

CAPTAIN'S COVE



**Cub World Program Features
Circle Ten Council
Dallas, Texas**



CAPTAIN'S COVE PROGRAM PIRATE THEME Camp Wisdom – Cub World

“The Basics”

Cub World has provided a program for use of the Captain's Cove facility. The theme concept is designed to help the boys to become apart of another time and place and to be able to play act in a safe structured environment. This packet is to help you to prepare the boys and their parents prior to coming to Cub World, so that all will have a fun and enjoyable time. Be sure your read the Orientation Guide for Cub World; have at least one adult from your pack attend training so that you have an overall understanding of how the Cub World program works. This Cub World Coordinator will be required to be at Cub World with your pack. With this information, you are ready to begin planning your den meetings and pack meetings and pack meeting prior to your day here in Cub World.

The program outlined in this theme guide will give your pack an exciting course to follow as you prepare to board the Cub World ships of the Captain's Cove. However you are not obligated to follow the course outline. If you wish to develop you're own programs, or make changes to the course provided here, please feel free to do so.

Included in this theme guide is the program plan for den meetings, a pack meeting, and your visit to Cub World. This program can be used as a replacement for the current monthly theme being offered by National as outlined in the Leaders Program Helps. Cub World is not designed to help a boy to complete his achievement or elective program. It is a resource for providing a fun and exciting program for the boys of your pack. If achievements, electives, and activity badge requirements are completed while here, please make sure to give the boys credit for these.

PIRATE BACKGROUND

During the time that the great sailing ships ruled the seas, there lived a group of men known as pirates. They were to the seas what out laws were to the west. Although we would all agree that the way they lived their lives was not the most honest and moral way, the adventures and lands they saw and conquered intrigue us all. Their lives did help to shape the history of our world as the strong countries came to influence those of lesser strength. They shaped the way the world traded goods. Alliances were made in an effort to stop these outlaws of the sea.

So batten down the hatches "matey" and come join us for a pirate visit and be prepared to return to a time when Blackbeard ruled the seas! Your adventure at Cub World has just begun.

RAINGUTTER REGATTA OPTION

The land ships program is a great opportunity for the pack to put on a Rain gutter Regatta. Gutters will be available at Cub World should your pack decide to use this option. Rain gutter Regatta boat kits are available from the Scout Shop. Each boy and a parent should build the boat. The boys should be reminded to bring their boats with them to Cub World if you decide to include this in your program.

DEN MEETINGS

The den meetings are designed to prepare the boys for the Cub World visit. During these meetings they will choose a pirate name, choose their den's proposal for the ships names, make a den flag, make a pirate costume, and learn about pirates and/or practice assignments given to them for your Cub World program.

PLANNING TIMETABLE

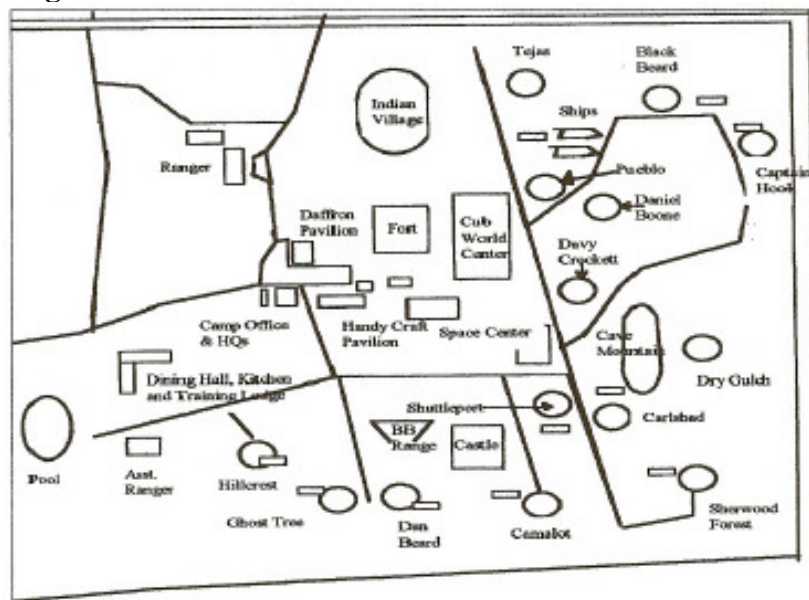
1. Make Reservations
2. Select a Cub World Coordinator (90 days before attending Cub World)
This person must attend Cub World orientation and be on site during your Cub World visit.
3. Plan meetings with the Den Leaders and Cub master (You will need to plan your activities for your visit to Cub World. A planned program will make your visit more memorable.)
4. Parent Meeting (at least 30 days before your visit to Cub World to let your parents know what is planned, the schedule of events and their involvement in your program)
5. Theme Den Meetings (30 days or at least 3 to 4 meetings before you attend Cub World)
6. Theme Pack Meeting (3 to 7 days or this meeting can take place at Cub World)
7. Final Coordination meeting with Leaders (3 to 4 days before attending to finalize plans and answer any planning questions)
8. **CUB WORLD DAY (Program Area: _____ Date: _____ Arrival Time: _____)**

Cub World is located at Camp Wisdom/Camp Billy Sowell. It is located at 6400 Redbird Lane. From Dallas go south on US-67 and exit I-20 west. Take the Cedar Ridge exit. Turn right on Cedar Ridge; Turn left on Redbird Lane (first road-left). Go ½ mile to the camp entrance. From the Circle Ten Council Office it is about 15 miles / 25 minutes driving time.

An alternate route is to take Loop 12 south to Spur 408. Exit Grady Niblo Road, turn left under the highway and then right on the service road and follow this road as it curves to the camp entrance on your right.

Cub
World

Camp
Wisdom





PERSONAL HEALTH AND MEDICAL RECORD

CLASS 1

Class 1 (update annually for all participants). Activity: Day camp, overnight hike, or other programs not exceeding 72 hours, with level of activity similar to that of home or school. Medical care is readily available. Current personal health and medical summary (history) is attested by parents to be accurate. This form is filled out by all participants and is on file for easy reference.

CLASS 1 PERSONAL HEALTH AND MEDICAL HISTORY

(To be filled out annually by all participants)

To be filled out by parent, guardian, or adult participant. Please print in ink.

IDENTIFICATION

Name _____ Date of birth _____ Age _____
Sex _____

Name of parent or guardian _____
Telephone _____

Home address _____ City _____ State _____ Zip _____

Business address _____ City _____ State _____ Zip _____

If person named above is not available in the event of an emergency, notify

Name _____ Relationship _____ Telephone _____

Name _____ Relationship _____ Telephone _____

Name of personal physician _____ Telephone _____

Personal health/accident insurance carrier _____ Policy No. _____

I give permission for full participation in BSA programs, subject to limitations noted herein.

In case of emergency, I understand every effort will be made to contact me (if participant is an adult, my spouse or next of kin). In the event I cannot be reached, I hereby give my permission to the licensed health-care practitioner selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child (or for me, if participant is an adult).

Date _____ Signature of parent/guardian or adult _____

Some hospitals require the parent/guardian signature to be notarized. Check with your BSA local council.

Circle all items that apply, **past or present**, to your health history. Explain any "Yes" answers.

ALLERGIES: Food, medicines, insects, plants Yes No Explain:

GENERAL INFORMATION:

ADHD (Attention-Deficit Hyperactivity Disorder)	Yes	No	Convulsions/seizures	Yes	No	Hemophilia	Yes	No
Asthma	Yes	No	Diabetes	Yes	No	High Blood Pressure	Yes	No
Cancer/leukemia	Yes	No	Heart trouble	Yes	No	Kidney disease	Yes	No

Explain: _____

List any medications to be taken at camp: _____

List any physical or behavioral conditions that may affect or limit full participation in swimming, backpacking, hiking long distances, or playing strenuous physical games: _____

List equipment needed such as wheelchair, braces, glasses, contact lenses, etc.: _____

Immunizations: (Give date of last inoculation.)

Tetanus toxoid _____ Measles _____ Polio _____

Diphtheria _____ Mumps _____

Pertussis _____ Rubella _____

CAMPING AT CUB WORLD



Remember- you need to plan a program while you are at your campsite.

Friday

- Arrive at Cub World after 4:00 p.m.
- Get settled in your campsite. You may take up to five vehicles to the campsite to unload and then the vehicles must immediately return to the parking lot.
- Communicate with other leaders in Cub World on the use of the Cub World activities center for the evening hours. (Activities center is the only facility a pack can use during Friday evening. No elements can be used on Friday.)
- Saturday morning from 9:00 a.m. until 12:30 p.m. (noon) participate in your program theme area.
- From 12:30 p.m. until 2:00 p.m. the campsite must be cleaned and cleared.
- Once your campsite is clear, the Camp Master has checked you out and all your gear is back into the cars, your pack can participate in open program areas such as:
 - Southwest Airline Freedom Flight Space Station
 - Cave & Mountain
 - G.E. Nature Center
 - Cub World Activities Center

Saturday

- Check-in prior to 1:00 p.m.
- Go to your program theme area from 1:00 p.m. to 4:30 p.m. You may take up to five vehicles to the campsite to unload and then the vehicles must immediately return to the parking lot.
- Sometime after 4:30 p.m. you can set up your campsite.
- During the evening hours visit with other unit leaders on the use of the Cub World Activities Center.
- Sunday morning clean up campsite and remove all gear from your site.
- Once your campsite has been cleared and the Camp master has checked you out. Your pack can participate in any open program area such as:
 - Southwest Airline Freedom Flight Space Station
 - Cave & Mountain
 - G.E. Nature Center
 - Cub World Activities Center
- All units must leave Cub World no later than 12:00 (noon) on Sunday.

