

DESERET PEAK DISTRICT #8

Den Leader Section

March 2017 Roundtable Handout For:

SCOUT LAW:

Thrifty

THEME:

Power Up!



VIRGINIA GRAFF

vagraff@cheerful.com

435-235-2753

ADAM MAUCHLEY

amauchley@atmabs.com

435-901-1061

JOHN TALBOT

Jrtalbot1@hotmail.com

435-884-4422

Thrifty

A Scout is thrifty. Thriftiness is commonly referred to in the way someone saves or manages their money but being a thrifty person can also refer to a life style that one lives or in other words thrifty in all things whether it be money, electricity, water, food consumption, non-renewable resources, etc.

Power Up!

A Scout protects and conserve natural resources. This month Cub Scouts have a chance to learn and apply to their daily habits ways to conserve energy and how to make it through various sources like wind, solar, turbine and more.

GATHERING

Given the theme for this month is "Power Up" we thought it appropriate to introduce you all to the ever famous, at least with Scouting skits/gathering activity, "Theory of the Dark Sucker". Simply begin your meeting with someone familiar with this theory and who can bring fun and imagination into the boys minds as you allow for others to show up to your meeting.

THE THEORY OF DARK SUCKERS

=====

as presented by Paul Holmgren
with additions and corrections by Holly Stowe

For years it was believed that light was emitted from an electric bulb; recent information has proven otherwise - dark is sucked into the bulb - therefore, the bulb is a dark sucker.

There are many types and sizes of dark suckers. The largest manufacturers of dark suckers are General Electric and Sylvania. Some modern dark suckers utilize solid power to operate properly. Solid power units can be purchased from Eveready, Exide, and Duracell. The dark sucker theory proves the existance of dark suckers as well as proving that dark is heavier than light. Some examples are as follows:

Electric bulbs: There is less dark near the electric bulb than at a distance of 100 feet when it is operating; therefore, it is sucking dark and can be classified as a dark sucker. The larger the dark sucker, the greater the distance it can suck dark. The larger the dark sucker the greater its capacity of dark. The dark sucking capabilities are evident when the dark sucker has reached its capacity and will no longer suck dark. At that point you may notice the dark area on the inside portion of the dark sucker. The larger the dark sucker, the larger the area of dark found within. This type of dark sucker can be made directional by placing a shield around a portion of the unit or behind it. This will prevent dark from entering the dark sucker from that side thereby extending the range of the dark sucker on the unprotected/unshielded

side.

Candles - primitive dark suckers: There is more dark 30 feet from a lit candle than there is at a distance of 3 feet. Proof of its dark sucking capabilities is relatively simple. Examine a new unused candle, notice that the center core is not dark. Ignite the center core. Allow the center core to burn for about 5 minutes. Notice the lack of dark around the candle. Extinguish the candle flame. Notice that the center core of the candle is now dark. The center core is a dark sucker protected by a soft insulator to extend its life expectancy and maintain rigidity to verify that this primitive dark sucker is operating properly. Ignite the center core and allow it to burn for a minimum of 2 minutes. Pass a clean pencil over the top of the flame, left to right, approximately 3 inches above the center core. Notice that there is no dark on the pencil. Pass the pencil over the center core now about 1/2 inch. Notice that the pencil now has a dark area. The pencil blocked the path of the dark being sucked to the core of the dark sucker. This type dark sucker is very primitive and does not suck dark any great distance nor does it have a large capacity.

Dark sucker solid power units may be purchased locally at a variety of outlets. Size does not determine the life expectancy of the dark sucker solid power unit. These solid power units wring dark hours. Two (possibly four) large dark suckers are located on the front. On the rear there are two (or 3) smaller dark suckers with red filters. You may also notice several dark suckers with yellow filters. These filters are required to remove a percentage of red and yellow from total dark so as to energize the solid power unit. The solid power unit permits the auto to be utilized during hours of no dark by the dark it has absorbed. The number of dark suckers varies with the age of the automobile. Newer automobile solid power units require a greater percentage of red filtered dark. Older units generally require more non-filtered dark. The solid power unit of the automobile has a dark interior. This can be proved by cutting the solid power unit in half.

