowns, painted yellow and stuck with coloured sticky-paper jewels, made on the “tape-back” principle can be stored flat and will fit any size head.



61. *Looking Ahead.* Before a Going-up Ceremony, make sure that the Cubs going-up know something about the Troop and how it works. If possible they should meet their future P.Ls. and they should certainly have met the S.M. On the Pack Meeting after the ceremony, have a quiz for the others – e.g., How many Patrols were there? What Patrol did Billy go into? What colour was Skip’s hat badge? etc.

62. *Thrift.* When collecting materials for the Christmas Good Turn use the opportunity to emphasise Thrift by collecting and using as many oddments as possible and finding a use for all the left-over bits.

63. *Thank You.* Get a Sixer to write a “Thank you” from the Pack for services rendered (e.g., to the Group Committee for providing a party tea, or to some one who came to yarn or demonstrate) at the following Pack Meeting. Adults, particularly, appreciate a letter written by the boys themselves and we can help to lay the foundation of Scout courtesy.

64. *Telephone.* If possible, try to include *answering* the telephone in the test. Town Packs can often find a place where two Public Call Boxes are next door to each other. This saves troubling friends. But make sure there is no one waiting to use the call box – the Cubs will attempt to stay in conversation for a long time!

65. *Den Orderlies.* Cubs with the House Orderly badge should be expected to help keep the Den tidy. They should know where the brushes are kept and be prepared to sweep up after any messy activity. The whole Pack should play their part after a picnic or expedition and leave the site tidier than it was before. Dropping sweet or ice cream papers should be a crime, both in the Den and out.

66. *An Observation Test.* Tell the Cubs that, when they come in from an outdoor game, there will be some thing different about the Den or Old Wolves. Keep it very simple, e.g., C.M. and A.C.M. change belts, woggles or watches. You will probably be startled to find how detailed is the Pack's observation of the Old Wolves' appearance.

67. *A Pack Garden.* If the Pack owns (or can borrow) a suitable patch of garden, try growing flowers for sick friends, hospital patients or old people's homes. The ground can be prepared ahead by volunteers and a great "planting night" arranged. A few packets of seed can produce a riot of colour, but stick to really hardy annuals and make sure that a reliable Old Wolf, C.I., or, better still, a willing parent, lives near to water, etc., when the Cubs forget.

68. *The Life of B.-P.* A series of anecdotes from the life of B.-P. make good short yarns to end Pack Meetings, and the more of these we keep alive, the better Scouts our Cubs will be eventually. A good source – "The Wolf that Never Sleeps" by Margaret de Beaumont.

69. *After You!* A "Courtesy Night" when extra emphasis is placed on simple courtesies like opening doors, saying 'thank you' and play-acting ways of being courteous at home and in the bus and street, might provide startlingly-new ideas to some boys.

70. *The Dressing-up Box (5).* Full or three-quarter-face masks (cut from cereal boxes, or better still, made from stiff paper and painted by the Cubs) will lend enchantment to any play-acting. The shyest boy, secure behind his mask, will speak out boldly. Where skill is lacking the Cubs will provide plenty of imagination. A simple black "Highwayman's" mask, kept in the games box, adds a flavour to many well-known games.

71. *Thrift Again.* Unused sticky-paper badge triangles from the Six Progress Charts (Scout Shop, 2/6 per set) can be used on the cardboard tabs at the end of Totem Pole ribbons.

72. *Golden Subs.* Subs collection can occasionally be part of the first active game of the evening, perhaps with the Sixers as Roundheads and the Pack as Cavaliers trying to get their gold safely abroad; but make sure that all subs are eventually collected!

73. *Pantomime Time.* The Cubs will enjoy presenting a pantomime before, or just after, Christmas; not an elaborate affair with words to learn but just for fun. Remind them of the story the week before and deal out parts. Let them bring clothes, masks, props, etc., from home, as well as using all the Pack resources. If the Pack is large, half might do one story and half another. Akela and the Old Wolves should join in to make it really memorable.

74. *Real First Aid.* Cubs who have passed their Second Star First Aid, especially if they have their First Aider Badge, should be expected, under supervision, to attend to minor injuries during meetings or expeditions. They should know where the First Aid things are kept.

75. *Composite Models.* When it is impossible to have a separate handwork night the Pack can still produce a composite model if Akela, having chosen a subject (e.g., a farm, zoo, Indian village, etc.) announces two or three items which will be needed for it each week. The Cubs bring their efforts and the best are chosen for inclusion in the Pack model. Akela should be liberal with praise and constructive in criticism, especially of those not chosen.