Cub Scout Packs can only reserve on program element per weekend. This will also mean that a Cub Scout Pack can only camp for one night. Camp Wisdom Cub World is the only Circle Ten Council camp that allows for a Cub Scout pack to camp. A Cub Scout pack that has not signed up for a program element cannot camp at Camp Wisdom.

PROGRAM AGENDA

PROGRAM AREA-CAPTAIN'S COVE

This three-hour program agenda is designed to help you prepare and provide exciting ideas for Cub Scouts, their parents and the leaders as part of the outdoor camping experience.

Time	Activity
30	Gathering-Pre-opening
30	Opening
30	Activities and Crafts
30	Games
30	Storytelling
30	Inspiration
30	Announcements and Closing



PRE-OPENING/GATHERING ACTIVITIES FOR DEN MEETINGS



Arr, ye sea snakes! See if you can locate the **highlighted** pirate terms in the wordsearch below.

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

AUGHT	Anything	SWIVE	Also
NAUGHT	Nothing	TWIT	Make fun of
FLITCH	Blockhead	'SBLOOD	Strong oath (God's Blood!
PRITHEE	I pray you	GULL	Cheat
'SWOUNDS	Yikes! Wow!	GROG	Food
MARRY	Really	DOUBLOONS	Money
IN SOOTH	In Truth	PUT THE TILLER OVER	Sail our way
HAPLY	Also	FILCH	Get
MAYHAP	Perhaps	BAUBLE	Jewel
NIGH	Near	FLIBUSTIER	Pirates
TWAIN	Two	FREEBOOTER	Pirate
A POX ON	A curse on	HOLD	Cargo area of a ship
WROTH	Anger, angry	PRIVATEER	Pirate working for a Government
ABOVE BOARD	Above decks	BEND	Knot used to join two ropes
DEEP SIX	To discard	HEAD	Toilet
PITCH or ROLL	Ships movement		
LETTER of MARQUE	Proof a Pirate sponsored by a government		

PIRATE'S CHEST

Beginning with the letter A and ending with Z. List everything that you think could be found in a pirate's chest.

Down in the sea, the deep blue sea lies a pirate's chest just for me. Inside this chest you will find?

A _____

N _____

B _____

O _____

C _____

P _____

D _____

Q _____

E _____

R _____

F _____

S _____

G _____

T _____

H _____

U _____

I _____

V _____

J _____

W _____

K _____

X _____

L _____

Y _____

M _____

Z _____

Other Den Meeting Ideas:

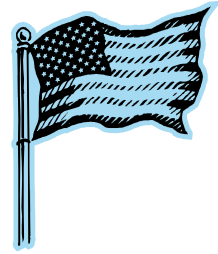
Practice tying a square knot

Let the boys play "pirates" hangman

OPENING CEREMONIES FOR DEN MEETINGS

DEN MEETING IDEAS

- *Have the boys do the Pledge of Allegiance
- *Practice skit for pack meeting
- *Practice Den opening assignment for Cub World, if assigned, or do a song.



Friendship Circle

Each den member is given a three-foot length of rope, which he ties to his neighbor with a square knot so that a circle is made. Boys pull back on the line with their left hand and make the Cub Scout sign with their right. Den leader says, "This circle shows the bond of friendship we have in Cub Scouting. Now please join me in the Cub Scout Promise."

BUSINESS ITEMS FOR DEN MEETING

DEN MEETING IDEAS

Take some time to explain the theme. Explain what will be happening in this meeting and upcoming meetings. Let them know what will be needed to be done in preparation for your Cub World visit. Encourage them to talk to their parents about attending.

The pack will be holding a competition to name the ships for the weekend. Each den will submit 2 suggestions for the names to be used. The Cub master will draw the name out of a hat to determine the names of the ships. Have the boys decide what names they would like to submit.

PIRATE NAMES

In pirate days, a lot of the names they used to call themselves were based on physical flaws they had or something they had done and the crew gave them a nickname that just stuck with them. It could be because he or she liked to eat peaches or because cleanliness was not one of their strong suits worms or bugs would be appropriate. Pirates came from many different areas of the world. Some were French, British, American, Welsh, Chinese, and English. Each Scout should choose a name that he will be called during the month of your pirate theme and while he is at Cub World. Have them make nametags that will be given to them the day that you attend Cub World.



Rats	Worms	Bart	Peaches	Scabs	Claw	Long John Silver
Red Hand	Flogger	Half-Bottom	Scarface	Salty Dog	Sinbad	Bad Luck Joe
Lizard Hook	Redhead	Big John	Peg Leg	Scream'in	Lefty	Gentleman Harry Scott
Whiskers	Sharkey	Toby				

(Let the boys use their imaginations and develop their own name)

BUSINESS ITEMS FOR DEN MEETING

FIELD TRIPS

Field trips away from home base **MUST** have a tour permit filed with the Council Office at least two weeks prior to a field trip. Check with the Council office for the necessary forms.

Parental permission must be obtained any time a Cub Scout goes with the leader in a vehicle. The leader should take the signed forms on any field trip. The following is a suggested format for a permission slip.

FIELD TRIP PERMISSION SLIP
My son _____ has permission to accompany his Cub Scout den on a field trip to _____, on _____.
I understand the boys will leave from _____ at _____ and will be returning to _____ at _____.
In case of an emergency, you may reach me at _____ or call _____ at _____.
Signature of parent _____
Date _____

DEN MEETING IDEAS

Costuming is another way to help the boys make believe they are real pirates. Explain to the boys that they will need to make and wear costumes during the Cub World visit.

There will also be a Pack competition to choose two flags that will fly on the Land ships while at Cub World. Work with the boys to plan their Den flag. At the pack meeting the flags will be displayed and ballots available for the Pack to choose two flags.

ACTIVITIES FOR DEN MEETING

PIRATE COSTUME

- Hat** Colorful scarf tied around head
- Shirt** Light colored shirt with sleeves rolled up
- Sash** Brightly colored crepe paper material with fringe
- Shorts** Dark Colored shorts
- Boots** Black rubber boots with tops folded down
- Earring** Cut large cardboard circle with slit, covered in colored tin foil
- Eye patch** Novelty stores have them or cut one from construction paper and attached to black ribbon. Play swords, dagger, etc. can be purchased at the costume or novelty stores in town.

PIRATE FLAGS

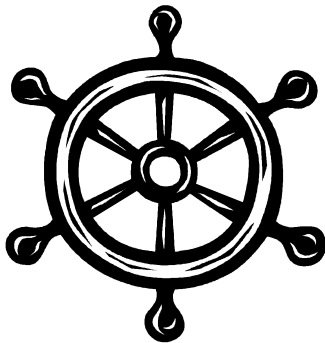
Materials: *Felt (three different colors)*
A large piece of black felt
Self-adhering white felt you can cut designs from
small piece of red felt
Scissors
Glue if not using self-adhering felt



Pirates sailed under flags called “Jolly Rogers”. The origin of the name has several possibilities: it could come from the French saying “joli rouge” which meant “pretty red” or from an English expression for the devil: old Roger. Many pirates created their own designs and had women in the West Indies sew the flags for them. What a sea-traveler did not want to see was a ship’s flag that was all red, for that meant ‘no quarter given’ (there would be no survivors of any attack), so in some ways it was better to see the Jolly Roger and know that there was a chance to live.

Each Den designs your own Jolly Roger to bring to the Pack meeting. A pirate flag that will reflect something about your and your den. It could be that you like to play soccer, so the Roger could have a soccer ball as part of its eye patch. Use the design shown as samples. Be sure to rough out a design before you start your flag. Remember; always have a plan B.

Display your flags at pack meeting and from those completed, two should be chosen to be brought to Cub World. Along with the American flag, their flags will fly on the land ships.



SHIP'S WHEEL NOTE BOARD

Materials: *7” Corrugated Cardboard*
¾ Wide leather strip
8 Craft sticks
Sharp Knife
Glue
Plastic cap from Whipped Cream canister

To make the wheel, cut a 7” circle from the cardboard; cut out a 5” circle in the center. Paint the wheel. Cut a strip of leather, ¾ “ wide and long enough to go around the outside edge of the wheel, slitting the strips, overlapping them and gluing them down. Use eight craft sticks for spokes. With a sharp knife, shape one end of the sticks for a knobbed effect. Use the plastic cap for the hub, cut eight slots about 1/8 “ apart to fit the plain ends of the stick. Insert the sticks into the slots (as shown), gluing to hold. Glue ends of the spokes to the wheel.

Add your name and the name of the ship and with the days of the week on seven of the spokes. Add hanger on back. Use thumbtacks or push pins to attach reminders.

<p>PADDLE BOAT</p> <p>Materials: <i>Craft Sticks (cut into shape)</i> <i>Glue</i> <i>Rubber Band</i> <i>Matchbox top</i> <i>Blunted toothpick</i> <i>Construction Paper</i> <i>Paint</i></p>	
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Make a match box cabin and a toothpick mast, and a paper tube funnel: a bit of paint. Cut sticks as shown in picture. Glue with water proof glue to make it seaworthy. Cut paddle to fit and twist it in the rubber band and off it goes.

SHIP PARTS-LABELING A SCHOONER

Before you can become a sailor, you must know basic parts of the ship in order to help her sail. Use the numbered parts of Sails, Rigging and Spars, and Hull, to label the diagram of your schooner. While at Cub World this will be given to the entire group (boys and adults) as part of the SKILLS And CREW Training (Diagram used will be exactly the same). Different ribbons could be awarded at the Campfire Program based on the scores they achieve. Suggestion: Have the boys complete this activity every week – repetition helps.