Dark is heavier than light. Dark always settles to the bottom of a lake and/or river. Submerge just below the surface of a lake and you will notice an absence of dark. Lower yourself to 15 feet below the surface and you will notice a degree of darkness even on a sunny, bright day. Lower yourself to 50 feet (or more) below the surface and you are in total dark. Ergo, the dark has settled to the bottom; therefore, dark is heavier than light. Modern technology has allowed us to utilize the dark that has settled to the bottom of large rivers through the creation of turbines which push the dark downriver to the ocean, which has a larger holding capacity for dark and is a common safe storage location. As the dark is passed through the turbine, a percentage of solid power

is removed and transmitted to various short term storage plants for many usages. Prior to turbines, it was much more difficult to move the dark >from rivers to storage areas such as deep lakes or the ocean. The Indians would paddle their canoes very little and not very deeply if they were going in the direction of flow of dark so as not to slow it down. However, if they were traveling opposite the natural flow of dark, they would dig their paddles very deep and rapidly to assist the flow of dark to its ocean storage place.

Dark is faster than light. If you would open a drawer very slowly, you will notice that the light goes into the drawer. (You can see this happen.) You cannot see the dark leave the drawer. Continue to open the drawer and light will continue to enter the drawer; however, you will not see any dark leave the drawer. Therefore, dark is faster than light. Go into a closet, close the door, and turn off the dark sucker. Have a friend open the door about 1 inch. Your friend will not see any dark leave the closet, nor will you. Have your friend open the door until half the closet is dark and half is light. Since 2 objects cannot occupy the same space at the same time, and you do not feel any change in pressure, by compressing the dark, it is logical to assume that dark is faster than light.

One last proof.

What is a by-product of movement of dark? Heat. What is a by-product of dark suckers? Heat, again.

Therefore a dark sucker generates heat during its operation, sucking dark from the surrounding area.

Source: https://astro.uni-bonn.de/~dfischer/dark_sucker_2.html; There are many ways to present this theory in front of your Cub Scouts and although I could not locate the origin of this theory (please contact me if you know the origin), I am providing the online source I got it from when I searched it out. There are many online sources to it and many youtube videos to show how the skit is done. We have included a video address below of some Scout Leaders having fun teaching Scouts about the Dark Sucker Theory.

<https://www.youtube.com/watch?v=UXTywrxnSEO>

CEREMONY

Magic Words Ceremony

Materials

Signs with words on them—"Thank you," "Please," "You're welcome," "Excuse me," "Have a nice day"

The Ceremony

Group Leader: There is a very special kind of magic here tonight. It is the magic of words.

Scouts come to the front, each with their own sign.

Scout 1: Please.

Scout 2: Thank you.

Scout 3: You're welcome.

Scout 4: Excuse me.

Scout 5: Have a nice day

Group Leader: These are simple words, but important words that tell someone else that you are appreciative, courteous and thoughtful. Add kind deeds to the magic of words and the possibilities are unlimited. As you leave our meeting tonight, I encourage you to remember these magic words and use them daily to add magic to your lives.

<http://scoutermom.com/10078/magic-words-ceremony/>

CHEERS

Wind Turbine Cheer – by John Talbot, Deseret Peak District D08, Greater Salt Lake Council

Extend your right arm in the air above your head and rotate it round toward the floor and back up top again five times mimicking the motion of a wind turbine arm to generate electricity and power up.

The Sprouting Plant – by John Talbot, Deseret Peak District D08, Greater Salt Lake Council

Plants power up by reaching out their leaves and collecting the sun. Start out crouching on the ground as a small seed and then straighten out and stand up slowly as a growing plant would with your arms extended upwards toward the sun. When at full height, extend your arms out to collect the sun and say “Aaahhh!!” as you warm up in the sunlight.

The Compost Barrel – by John Talbot, Deseret Peak District D08, Greater Salt Lake Council

The soil powers up by giving it compost. We start by gathering leaves with our arms and placing them in the barrel, then we dump the contents of a lawnmower bag in and close the door. To speed composting along turn the crank three times to turn the compost.

RUN-ONS AND SKITS

Piggy Banks – by John Talbot, Deseret Peak District D08, Greater Salt Lake Council

Scout 1 walks on and finds a mint on the ground and states, “Oh boy, I am rich. I have found a mint.” Then he proceeds to unwrap it and eat it.

Scout 2 walks on and finds a chocolate coin and states, “Oh boy, I am rich. I have found a coin.” Then he proceeds to unwrap it and eat it.

Scout 3 walks on and wonders where all of his candy went to that he left out. He asks scouts 1 and 2 if they had seen any of it.

Scouts 1 and 2 reply that they only found a mint and the other a coin respectively.

Scout 3 replies by calling them pigs because he knows they ate his candy since he can smell mint and chocolate on their breaths.

Scouts 1 and 2 reply in unison that they tend to regard themselves instead as piggy banks.