76. *Smartness Night.* Have a grand Smartness Night with shoe-cleaning materials of every sort available (including a damp cloth for Wellingtons) and a clothes brush. If an electric iron can be safely fixed up in the Den, scarves can be ironed and properly folded

and, if you have the necessary facilities, you might even have a demonstration of “washing, drying and ironing” a scarf. End with an extra special Inspection, checking that scarves are properly worn with a short triangle at the back, not (as so many Cubs do) as a cape, sleeves and socks up, and caps on straight.

77. *Adopted Trees.* Let each Six adopt a different sort of tree early in Spring and, for two months (or longer, if enthusiasm lasts) bring to each meeting something different from their tree, e.g., a twig, a leaf, a flower, etc., but *not* birds’ nests or eggs.

78. *A Place for Everything.* If possible, try keeping a special spot in the Den for different Star Tests, with appropriate pictures, charts and details of test hung there. Instructors and Cubs get used to going to the spot and precious minutes can be saved. A Six can be sent there for a revision five minutes, too.

79. *Christmas Good Turn (1).* In the winter, when old newspapers are scarcer, fish shops, etc., will sometimes buy them for wrappings. If you can find a buyer, start a collection in the summer. The money can be saved for the Pack’s Christmas Good Turn. It might be used to buy bulbs to be planted in bowls and pots and given to the Hospital or Old People’s Home at Christmas.

80. *Temporary Museums.* If you are lucky enough to have somewhere to keep it you can have a Pack museum, but give charge of it to a competent A.C.M. or C.I. Less likely to accumulate moth and dust would be a monthly “museum” exhibition when Cubs bring their “finds” to the last Pack meeting of the month – and take them away afterwards. With this system a few live exhibits, of a small and harmless variety, could be included and released afterwards. Have plenty of nature books handy to identify unknown specimens and look up any still-unsolved ones in the local library afterwards.

81. *Only for the Tactful.* A little used source of yarns open to the Cubmaster with determination and tact – the S.M.! Get him into the Den and then suggest that he tells the Cubs about the Jamboree he once attended or how “Pieface” fell into a wasps’ nest at the last Troop camp. Once he realises that the Cubs won’t eat him he may come again.

82. *Waiting List Party.* One Pack Meeting before Christmas might well be a “party” for boys on the waiting list and under-age brothers of the Pack. They won’t require anything elaborate, simple games and the thrill of being with the Cubs is usually enough. Make sure it finishes early.

83. *Expeditions Book.* When a camp is impossible turn the weekly meetings into expeditions, each Six taking turns to fill in the account in an Expeditions Book. Akela should confine herself to such help as is asked, and not be surprised that the highlight of the expedition to the Pack was not the highly organised trail, but the rabbit that Freddy “nearly” caught.

84. *Only for the Brave.* Follow a series of brief yarns on kindness to animals and the care of pets by a Pet Show, but take care to check with the Cubs what animals they are going to bring, and, if death and destruction are likely to ensue, have separate nights or have the larger animals out of doors. If it is winter, don’t let the Cub wake his pet tortoise for the occasion. You will need extra adults (members of the Group Committee?) if there are going to be many entries. The local R.S.P.C.A. may be willing to supply someone to judge.

85. *Teaching Akela.* When Akela, for some reason, cannot get to Pack in uniform, she can be “a visitor” sent to run the Pack (or to watch an A.C.M. run it) who knows nothing about Cubs and has to have everything explained to her. This is a useful way of

revising Tenderpad, etc., as the Cubs love to explain it all. An alternative, for a grand revision night, is to enlist the aid of several Cub Scouters who are unknown to the Pack and let them come “in civvies” as visitors, anxious to learn about Wolf Cubs. It is necessary to have someone with some knowledge of Wolf Cubs so that they know what questions to ask.

86. *The Fleet’s In.* Issue each Six with an equal number of oddments (bits of wood, cotton reels, glue, match boxes, etc.) and give them so long to produce a boat that will float. Try the boats out in a large bowl of water – preferably out of doors in case there is a “sea battle”.

87. *Semaphore Snap.* Let the Cubs make sets of semaphore cards (matchstick figures) from half postcards. When there is a shortage of Instructors, First Star Cubs sit around a table, each with a handful of cards, and take it in turns to place one on the table. First to call the correct letter adds the card to his own pile. If no Instructor is available to oversee the game, a large card with all the letters and signs should be available for checking doubtful cards.