RANKING: Quartermaster
Boatswain
Gunner’s mate
Seaman
Landlubber

SAILS

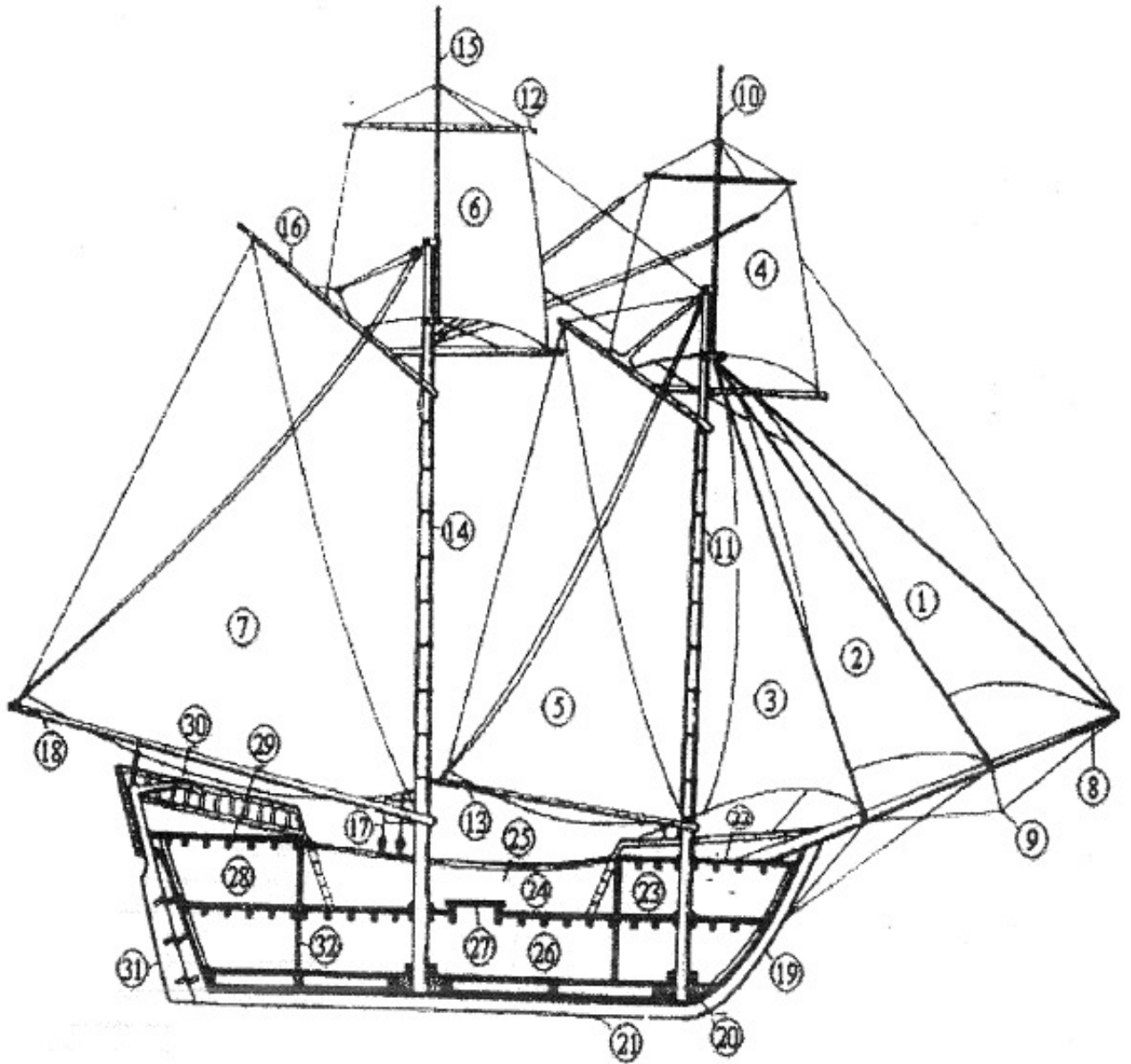
1. Flying Jib
2. Jib
3. Fore Staysail
4. Fore Topsail
5. Foresail
6. Main Topsail
7. Mainsail

RIGGINGS and SPARS

8. Bowsprit
9. Dolphin Striker
10. Fore Topmast
11. Foremast
12. Yard
13. Fore Boom
14. Mainmast
15. Main Topmast
16. Gaff
17. Shrouds
18. Main Boom

HULL

19. Stern
20. Mast Step
21. Keel
22. Forecastle Deck
23. Forecastle
(Crew’s Qtrs.)
24. Main Deck
25. Bulwarks
26. Hold
27. Hatch
28. Captain’s Cabin
29. Quarter Deck
30. Tiller
31. Rudder
32. Bulkhead



Enlarge to 8 ½ X 11 sheet of paper

GAMES FOR DEN MEETING

DEN MEETING IDEAS



PIECES OF EIGHT

Materials: 16 pennies
2 spatulas
Table

Divide players into two teams in front of a table on which eight pennies have been placed before each team, heads up. Each team is furnished a spatula, and must turn pennies to opposite sides using only the spatula.

RAIDING THE TREASURE

Materials: 12 sticks per team (for safety use rolled up newspaper that has been tied tightly)

The play area is divided into two equal parts with a goal area for each team at each end. Six sticks are placed inside each team's goal. The player tries to reach their enemy's goal and remove one stick. A player can remove only one stick at a time. The enemy can tag him while he is running towards their goal, but not while he is running back with a stick. If he is caught, he is put in a prison inside the enemy's goal where he must stay until he is tagged free by one of his teammates. A team with a prisoner in the enemy's goal may not pick up any sticks until the prisoner has been freed. The team, capturing all the enemy's sticks first, wins.

MY SHIP IS SAILING

Materials: None

Seat the boys in a circle and have the first member of the circle say, "Our ship is sailing, what is its name?" The second person must then designate a name which begins with the letter A. He may say, for example, "Our ship is the Albatross." The turning to the next person in line, he asks, "Who is its captain?" That person must give the Captain's name, which starts with the next letter in the alphabet, the letter B. He might say for example, "The captain's name is Brown." On what sea does she sail?" He ask this question of the next person in the line, who must reply with some answer beginning with the letter C. This continues around the circle, using each letter of the alphabet. It is well for your boys to devise their own questions, as this adds originality to the game. However, you might suggest before starting the game that questions such as these might be asked:

- What is my ship's name?
- Who is the captain?
- On what sea does she sail?
- Who is the quartermaster?
- What cargo are you carrying?
- Under what flag does she sail?
- What great adventure do we meet on our trip?

TREASURE ISLAND MAP GAME

The *Hispaniola* was the name of the ship in the classic novel called ‘Treasure Island’; we are going to play a map game, which you will create. It will be based on the game “Battleship”, where partners make guesses for locations. Our map game will involve ten mates leaving the *Hispaniola* to hunt for treasure- X marks the spot! You and a partner will use your map; you will label grid spaces on your map to prevent your partner (he represents the ten mates) from reaching the X. Each grid location therefore must be filled in! Include traps such as alligator infested swamps, deadly diseases, incorrect compasses, and all sorts of hidden dangers. Your partner will try to guess where the treasure is by giving grid location: you hope to prevent all ten mates from getting to the treasure and he will try to keep you from getting to his treasure. Base your map on the sample given below which does not have all the locations filled in, but enough to give you some ideas on what to put in each grid. NO MORE than 2 mates at a time can be lost or die. In case your partner guesses the X within the first four moves, have a spare X ready!

The rules are:

Draw a fun island, fill in each grid, color the entire map using colored pencils, title the map, include a compass setting, anchor the *Hispaniola* in one of the grids, put an X and a spare X in grid locations, put your name on the map at the top, and show no one but your leader your map until you are ready to pair off and play the game. Winner is the first person to find his partners treasure.

	1	2	3	4	5	6
A						
B				Wild Boar Trap. One Dead.		
C		High Waves		X		
D	Shark Attack! One Dead.		Swamp		Jungle. No Progress	
E						
F	★	Boat Capsized One Dead.	Hispaniola Anchored			

SONGS FOR DEN MEETING

SEE THE PIRATES GROWLING

See the pirates growling
At our den this day
You will walk the plank
And this is what they'll say
Yo ho, yo ho, yo ho, yo ho



PIRATES ON THE SEA

Tune: "Oh I Wish"

CHORUS

Oh I wish I were a pirate on the seas
On I wish I wee a pirate on the seas

I'd make everybody run when my ship
Fired its guns
Oh I wish I were a pirate on the seas

CHORUS

I would push and I would yank till all had
Walked the plank
Oh I wish I were a pirate on the seas

CHORUS

I would figure and I would measure till I
Found that buried treasure
Oh I wish I were a pirate on the seas

CHORUS

I would grunt and I would growl and
scare
The ladies with my scowl
Oh wish I were a pirate on the seas

CHORUS

REFRESHMENTS FOR DEN MEETING

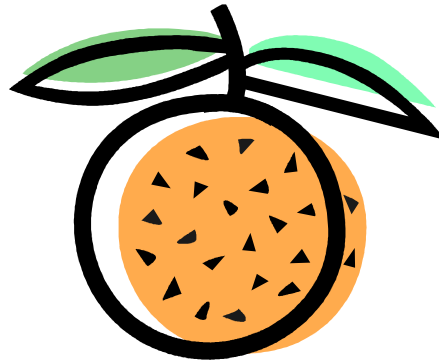
To prevent scurvy, pirates would eat oranges, lemons, and limes. This was their attempt to stay healthy as cleanliness and oral hygiene was not at the tip of their list of things to do. Who knows what you might find in a pirate's hold; sugar, exotic spices, fine silk, prisoners waiting to be ransomed, moldy bread, rats, cockroaches, all nature of treasures of trash, From the hole of our ship we have provided for you the followings:

DEN MEETING IDEAS

Orange Juice

NIBBLIN' FISH

- 1 ½ cups round toasted oat cereal
- 1 ¼ cups pretzel sticks
- 1-cup small fish shaped crackers
- 1 cup mixed nuts or peanuts
- 1/3 cup cooking oil
- 2 tsp. Worcestershire sauce



In a 13x9x2 inch baking pan combine oat cereal, pretzels sticks, fish and nuts. Stir together oil and Worcestershire sauce; drizzle over cereal mixture, tossing to coat evenly. Bake in a 300 degree oven for 30 minutes, stirring occasionally. Cool. Store in an airtight container. Makes about 6 cups.