OUTDOOR ACTIVITY

Power-Up Treasure Hunt – by John Talbot, Deseret Peak District D08, Greater Salt Lake Council

Create a treasure map of your meeting place ahead of time. Place treasures all around the grounds and mark the locations on the map with an “X”. At each location have time for reflection where you can explain the treasures and what they are at that location. The following is a sample:

Location 1: (Cherry tree) - This tree sees sunlight as a treasure. Notice the buds on each of the branches. Some of them will open up as blossoms while others as leaves. As the leaves grow and collect sunlight, they provide energy to the tree and oxygen to the atmosphere for us to breathe. The sun helps to power up our planet.

Location 2: (Weather Station) – This weather station measures how much moisture falls on to the ground. The plants, animals and other living things see water as a treasure providing life to the earth. The wind can help provide energy by moving wind turbines generating electricity for us to turn on lights, power computers and wash our clothes. It also circulates heat energy from hot places to cold places on the planet regulating our temperature. Weather helps to power up our planet.

Location 3: (Compost Pile) – Yard waste can be converted to energy for the soil when it is composted. Bacteria, insects and worms use the plant scraps for food and convert it into food for the soil. Compost helps to power up our planet.

Location 4: (Automobile) – Your automobile uses energy from ancient plants and animals that were not used as compost for the soil. These decayed primarily into petroleum, coal and natural gas that can be used to provide energy to our post-industrial society.

Location 5: (Cooler) – The snacks in this cooler were provided by the world that we live in to give us energy that we may live. Food helps to power us up.

RESOURCES

<http://www.deseretpeakcubscouting.com>

This is for our district. Find past issues of our district roundtable handouts, announcements, upcoming events

<http://www.saltlakescouts.org>

This is for our Council (we are the Great Salt Lake Council) – find local and current events. Find info on activity & trail patches by finding programs on the left, then cub scouts, then activity and trail patches.

<http://www.scouting.org>

This is the BSA official website.

<http://cubscouts.org/>

Need a little inspiration? Check out the Cub Hub! Posts from all sorts of social media about Cub Scouting all gathered in one place.

www.my.scouting.org

This is the official website to track your leadership training accomplishments like “Youth Protection” and “Leader Specific Training”.

<http://www.scouting.org/STEM.aspx>

This is the website for all of the essentials to the STEM program for all families of scouting.

<http://www.scouting.org/scoutsource/outdoorprogram/aquatics.aspx>

Use this website to find all kinds of aquatic helps required and suggested by the Boy Scouts of America.

BREAKOUT TRAINING: Aqua Cubs

>>>>>Scout Water Safety Chant<<<<<<<

S – **Someone's** watching! Never swim alone.

C – **Check** the rules. Know where you can roam.

O – **Only** buddies should go far from the shore.

U – What **“U”** can do and don't do anymore.

T – **Tell** a grown-up if someone's in need.

This month we are focusing on Aqua Cub Safety. Water safety is very important to everyone. Scouting provides many opportunities to help us as Leaders to teach our Cubs Scouts about water safety and swimming skills. The BSA Safe Swim Defense provides the steps which a BSA unit must take to safely participate in an activity which involves swimming. BSA regulations state:

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan.

Knowledge of the eight points of Safe Swim Defense are required for some BSA recognitions. The list below is a simple version. It is appropriate for an introduction to Safe Swim Defense, but does not constitute “training”. If you are going to be supervising an aquatics activity, you should see the Swim Safe Defense at scouting.org for more detailed information. Then visit the Online Learning Center and take the Safe Swim Defense course. It would be wise to also complete “Safety Afloat” and “Weather Hazards”. “Every child deserves a trained leader!”

Safe Swim Defense (8 defense plan)

- **Qualified Supervision.** A responsible adult (at least 21 years of age) must supervise.
- **Physical Fitness.** Require evidence of fitness for swimming activity, using a health history.
- **Safe Area.** Before swimming in unknown waters, check the swimming area for varying depth, currents, holes, rocks, or other dangerous conditions.
- **Lifeguard on Duty.** Swim where lifeguards are on duty.
- **Lookout.** Station an adult on shore where he or she can see and hear everything in all areas.
- **Ability Groups.** Divide Scouts into non-swimmers, beginners, and swimmers. Mark off areas in the swimming area for the different ability groups.
- **Buddy System.** Pair each participant with another person in his ability group. They must stay together the entire time they are swimming.

- **Discipline.** Insist upon strict but fair discipline

So let's make sure us as Leaders are prepared for anything that might arise when we take our Cub Scouts out this summer and most of all, "Have Fun". Although our adventures may not be aquatic in nature, review your own yearly plans and pair up with the other Dens doing "Floats and Boats" (Tiger), "Spirit of the Water" (Wolves), and "Salmon Run" (Bears). Plan a fun filled activity and stay safe!