88. *Shadow Shows.* For the dark winter evenings, vary play-acting with shadow shows, with an old sheet hung at one end of the Den. The actors can make their own “props” – cardboard crowns, swords, etc., and they will soon realise that, for this, shape is more important than detail. Try to arrange some form of lighting which does not depend on human agency for its steadiness – no Cub can stand still enough! Steer them away from the Troop’s old “operation” stunt and try Nursery Rhymes in mime or pantomime stories. They may even become good enough eventually for the Group Party or Parents’ Evening.

89. *Help Your Sponsors.* A sponsored Group, or a Pack meeting in a hall belonging to some other organisation, might follow a yarn on Good Turns by enlisting volunteers to help at some function (e.g., errand boys at the Church Garden Party, or distributing Church notices, etc.) *but* note P.O.R. Rule 20.

90. *The Points Tree.* A large twiggy branch, firmly planted in a flower pot or fastened high on the wall, can be hung with ribbons of the Six colour by the leading Six each week, with extra ribbons given for model competitions, etc. Six with most ribbons at the end of the month wins.

91. *Christmas Good Turn (2).* Cubs are sometimes unenthusiastic about a Pack Good Turn because they don’t know the recipient. But if a local Children’s Home can supply the name and age of a boy who is unlikely to get any Christmas presents from relatives, the Cubs will delight in earning money so that each can buy a small gift (costing, for example, not more than 1/6d.), to be wrapped separately and posted in one big parcel. If the Pack is a large one, perhaps parcels can be sent to several boys.

92. *Monthly Collections.* Have a Pack collection – but both Akela and Cubs will soon tire of it if it goes on too long. Try collecting one sort of thing for four weeks (e.g., a scrapbook of animal pictures, leaf carbons, etc.) and when it is well under way hand it over to an interested Cub and start on something else. The Cubs can continue to bring contributions to the Cub in charge, if required. Alternatively, let each Six collect something different for a month and display their collection at the end.

93. *Yarn Time.* Yarns at the end of Pack Meeting come with much more intense atmosphere if they follow a quiet song, completely unannounced and, preferably, told by someone who hasn’t been running the programme. The quiet voice, filling the slight pause at the end of the song, holds the attention of the Cubs right at the start.

94. *Camp Logs.* A camp log-book made by the Cubs themselves can become a prized possession. With plenty of snapshots, drawings and cut-outs, little writing will be necessary. "A leaf from the elm tree which blew down in the night," "the label from Billy's sixth bottle of lemonade", probably followed by a graphic sketch of Billy being sick, is the sort of thing to aim at. A small, stiff-covered exercise book would be enough, with a separate one for each camp. Last year's can be produced and discussed when camp time draws near again – and who can judge the value to the future Troop when a beribboned P.L. drops in one night, digs out one of the old logs and relives the camp for the benefit of the Pack.

95. *Brief Silence.* A very short period of a Pack Meeting might be tried "silent" (Indians are on the warpath!) and feet must tread more lightly, doors be closed silently and commands be whispered, etc. Very useful if the Vicar has just popped in to say that there is a meeting in the next room. Yarn and prayers can be followed by a whispered Grand Howl and speedy departure.

96. *Play the Game.* Yarns of sportsmanship, current and past, can help revive a quality sometimes sadly lacking today. The sports page of the daily newspaper can often supply a two-minute yarn; a lady C.M. with "no time" for the sports page or who has no male A.C.M. might commission a C.I. or Scouter friend to watch for suitable material and, perhaps, even tell it to the Pack, too.

97. *Akela's Benefit Night.* The last Pack Meeting before Christmas or the summer holidays might be a "concert" provided by the Cubs for the entertainment of the Old Wolves. Warn them the week before and let any budding musicians bring music and violin or mouth organ. Get a Cub Instructor to oversee the programme so that items all have a fair chance and suggest that they open and close with a comb-and-kitchen band. They will enjoy it, even if Akela's musical ear suffers.

98. *A Camp Night.* A week or so before camp try a "Camp Night" with demonstrations of bed making with blankets and ground sheet, packing kit, ways of marking plates and cutlery, and a chat by Skip or a male C.M. on the use of latrines – the human boy doesn't know by instinct.

99. *William!* The William books by Richmal Crompton, will not only supply a vast source of much-loved yarns for the Pack but also a wealth of ideas which will appeal to boys of Cub age – though not always to Akela!

100. *Going-up Gift.* The Troop will have better Scouts if each Cub, on Going-up, receives a copy of "Scouting for Boys" (Boys' Edition, 2/6d.). If Pack funds and Bob-a-Job funds won't run to it, perhaps the Group Committee could be coaxed into doing something about it. It is well worth doing.

GOOD HUNTING!



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