Limeade

TREASURE CAKE

Bake cake per instructions. Prior to frosting insert the gold foil wrapped coins (chocolate) into the cake. Frost and serve.



Lemonade

EDIBLE OCEAN

Prepare blue Jell-O according to directions on box. Put into glass bowl or clear cups. Put in refrigerator until set. Then add gummy fish or sharks by pushing them down into the Jell-O with a skewer or toothpick. Do not add fish until Jell-O is set or they will get mushy. Cover with Cool Whip and make peaks to represent the waves.

Bug Juice (Kool-Aid)

EGG BOATS

Slice a hard-boiled egg in half lengthwise. Cut cheese slices into triangles and place on toothpicks. Set the sail into the egg boats and enjoy. Options: You could make into deviled eggs before placing sail in middle.

WEBELOS ACTIVITY BADGES

OUTDOORSMAN

ACTIVITY 1: Equipment and tents

- Webelos may camp out overnight at Circle Ten Camps.
- Explain the plans for the overnight campout and distribute a personal equipment checklist to each boy-adult team. Review the checklist and discuss plans for obtaining tents.
- Have instruction and practice in pitching the tents you will use. Also have practice in making a ground bed
- Practice tying knots needed for the campout.
- Review the outdoor code.

ACTIVITY 2: Fire building

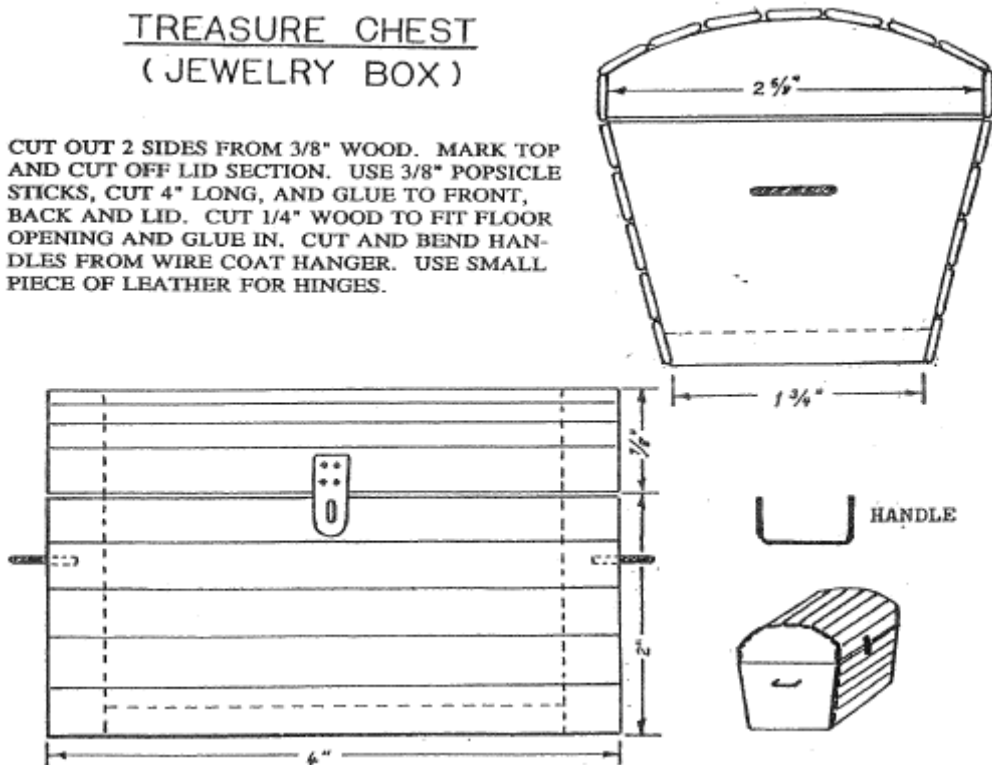
Practice fire lays for cooking and council fire. Stress safety in preparing fire sites, lighting, and putting out fires. Use the same type fuel (wood or charcoal) that you will be cooking fires on the campout.

Discuss the menu for the overnight if the Webelos choose to stay and show how to prepare the food. Discuss different ways food can be cooked in a campout setting, and demonstrate if possible.

CRAFTSMAN

TREASURE CHEST (JEWELRY BOX)

CUT OUT 2 SIDES FROM 3/8" WOOD. MARK TOP AND CUT OFF LID SECTION. USE 3/8" POPSICLE STICKS, CUT 4" LONG, AND GLUE TO FRONT, BACK AND LID. CUT 1/4" WOOD TO FIT FLOOR OPENING AND GLUE IN. CUT AND BEND HANDLES FROM WIRE COAT HANGER. USE SMALL PIECE OF LEATHER FOR HINGES.



SHOWMAN

ACTIVITY 1: Campfire Program

Learn song for campfire program

Discuss and choose a skit or design a puppet show for campfire program.

Decide what props and costuming you will need to provide.

Visit a costume shop to get ideas for clothing and make-up.

ACTIVITY 2: Preparing for Campfire Program

Practice skit or write Puppet Show

Make costumes or design puppets

Start on props (remember KISMIF!)

Practice skit or play

ACTIVITY 3: Preparing for Campfire Program

Finish costumes and props

Have dress rehearsal

Play Tell- A –Story

Learn some run ons as filler between skits at Campfires Program



TELL-A-STORY

Equipment: None

Line up boys into two teams facing each other and have one boy on each team tell a story one at a time. Before he can finish stop him and have the next person continue the story.

Continue doing this until for 2 or 3 minutes. Object of the game is to make the other team laugh.

RESOURCES

With anything, please preview first before showing to your boys.

VIDEOS

History Channel-“*The Lost City of Pirates*”
History Channel-“*Pirate Ships*”
Discovery Channel-“*The Pirate Queen (Grace O’ Malley)*”
Discovery Channel-“*Pirates*”
The Learning Channel-“*Pirates Tales*”

BOOKS

Anastasio, Dina. *Pirates*
Cordingly, David. *Pirates*
Cordingly, David. *Under the Black Flag*
Cordingly, David and John Falconer. *Pirate-Fact and Fiction*
Defoe, Daniel. *Pirates*
Feder, Joshua B. *Pirates*
Finney, Fred. *Mystery History of a Pirate Galleon*
Lasky, Kathryn. *Grace the Pirate*
Lincoln, Margarete. *The Pirate’s handbook*
McCully, Emily Arnold. *The Pirate Queen*
McWilliams, Karen. *Pirates*
Peach, L. Du Garde. *Pirates*
PirottacSaviour. *Pirates and Treasure*
Platt, Richard. *Pirate*
Rankin, Hugh F. *The Pirates of Colonial North Carolina*
Rediker, Marcus. *Between The Devil and the Deep Blue Sea*
Reinhardt, David. *Pirate and Piracy*
Roberts, Nancy. *Blackbeard and Other Pirates of the Atlantic Coast*
Schwartz, Alvin. *Gold and Silver, Silver and Gold*
Smith, Denny. *Ballads of the Buccaneer Trail*
Spenc, David. *Pirates*
Steele, Philip. *Pirates*
Thompson, Julie and Brownie Macintosh. *A Pirate’s Life for Me*
Wilber, C. Keith. *Pirates and Patriots of the Revolution*

Young, Caroline and John C. Miles. *Ships, Sailors, and the Sea “Pirates”*, Cobblestone magazine, Vol.14, No.6, June, 1993

Copeland, Peter F. *Pirates and Buccaneers* 1997 New York; Dover Publications, Inc. (Coloring book-apparel)

Historic Sailing Ships. 1982 New York; Dover Publications, Inc. (Coloring book)

PACK OPENING CEREMONIES

PIRATE WATER

Personal: *3 Cub Scouts or leaders dressed as pirates*

Setting: *Pirate Captain (Cubmaster) joins mates on stage*

MATE#1: Ahoy, Captain Brown Beard.
CAPTAIN: Where are me pirate recruits, mate?
MATE #2: Ain't got any, captain.
CAPTAIN: What? Ye ain't got none? Ain't there anyone around?
MATE#1: Yay, captain, there are plenty blokes around?
CAPTAIN: Ain't they brave enough
MATE#2: These blokes are plenty brave.
CAPTAIN: Ain't they agile enough to climb the main mast?

MATE#1: Cap, they is agile enough.

CAPTAIN: They afraid of the high seas?

MATE#2: Nay, Cap, they ain't afraid of the high seas.

CAPTAIN: Can't they learn new things?

MATE#1: These blokes are smart enough to learn captain.

CAPTAIN: If these here blokes are brave, agile, not afraid and smart enough, how come you Buccaneers don't have me recruits!?

MATE#2: Well, Captain Brown Beard, they is all you say but, they ain't ...ain't

CAPTAIN: Well mate, spit it out, what ain't they?

MATES#1 & 2: THEY AIN'T MEAN ENOUGH, CAPTAIN, THEM IS CUB SCOUTS!

CAPTAIN: Welcome to our Pirate pack meeting will everyone please rise and follow me in the Pledge of Allegiance.