ADVENTURE TRAINING AND DISCUSSION



This adventure helps us reflect upon the very fabrics of life that make us who we are today. We will focus our attention on creating our own Tall Tale (Requirement #1) and have fun sharing them to each other.



We will be discussing requirements 1A and 1B. Ample pictures appear in the manual. Design airplanes using Bernoulli's principle. Test airplanes. Build a launcher.



It is suggested to distribute a Family Talent Survey (see attached to handout) to each of the families within your Den or Pack. This survey may unfold great opportunities for your Den as you review the talents and skills of Mothers, Fathers, Sisters and Brothers. We will discuss a very easy way to fulfill this adventure in 1-2 Den nights. Hint: "Start your engines!"

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

UNIT LEADER:

Print Name

Signature

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. **The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season.** Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day by camp aquatics personnel.

OPTION B (Council conducted/council controlled):

The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

OPTION C (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: **Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc.** When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. **Each step of the test is important and should be followed as listed below:**

SWIMMER'S TEST:

Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feetfirst into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on many factors. When planning activities outside of program materials or handbooks, ask this question: Is the activity appropriate for the age and for Scouting? Not every activity needs to be conducted.



TIGERS
(WITH ADULT PARTNER)



WOLF/BEAR
SCOUTS



WEBELOS
SCOUTS



BOY SCOUTS



OLDER BOY SCOUTS,
VARSITY SCOUTS,
SEA SCOUTS,
VENTURERS



OUTDOOR SKILLS

Camporees			Visit Only		
Conservation Projects					
Cooking Outdoors		Bear Necessities Requirement			
Fire Building					
Fishing					
Fueled Devices (Stoves and lanterns)					
Hiking—Day					
Hiking—Multiple Day					
Horseback Riding					
Hunting					Venturers Only
Map and Compass	Map Only				
Mountain Boards					
Mountaineering/Scrambling/Cross-Country Travel					
Orienteering					
Pioneering					
Rope Bridges/Pioneering Towers (Check requirements for height restrictions.)					
Survival Training			Castaway Elective		
Winter Camping					



TOOLS

Axes					
Bow Saws					
Hand Ax					
Hand Tools					
Pocketknife		Bear Only			



TREKKING

Backpacking—Overnight, Backcountry					
Bike Treks—Day Ride					
Bike Treks—Multiple Overnights					
BMX Biking					
Day Hikes					
Horse Treks					
Mountain Biking					
Search and Rescue Missions					
Search and Rescue Practice					
Ski Touring—Multiple Days and Nights Carrying Gear					



AIRCRAFT

Commercial Flight Experience					
Ground School					
Hands-On Flying Experience					
Hot-Air Balloons (Tethered only)					
Orientation Flight					
Soaring (Orientation flights only)					



SHOOTING

.22 Rifle					
Air Rifle (pellet guns)			Webelos Resident Camp Only		
Archery—Field					
Archery—Target, Action (moving targets)			Council/District Outdoor Programs Only		
BB Guns			Council/District Outdoor Programs Only		
Catapults					
Large-Bore Rifles					Venturers Only
Muzzleloaders					
Pistols*					Venturers Only
Shotguns					
Slingshots/Wrist Rockets			Council/District Outdoor Programs Only		

AGE-APPROPRIATE GUIDELINES FOR SCOUTING ACTIVITIES

Age- and rank-appropriate guidelines have been developed based on many factors. When planning activities outside of program materials or handbooks, ask this question: Is the activity appropriate for the age and for Scouting? Not every activity needs to be conducted.



TIGERS
(WITH ADULT PARTNER)



WOLF/BEAR
SCOUTS



WEBELOS
SCOUTS



BOY SCOUTS



**OLDER BOY SCOUTS,
VARSITY SCOUTS,
SEA SCOUTS,
VENTURERS**



VEHICLES

All-Terrain Vehicles (ATV)				Approved Council Use Only; No Unit Use
Dirt Bikes				Venturers Only
Driving Derbies				
Personal Watercraft (PWC)				Approved Council Use Only; No Unit Use
Snowmobiles				Venturers Only



COPE AND CLIMBING

Belaying				
Bouldering				
Caving (other than simple novice activities)				
Climbing (age-appropriate man-made facility)				
Advanced Climbing				
Climbing—Rock				
Lead Climbing				
Rappelling				
Snow and Ice Climbing				
COPE (age-appropriate activities for younger Scouts)				
Aerial Adventure Parks				
Canopy Tours				
Zip Lines				



AQUATICS (See Safe Swim Defense and Safety Afloat for restrictions based on skills, such as swimming ability, rather than age.)