SEA FLAG CEREMONY

Equipment: *American Flag, Pack flag, 2 boys*

Set-up: *2 boys enter from the back and walk to the front with the flags. One of the boys posts the pack flag while the other boy holds the American Flag until the narration is given.*

Cubmaster: "As we sail the mighty seas tonight, may we always remember that it was on the sea that our flag was given great honor. The grave site of Francis Scout Key, an attorney and author of the "The Star Spangled Banner," is one of about five locations in the United States that has been authorized by Congress to fly the American flag twenty four hours a day. It is particularly fitting that it be unfurled continuously at Key's grave because of one of the important and famous lines of the National Anthem of the United States-"Give proof through the night that our flag was still there." Would the audience please stand and repeat the Pledge of Allegiance with me?"

PACK ACTIVITIES

SHIPWRECK SITE

In advance, select a “shipwreck site” for each den and lay out the necessary materials as described below. Den leaders need to go along with the boys to answer any questions. Explain that the dens have set sail to the South Seas in search of buried treasure. Each den is assigned a color, and is told to follow the trail of colored yarn to find their Treasure Island. When they are about to reach their destinations, explain that, just as they were ready to put to shore, their ships are wrecked by a huge wave. They will have to swim for it. Explain that they will know their island because it is flying a flag the same color.

At each of the Island sites, leave the following note and necessary materials. The note can be written on brown wrapping paper and the edges burned or torn to make it look old. (You can put it into a bottle for fun.) “You are now marooned on the island. You will find that many have been washed ashore and your leader will have some items from the wreck. You now have to live on the island and make yourselves comfortable until you are rescued.”

1. Build yourselves a shelter. (Have an old blanket, some long sticks and rope handy)
2. Make a National flag for your (Provide flag material, crayons, markers and poles)
3. Vote on a name for your island.
4. Make some money for your island, or decide on a form of currency (leaves, twigs, rocks)
5. Hide your treasure when you find it. (Treasure could be a chest containing gum, small toys, etc.)
6. Draw a map of your island and mark where you have hidden you treasure. (provide materials)
7. Plan a way off the island, draw a boat.

After the dens have done all the instructions, a team of adults (parents) can rescue them. After everyone is rescued, hang up drawings the boys made for judging (most useful, unusual, etc.)

PACK SONGS, CHEER, YELLS, or APPLAUSES

SWORD APPLAUSE

Pretend to have a sword in your hand. Swing it across your body three times, saying: “Swish, swish, swish”.

PIRATE APPLAUSE

“A vast you land-lubber! Walk that plank! Glub, Glub, Glub!”

SAILBOAT REGATTA

Hold right hand palm up in front of face and blow across it with a series of puffs.

BUCCANEER APPLAUSE

“Yo, ho, ho, and a bottle of pop!”

RUN ONS

What does the ocean say to the shore?

Nothing. It just waves

What did the doctors come in?

Internships and Blood Vessels

What do you call a thing that lives on the bottom of the sea and twitches?

A nervous wreck

Boys enter and throw a board on the ground. Then jumps over it and yells man overboard!

PIRATE ON THE SEA

Tune” Oh I Wish

CHORUS

Oh I wish I were a pirate on the seas
Oh I wish I were a pirate on the seas

CHORUS

I'd make everybody run when my ship fired its guns
Oh I wish I were a pirate on the seas

CHORUS

I would push and I would yank until all had walked the plank
Oh I wish I were a pirate on the seas

CHORUS

I would figure and I would measure till I found that buried treasure.
Oh I wish I were a pirate on the seas.

CHORUS

I would grunt and I would growl and scare the ladies with my scowl
Oh I wish I were a pirate on the seas.

PACK AUDIENCE PARTICIPATION

BLACKBEARD and HIS PIRATES

Divide the groups into 4 to 8 sections. Assign each group one or two of the words listed below. When that word is said they must say the phrase that follows:

Blackbeard	“I’ll slit your gullet!”	Parrot	“Blow me down!”
Seven Seas	“Land Ho”	Good Guys	“Get those rats!”
Fair Young Maidens	“Woe is me!”	Handsome Hero	“Sigh, “My Hero!”
Crew	“Walk the plank!”	Jolly Roger	“Save us!”

The terror of the **Seven Seas** was **Blackbeard** the pirate. **Blackbeard** and his evil **Crew** preyed on the peaceful ships and often captured **Fair Young Maidens**. The evil **Blackbeard** had a pet **Parrot** who would taunt prisoners while the **Crew** tortured them. **Good Guys** hunted **Blackbeard** and his murderous **Crew** over the **Seven Seas**.

One-day peaceful ship was sailing the **Seven Seas**. Suddenly the **Jolly Roger** appeared on the horizon. The peaceful ship’s sailors knew the **Jolly Roger** meant that the terrible **Blackbeard** and his **Crew** would attack them. The **Good Guys** took battle stations and the **Fair Young Maidens** shuddered with fright. ‘All is lost’ cried the **Good Guys**.

The pet **Parrot** shrieked with glee. “We have them, **Crew!**” cried **Blackbeard**. “Throw the **Good Guys** over the side and capture the **Fair Young Maidens!** We will take them to our secret island and have a party. They can wash the dishes.” So the **Crew** threw the **Good Guys** over the side, and the **Jolly Roger** set sail for the secret island.

Handsome Hero was waiting for his sweetheart when he heard the terrible news that she and the other **Fair Young Maidens** were prisoners. So **Handsome Hero** gathered a group of other **Good Guys** and took off on his ship, Rocket. They planned to search the **Seven Seas** until they found the secret island of **Blackbeard** and his **Crew**. Suddenly **Handsome Hero** shouted, “There it is!” and his **Crew** was caught. The noisy **Parrot** flew away. Now the **Seven Seas** were rid of **Blackbeard** and his treacherous **Crew**. The **Jolly Roger** would never sail again, and the **Fair Young Maidens** could go home. On the Rocket, **Handsome Hero** sailed into the sunset with his girl.

PACK ANNOUNCEMENTS

- Make any necessary announcements. Be sure to remind the pack about the Cub World weekend and any additional information they need to know about preparations, transportation, and scheduling.
- Tally ballot to see which flags will be flying at Cub World.
- Draw two names from hat to determine names of ship while at Cub World.

PACK SKITS

For short skits that can be used at Pack Meetings as well as a Campfire program. Try some Pirate Limericks. Boys could be dressed as pirates and act out what the Limerick says.

Limericks are special types of poems that follow a set pattern. They have only 5 lines and usually start with "There once was..." or something similar. The first, second and third lines rhyme and have 8 syllables. The third and fourth lines rhyme and have only 5 syllables. Here are some Limericks that you might use or develop your own.

There was an old pirate called Shane,
Who felt he was always insane,
He sat on the dock,
And put on his sock,
That silly old pirate named Shane.
There was an old pirate called Ben
Who loved to talk to his pet hen,
It sat on his head,
And now it is dead,
So he went to sea again.

There was an old pirate named Punk,
Who smelt like a big pile of junk,
He sat on the floor,
And said, "I'm a bore,"
That silly old pirate named Punk.

THE TREASURE CHEST

Personnel: 8 Cubs, dressed as pirates
Equipment: Treasure map, picks, shovels, etc.
Settings: Pirates are studying a treasure map. Some carry shovels, etc. They all huddle around the map looking puzzled and scratching their heads. (This could be a surprise to your Cubmaster and give him a little recognition award)

PIRATE 1: I think we're looking in the wrong place.
PIRATE 2: I think we're looking for the wrong thing.
PIRATE 3: What do you mean the wrong thing?
PIRATE 4: We're looking for chests of gold aren't we?
PIRATE 5: Of course, we are but where's the best place to look for a chest of gold?
PIRATE 6: Probably at the end of the rainbow, but I don't see one.
PIRATE 7: Let's look out there in that sea of faces. (Points to audience)
PIRATE 8: I FOUND IT!!! (Walks to Cubmaster and ask him to come with him to center of stage. All the other pirates look puzzled) This by far is the best chest of gold, for in that chest (points to Cubmaster chest) beats a heart pure as gold! Otherwise why would he spend so much time being our Cubmaster?
ALL PIRATES: That's right! (Hand the Cubmaster a base with a gold heart glued to it)

BUCCANNEERS IN THE DAYS OF OLD

Personal: *Narrator, 8 pirates*
Equipment: *Swords for all pirates (cardboard)*
Setting: *Pirate gathering spot*

NARRATOR: *(With English accent)* In the days of our early settlers and right down to the present, mates, many sailors have committed mutiny. This is how many of them became captains...Ah ha...the easy way. Now for instance, let's take Edward Teach, the real name of Blackbeard, the most bloodthirsty pirate ever to sail the seven seas. *(Blackbeard walks on stage)*

BLACKBEARD: Ah, don't be frightened, my friend, it's only me...Old Blackbeard here. You've heard of me...the most beloved buccaneer. *(Henry Morgan walks in)*

MORGAN: A vast, you lubber!

BLACKBEARD: Who are ye to speak like that to me?

MORGAN: The name's Captain Henry Morgan. You've heard of me!

BLACKBEARD: Why you young upstart! I ought to flog you with a cat-o-nine tails or make you... *(Captain KIRK walks in)*

KIRK: *(interrupting)*...Excuses me can you tell me what galaxy I'm in?

MORGAN: Who are you?

KIRK: I'm captain Kirk of the starship enterprise; I think my engineer messed up the *coordinates* *(Blackbeard and Morgan rise swords as if to strike Kirk)*

KIRK: Scotty, Quickly beam me up. To infinity and beyond *(rises finger to sky)*
Oh wait that's another show *(runs off stage)*

HOOK: I believe you were going to have Morgan walk the plank

BLUEBEARD: *(Glancing at Hook)* How are you Hook?

HOOK: Fine. Just robbed Peter Pan's treasure chest and made him and all the little boys walk the plank. *(In walk Captain Kidd and Captain Blood)*

BLUEBEARD: Hello mates!

KIDD: What a shabby lot you are! You haven't even offered me a rum dum-dum!

BLACKBEARD: There's none for the hikes of ye!

BLOOD: No rum Dum-dum's? It's mutiny! *(He draws hi sword, fighting begins and all take part. Blackbeard falls to the ground others stand around him with one foot on his chest).*

NARRATOR: Well that's how it was in the days of the buccaneers! *(Everyone begins to sing "Fifteen men on a dean man's chest. Yo, ho, ho, and all the dum dums we want.)*



PACK ADVANCEMENT CEREMONIES

PIRATES TREASURE CHEST

Personal: *Cubmaster dressed like pirate captain: two den leaders dressed like pirates.*
Equipment: *2 shovels, treasure maps, treasure chest, skeleton, cardboard rocks, plants, etc.*
Setting: *Stage has treasure chest hidden behind cardboard rocks, etc. Pirates enter with shovels following captain with treasure map.*

CAPTAIN: Come on you, land lubber, me thinks it is right over here. *(Points to hidden chest.)*

MATE#1: Are ye sure this time? Cap'n we have already dug up half this island!
CAPTAIN: Of course, I'm sure. Didn't I draw up this map after me former mate disappeared? *(The mates look at each other nervously.)* The winds and tide has changed this island over the year, mates. *(Mates start digging by hidden chest.)*

MATE#2: How far down do we have to dig, Cap'n?
CAPTAIN: Let me see *(pretends to be thinking)*. Me thinks the chest will be about three feet lower than that Old Scarface. *(Mates keep digging.)*

MATE#1: *(Picks up skeleton.)* Must be Old Scarface.
MATE#2: This looks like the treasure chest. *(Pulls up Chest)*
MATE#1: What's in the chest, Cap'n, Silver? Gold?
CAPTAIN: Nay, mates, more valuable than silver or gold...
MATE#1: What could be more valuable than silver, gold or jewels?
CAPTAIN: Cub Scout awards! You can always buy silver, gold or jewels, but you can only earn these awards as a Cub Scout. *(Looks into chest.)* Let's see what valuable awards we have here. Will the following Cub Scouts and their parents please come aboard? *(Read names)* The first rank, Bobcat is like being a cabin boy. He is young, inexperienced, but curious and willing to learn. Parents, I have the pleasure of giving you these Bobcat badges to present to your sons. What other awards do we have, matey?

MATE#2: Here we go, Cap'n Will the following Cub Scouts and their parents please come aboard? *(Read names)*

CAPTAIN: The second rank, Wolf, is like being an able seaman; He is older, experienced in the basics and capable of learning more. Parents, I am privileged to give you the Wolf rank to present to your sons. Me thinks there might be more in that chest.

MATE#1: Aye Cap'n, there is. Will the following Cub Scouts and their parents come aboard? *(Read names)*

CAPTAIN: The next rank, Bear, is like being the first mate. He is older more experienced than the able seaman. He can almost run the entire ship but still needs the guidance of the Captain. Parents, I have the honor of giving you the Bear badge to present to your sons. Mates, we have taken a lot of treasure out of that chest, could there be more?

MATE#2: Cap'n, we still have more valuables. Will the following Cub Scouts and their parents please come aboard? *(Read names)*

CAPTAIN: The last treasure we have is the Webelos award *(or activity badges)*. Now the Cub Scout is capable like a captain to run the ship, to steer his own course. Parents, I am honored to give you these awards to present to your sons.

(NOTE: This may also be used to present neckerchiefs, colors, and books to new incoming Webelos.)

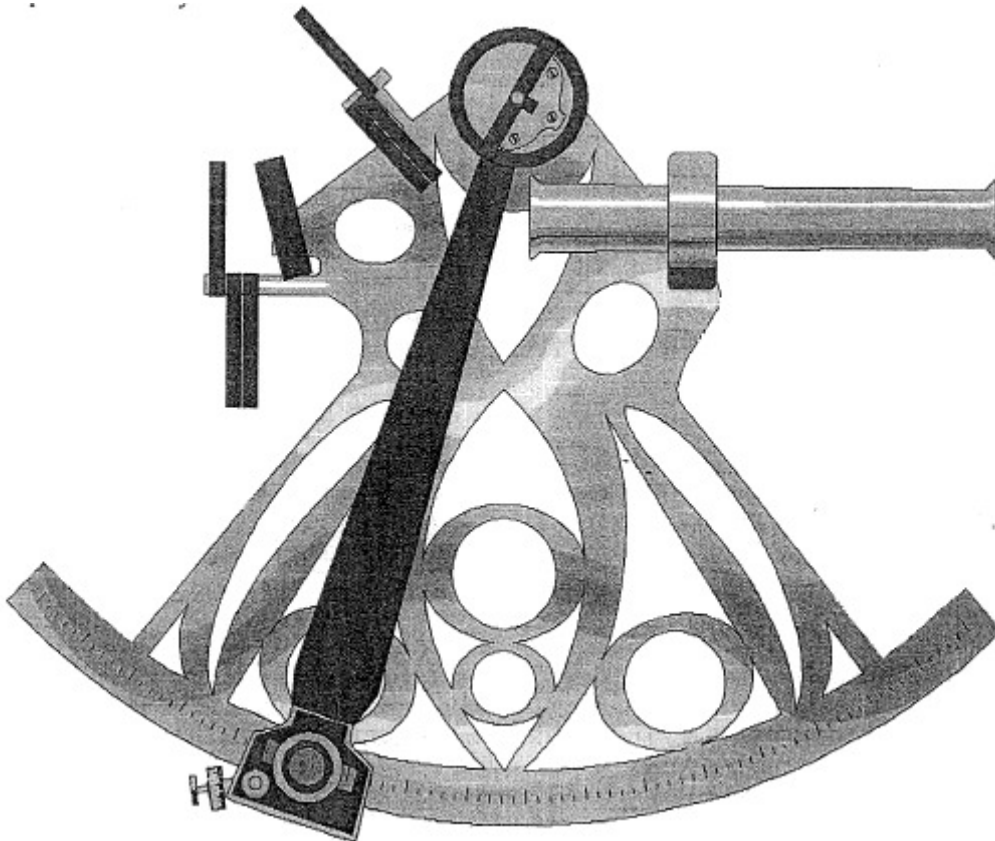
PACK CLOSING CEREMONIES

Closing Thoughts

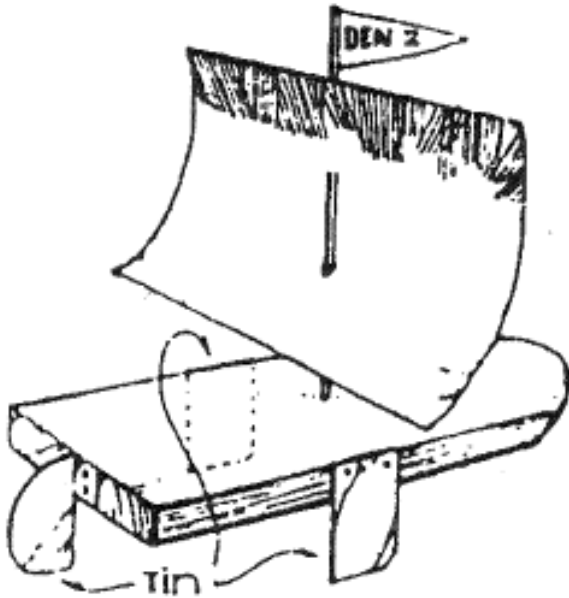
To the sailor, three things were essential—a compass, a sextant, and a flag to tell which way the handbook and a candle. The badge tells who you are and where you are going; the handbook tells how to get where you are going, and the candle is a symbol of the light of scouting which penetrates the darkness of hate, prejudice and distrust. It is a light that must be kept burning in the heart of every Scout. Good night.

Closing Thoughts

In the days of old, the water that led to knowledge, excitement and rewards were pirate waters. If suffered. Life is somewhat like that today. We can gain knowledge, excitement, and rewards, but there are dangers. Cub Scouting can be like the strong sides of the ship called “Old Ironsides” that repelled the old cannon balls. It provides the skills, principles and beliefs to defeat the pirates of today.



RAINGUTTER REGATTA GUIDELINES



Ahoy mates! You're watching the sailing regatta of the century! Although the "seas" are only 10-inches long, each race can be an exciting event. This is a very popular pack race. Each boy makes his own boat (9 with parent help) to enter the race.

The raceway consists of a simple frame that supports two 10-foot lengths of rain trough filled assembled and disassembled quickly. Cub World will provide the racetrack for you. Please be sure to let the camp coordinator know that you will need them when you sign in. Indicate whether

you will need two or four tracks depending on the size of your group. Regatta kits can be purchased at the Dallas Scout Shop or the Collin County Service Center in Allen. Let the boys decorate their sails as individual as they want.

Don't forget to bring 1st, 2nd, and 3rd place ribbons for the boys as well as 'I Did My Best' ribbons for the rest of the group. No one should go away empty handed.

Racing Procedure

Boys blowing into the sails propel the boats. Start with the boat's stern touching the end of the Rain gutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner. Winners of the first heats will compete against each other in the second heat, and third, etc. until a final winner is determined.

Building Instructions

Sandpaper the balsa hull to the desired shape, adhering to the specifications listed in the kit. First use medium grade sandpaper, and then finish off with very fine sandpaper. Give model two coats of sanding sealer, which can be obtained at a craft or hobby store. Mast can be tapered by using either a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved. Give entire model two coats of colored lacquer.