Aerial Towed Activities (kitesurfing, parasails)				Not authorized
Cliff Jumping, High Dives				Not authorized
Commercial Marine Transport (ferries, excursion ships)				
Day Rides on Large Private Craft With Trained Adult Operator				
Motorboats: Youth Operated (check state regulations)				
Overnight Cruise on Live-Aboard Vessel				
Paddle Sports: Youth Operated on Calm or Gently Flowing Water				Paddle Sports Include Canoes, Kayaks, Pedal Boats, Rafts, Rowboats, SUP
Paddle Sports: Youth Operated on Class I or II Whitewater				
Paddle Sports: Youth Operated on Class III or Above Whitewater				
Paddle Sports: Whitewater With Professional Guide on Board				
Personal Water Craft (PWC)				Approved Council Programs Only
Sailboats and Sailboards: Youth Operated				
Swimming				
Snorkeling in Confined Water				
Snorkeling in Open Water				
Scuba				
Surfing				
Towed Activities (waterskiing, knee boarding, floats)				
Triathlon: Swim Races in Open Water				Sanctioned Events
Tubing (floating in gently flowing water)				
Water Parks, Slides, and Floating Attractions				Appropriate Age Varies by Feature



CAMPING

Day Camp				
Den Overnights				
Camporees				
Family Camping				Council-Designated Location Only
High Adventure				
Jamboree				
Pack Overnights				Council-Designated Location Only
Parent/Son Overnights				
Resident Camp				
Weekend Overnights				

FAMILY TALENT SURVEY SHEET

Each parent or adult family member should fill out a separate sheet and turn it in at this meeting.

Pack _____ Chartered Organization _____ Date _____

Welcome to the Cub Scout family of our pack. As explained to you, Cub Scouting is for parents as well as boys. We have a fine group of families who have indicated a willingness to help, according to their abilities. We invite you to add your talents and interests so that the best possible program can be developed for your boy and his friends.

Den leaders are always busy with den activities. Our pack leaders and committee members know you have some talent that will help in the operation of our pack. Although your help may not be on a full-time basis, whatever you can do will be appreciated.

In making this survey, your pack committee wants to uncover ways you can enjoy giving assistance. Please answer the following as completely as possible:

1. My hobbies are: _____
2. I can play and/or teach these sports: _____
3. My job, business, or profession would be of interest to Cub Scouts: _____
4. I am willing to help my boy and the pack as: pack committee member, Cub Scout den leader or assistant, assistant Cubmaster, Webelos den leader or assistant, Cubmaster, Pack trainer.
5. My Scouting experience: Cub Scout _____ Boy Scout _____ Girl Scout _____
 Explorer _____ Rank attained _____
 Adult leader _____

6. I can help in these areas (please check applicable boxes for all ranks):

General Activities

- Carpentry
- Swimming/watercraft safety
- Games
- Nature
- Sports
- Outdoor activities
- Crafts
- Music/songs
- Citizenship/flag etiquette
- Bookkeeping

- Computer skills
- Drawing/art
- Radio/electricity
- Dramatics/skits
- Cooking/banquets
- Sewing
- Transportation
- Hiking
- Other _____
- _____

Special Program Assistance

- I have an SUV or van or truck.
- I have a workshop.
- I have family camping gear.
- I can make contacts for special trips and activities.
- I have access to a cottage or camping property or a boat.
- I can help Webelos Scouts with Boy Scout skills.
- I can give other help. _____

Tiger Activity Areas

- Nutrition/health
- Magic
- Biking
- Astronomy
- First aid

Wolf Activity Areas

- Knots
- Sign language
- Coin collecting
- Physics
- Math/codes
- Collections
- Disabilities awareness
- Dinosaurs
- Compass use
- Health
- Gardening
- Civil service/military

Bear Activity Areas

- Pocketknives/wood carving
- Camping
- Carnival games
- Citizenship/flag etiquette
- Fishing
- American Indian culture
- Animal care
- Forensics
- Physics
- Marbles
- Robotics
- General science

Webelos Activity Areas

- Outdoor cooking
- First aid
- Camping
- General science
- Disabilities awareness
- Survival skills
- Geocaching
- Geology
- Engineering
- Home repair
- Game design
- Wildlife
- Plant life
- Moviemaking

Name _____ Home or cell phone _____
 Street address _____ Business phone _____
 E-mail address _____ City _____ State _____ ZIP _____