CUB WORLD VISIT

It's finally here! Your visit at Cub World is about to begin. Everyone has worked hard to prepare for their adventure, so make sure everyone meets at a designated location in time to arrive at Camp Wisdom about one-half hour before your time to be at your program area. PLEASE make every effort to be on time. If you don't, your pack will not be able to complete everything that is planned. Be sure at check in with the Cub World coordinator upon arrival, receive any last minute instructions, and check out the equipment box for the land ships. Please take care of the equipment given to you. Any items lost, stolen or damages will have to be reimbursed by your pack. The camp trading post is open at designated hours. The store stocks many scouting items in addition to Cub World patches. The income from the sale of these items is used to replace Cub World equipment, which has been worn out, or to provide additional equipment for each of the programs out there.

Packs may come to Cub World already dressed in theme related attire prepared for their adventure. We welcome you shipmates! From time to time throughout this guideline, I'll share some lore and legend about our brothers on the sea and the way they conducted themselves. If you could sail back to 1698...in sooth, would you know about the language and be able to talk to your fellow shipmates?

OPENING CEREMONY Assigned to Den_____

PIRATE PARADE

(Have a cannon blast announcing the arrival of the pirate Captains) Ahoy you have come to our ships to sign on for the sea adventure like you have never seen before. All ye new recruits need to be introduced to the crew. (Have all the boys in costume parade around the ships being as rowdy a pirate as they can be. Have them line up with their leader in the front of the ships) This here is the crew you be working with if in you don't like it, weez make you walk the plank and ye can visit Davy Jones locker for ye self. (Have each of the leaders introduce the boys by their pirate names) Before we set sail, we need to salute the Jolly Roger and pledge to the government that gave us these official papers called Letters of Marquee saying we can board any ship on the seven seas. As long as we give the Governor his fair share. (Already have flags posted. All pirates and their leaders turn and salute the Jolly Roger then ask the audience to raise and follow you in the Pledge of Allegiance.)

NOTE: If it rains during the day, lower the flags immediately and put them in a place where they can dry. If it stops raining raise them again.

FIELD GAMES Designated Event Coordinator_____

Assistant #1 _____
Assistant #2 _____
Assistant #3 _____
Assistant #4 _____
Assistant #5 _____

Field games are designed to let the boys release some of that energy that has been building up as they drove to Cub World. Listed are the Field games and how to do them. Be sure to pick up all equipment after the games are completed to avoid loss or damage. All Assistants should be familiar with their assigned event.

1. FEED CAPTAIN HOOK TO THE CROCODILE

Equipment: *Block of wood*

Set a block of wood (the crocodile) on end. The Cub Scouts join hands to form a circle around it. They try to pull one another so the block of wood is knocked over. The person who knocks the block over has been eaten by the crocodile and is out of the game.



2. TREASURE HUNT

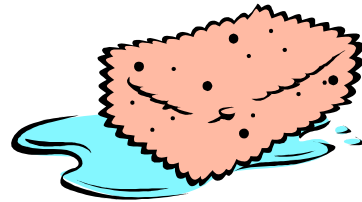
Equipment: *Unshelled peanuts & Whistle*

Scatter a sample supply of unshelled peanuts around the area. Divided the players into teams each team chooses a Captain. Everyone else on the team finds a partner. The Assistant performs simple antics as they are marched around that everyone must copy. When he/she blows the whistle everyone must start marching again. The team with the most peanuts wins. This game is good sportsmanship when everyone enters into the spirit of it and follows these simple rules: a team captain may pick up a peanut; couples must stay together and give an immediate response to the whistle.

3. SPONGE WAR

Equipment: *Two five-gallon buckets & 60 sponges/30 for each side*

Fill two five-gallon buckets with water. Place 30 sponges in each bucket. Divide the boys and adult partners into two teams. Mark a dividing line between the teams. Put one bucket of sponges on each side of the line about five to six feet back. When you yell "SPONGE WARS!" the teams begin throwing the wet sponges across the line onto the other teams territory.



RULE: The object is to get as many sponges as possible on the other team's side. You may pick up sponges that have been thrown on your side and throw them back as long as you only throw one at a time. At the end of one minute, the referee yells peace and all sponge throwing stops. The team who has the fewest sponges on their side wins. Gather up all sponges redistribute into refilled bucket and let them go at it again if time allows.



4. BAG THE SEA HORSE

Equipment: *20 Sea Horses, Clothesline, 20 nerf balls (five per station)*

Using picture provided enlarge to fit an 8 1/2 by 11 sheet of paper. Using it as your template cut out 20 seahorses from plastic. Punch a hole in the middle of each; Score the tab and bend backwards. Using a long piece clothesline,

string the sea horses, about 6" apart, through the holes in the tabs. Tie the ends of the clothesline around tree trunks or poles. With nerf balls, each player tries to hit each of the sea horses. Score 10 points for each successful effort. Be sure to divide the group so that half retrieve. Reverse roles half way through your allotted time.

5. SHIPWRECK

Equipment 2 2ft by 2 pieces of plywood

Divided the group into teams of 4 or 5. Give each team a piece of plywood. This is their ship. Instruct the boys to hold its sides as they run the length of a designated playing area. The teams are to run with their “ships” until the leader yells, “SHARK”!



All the boys jump on board the ship. The first group with all feet off the ground gains a point. Repeat procedure several times. The first group to cross the finish line gains 3 points. Add up points to decide winner.

SKILL & CREW TRAINING Designated Event Coordinator_____

Team Leader #1 _____

Team Leader #2 _____

Team Leader #3 _____

Team Leader #4 _____

Team Leader #5 _____

1. TRUST HIKE

Sailors had to trust each other not only with running the ship, but with their lives. They watched each other’s back and protected each other when in battle. This activity is meant to help build trust with each other. Two trails will need to be set-up about 20 yards apart. Have the group pair up. In this activity, adults may be paired up with Cub Scouts. There should be enough blindfolds at the station for each pairing to have one.

Have one of the pair out on the blindfold. The sighted partner then helps the blind partner find his way through Trail 1. There are obstacles that must be negotiated. The sighted partner will need to give good instructions to the blind partner to tell him/her what to do. The sighted partner can touch the blind partner, but may not be in front of the blind partner.

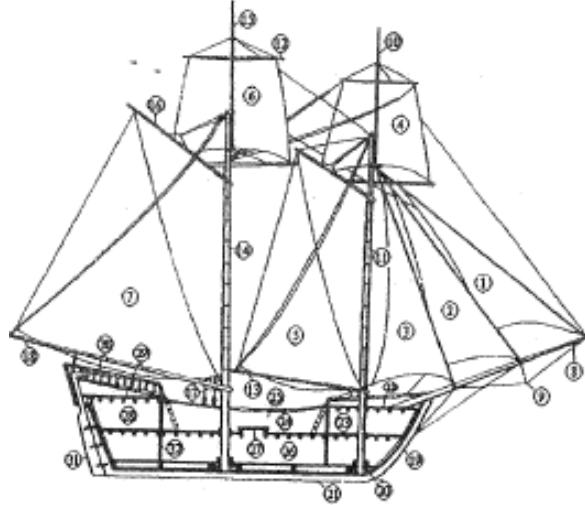
Once the blind partner has successfully completed Trail 1, reverse roles and put the blindfold on the other partner and repeats the activity on Trail 2.

Be sure to tell the group that the sighted person must give as much physical and verbal instruction that the blind person needs to feel and be safe.

2. SHIP KNOWLEDGE

Every sailor should know the basic parts of a ship in order to help sail her. It's time to see how much your boys remembered from the practice sheets they did in their Den meeting. How will they rank? Quartermaster, gunner, or boatswain. A particular ribbon will be awarded for each rank.

Since quartermaster on a pirate ship had to be knowledgeable enough to sail any vessel that the pirates had attacked, he ranks highest among the "mates", so all



thirty two parts must be correct for that ranking.

Next are a boatswain at twenty-eight parts, and gunner's mate at twenty-five parts. Anything between eighteen and twenty-four parts. Anything between eighteen and twenty-four points will qualify you as a seaman, and below that, a landlubber!

3. SELF-ESTEEM/POSITIVE STONE

In order for a Captain to have a successful trip, he needed a crew that could work well together on and off the seas. The Captain knew that if there was strife among the shipmates he could lose not only his ship but also his life.

To start this activity, find a rock of about baseball size proportion. Tell the group that you hold in your hands a magical rock called the Positive Stone. When someone holds the stone, the person on their left must say something positive about the person holding the stone. This must be something they like about the person, not about how they look or what they wear. Once they have done so, the person holding the stone may pass it on to the person on their right, and then the passing person must say something positive about the new holder of the Positive Stone. Make sure they say something that is really positive, not something like, "Your feet don't smell as bad as your breath!" The stone must pass all the way around the circle to finish this activity.

IF TIME PERMITS based on the size of your group you can play the following:

SOMETHING GOOD ABOUT SOMETHING BAD

Ask everyone to think about something they really dislike. This must be a thing, not a person. Now have everyone think of its good qualities. What are the things it can do that are positive? Give each person a turn to describe their least favorite things in positive terms without telling the group what it is and see if the group can guess what it is. The objective of these two activities is to help the boys and their families gain a more positive feeling about themselves as individuals. If you have a large group, you might

want to have only the boys participate in these activities as the more people you have the more time it will take.

4. TEAMWORK-Knots/Rope making

KNOTS

Every Scout ought to be able to tie a knot. To tie a knot seems a simple thing, and yet there are right and wrong ways of doing it and Scouts ought to know the right way. Very often it happens that lives depend on a knot being properly tied.” Baden-Powell

Rope

Before you can tie any knots, you must have some rope. There are three basic kinds of rope: LAYED, BRAIDED, and COMBINATION. The layer rope is made by twisting the fibers in one direction and strands. Three, or sometimes four, strands are likewise twisted together to form the rope. Braided rope, as its name implies, has several strands, which are braided together. The combination has several small ropes made up of layer strands covered by a braided sheath or cover. Parachute cord is a good example of this type of rope.

Type of rope best used for knot tying is at least 3/8 inch in diameter. Rope should be soft and flexible, yet firm enough that you don't have to fight it. Cotton or nylon will usually be a good bet. The ends should be lashed or burned so as not to fray. Strands should be at least 24 inches long.

Games

A good game to pass time with a group is to divide into even-numbered teams. Give each team a list of knots, and time them while each boy ties a different knot.

Another is to have a knot bee. In this game everybody ties the knot called. The ones who can't correctly complete the knot within one minute are out.

Another idea is to hold a knot relay. Divide the group into teams. Each player runs to a spot where a leader hands him or her rope and tells them to tie a knot. When the knot is correctly tied, he runs back and tags his teammate; the cycle starts over.

Games are easily made up with just a little imagination.

Crafts

Macramé' is a craft where knots are tied to create many things such as belts, tie slides, wall hangings, and many other things. All of these things can be made from basic knots like the square, clove hitch, and overhand. Books on macramé' are available at craft shops and will tell you the trick you need to know.

Achievements

Cubs working the Bear achievements can use the square knot, two half hitches, sheet bend and the bowline.

Webelos can use all six of the knots covered here for the Outdoorsman pin.

All boys and adults learning these knots will find that they will have many opportunities to use them outdoors.

Basic Cub Scout Knots

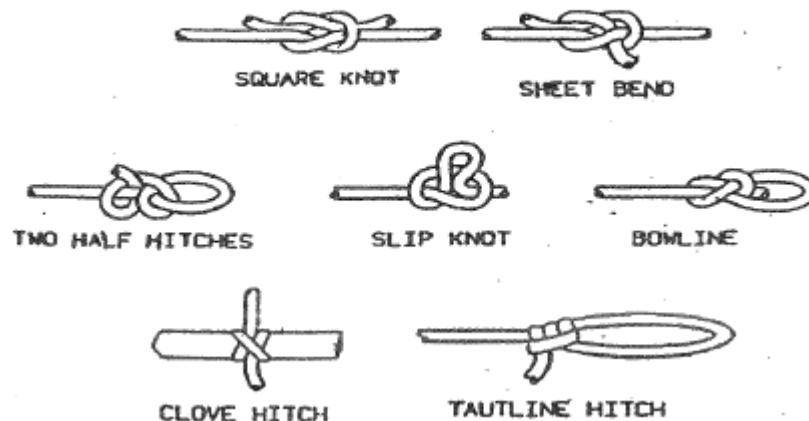
The Wolf rank uses only three basic knots. There are the OVERHAND knot, the SQUARE knot, and the SQUARE BOW knot.

The Bear rank adds four initial knots. The SLIP knot, the SHEET BEND knot, the BOWLINE knot, and TWO HALF HITCHES knot.

As the boys progress to the Webelos rank, they will be introduced to knots that are used primarily in the outdoors and while camping. These knots are the CLOVE HITCH knot, and the TAUT-LINE HITCH knot.

BASIC CUB SCOUT KNOTS

BASIC CUB SCOUT KNOTS



Each Knot Has It's Own Use

OVERHAND KNOT-the most common of what is known as END KNOTS. This is used to keep the end of a rope from unraveling and is an easy alternative to whipping the end of a rope. However, whipping is the preferred method.

SQUARE KNOT- this is a rope-to-rope knot that is used to tie two ropes together. It should only be used on ropes of approximately the same diameter. It is commonly called the first-aid knot because when tying a bandage, the two ends can be easily tied together.

SQUARE BOW KNOT-this is also a rope-to-rope knot but it is easily untied. This knot is used to tie shoelaces, for example.

SLIP KNOT-this is the standard running loop, which is a loop that will pull tight.

SHEET BEND KNOT-the sheet bend is used to tie a small-diameter rope to a large one; or to tie a rope to a cloth or tarp, such as a sheet.

BOWLINE KNOT-this is the standard fixed loop. It is used in rescue work because it is a knot that will not slip when stress is applied.

TWO HALF HITCHERS KNOT-this knot is used to attach a rope to a pole or tree.

CLOVE HITCH KNOT-this is the strongest hitch of all. It is easy to tie once you learn it. It is stronger if it is tied on the opposite side of the object from the strain.

TAUT-LINE HITCH-despite its name, the taut-line hitch is not a hitch but a running loop that holds under strain, but can be changed after releasing the strain. It is commonly used to tighten tent ropes.

A length of rope is about the best all-purpose tool you can have when things come undone. Even if your knotting skills haven't improved since your first learned to tie your shoelaces, a little practice with a few basic knots can prove extremely useful.

In the days of the great sailing ships, the very lives of a sailor and his shipmates depended on the strength and reliability of his knots. During the idle hours of a long voyage, seamen would practice intricate knotting. This art is known as marlinespike seamanship.

Sailors became highly skilled at tying ornamental knots. Competition existed among knotters and each had a few special knots he would not show anyone how to make.

The history of knotting is steeped in superstition and magic. According to legend, ancient mariners who brought magic knots from sorcerers believed that favorable winds were tied up in these knots and could be released when needed.



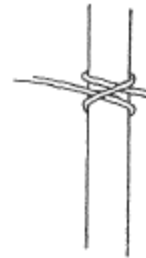
BOWLINE

This knot is one that will never slip if tied correctly. Put an overhand loop in the rope then put the free end up through the loop, around the standing part, and then back down through the loop.

CLOVE HITCH

Is the knot used for starting and finishing most lashings.

Bring the rope end around the pole and in front of its own standing part. Bring the rope end once more around the pole. Finish by pushing the end under the rope itself. Then tighten as much as possible.



There are 3,800 nautical knots. But a handful is all you need to know for everyday jobs. If you make a mistake, nothing is wasted. Just untie the knot and retie it.

Using the rope and rope making machines available, make your own rope.

Learn the basic nautical knots used by sailors:

Bowline-is used anywhere a slip proof loop is needed, as for mooring a boat. Sailors practice making the bowline around their waist. If one falls overboard, he can grab a line, tie a bowline around his waist and be pulled safely aboard.

Clove Hitch-is the most useful when you need to tie a rope to something.

FOLLOWING DIRECTIONS-LIFEBOATS

No ship could master the seas if the crew was not able to follow the commands of the Captain. This exercise is a version of Simon Says. The leader plays the captain of a sinking pirate ship, with the boys as the crew. The captain calls out an order, boys must follow before they can climb into the lifeboat (Ex: do three somersaults) and a number telling them how many people the lifeboat holds (Four). As quickly as possible, the boys follow the order, and then race to join up in-groups of four.

Those who are left out of the lifeboats must repeat the action again before the captain calls out a new order (e.g.: takes four crab steps and number (two)). Game continues until all have reached the lifeboats.



ROUND ROBIN ACTIVITIES Designated Event Coordinator _____

Mate#1 _____
 Mate#2 _____
 Mate#3 _____

1. COMPASS

This activity takes place at the wheel on the top deck. Compasses will be provided in the equipment box. Explain that the compass always points to North. Have them turn the dial of the compass so the arrow matches up with the needle. Explain that there are 360 degrees on the compass, and North is 360-degrees on the compass, and North is the 360-degree mark. South is halfway, or 180 degrees. East is halfway between North and South or 90 degrees, and West is halfway between South and North or 270 degrees. Turn the dial until the arrow in the dial lines up with the “direction of travel” arrow. Have the boys hold the compass on top of the captain’s wheel and point the “direction of travel” arrow at the various landmarks listed below. Then turn the dial so the arrow and needle point the same direction. The line from the direction of travel arrow should point to the degrees the landmark is from magnetic North. Have each boy take turns to find the directions to one of the following landmarks and figure out how many degrees from North each landmark is. Accept anything within 5-10 degrees. Designated rail posts have small dot painted on them.



	Approximate	Actual
MAST	340 degrees	_____
FOURTH RAIL POST ON RIGHT	360 degrees	_____
RAIL POST DIRECTLY TO RIGHT	70 degrees	_____
MIDDLE POST AT STERN	160 degrees	_____
ANTENNA	240 degrees	_____
RAIL POST DIRECTLY TO LEFT	260 degrees	_____
FARTHEST VISIBLE POINT OF WATER	280 degrees	_____
TELEPHONE POLE	315 degrees	_____
FOURTH RAIL POST LEFT	320 degrees	_____

2. SWABBING THE DECK

This game is similar to shuffleboard, but the boys and their family members use mop handles to push the puck. The game is played on the lower deck of the ship. There are two playing courses. Eight players may play at a time, two on each end. Players on one end take turns pushing their colored puck to the other end of the board. They must stand behind their second line from the middle of the ship when they push their puck. A puck that stops between the first and second line gets one point; between the second and third gets two points; and between the third and last gets three points. No points are scored if the puck hits the wall and rolls back. When all five pucks have been pushed for each player, their teammates on the other end (the one with the same colored puck) push the pucks back. The first team to score 10 points wins or the team in the lead when the whistle blows wins. Once a team has won with 10 points, two more teams take the field to play.

WANTED DEAD or ALIVE

This activity should take place at the bow of the ship. Collect the markers at the end of the activity so the next group may use them. Please make sure the boys don't mark on the ship.

Have the boys make wanted poster, using the pirate names they have chosen for themselves. They need to give a description, reward amount, and a self-portrait. See samples below.

WANTED BLACKBEARD



Description:

He has a moustache and a scar. He has an eye patch, and his teeth are all out and all black. His clothes are ripped and have holes in them.

**\$2 000
REWARD
WANTED**

WANTED SINBAD



Description:

His name is Sinbad. He has a scar on his left cheek and a tattoo of a skull and crossbones. He has ripped jeans and T-shirt. He has fierce looking eyes. He was stealing money.

**\$1 000 000
REWARD
WANTED**

MOCK BATTLE

Cubmaster Captain

#1

Assistant Cubmaster Captain

#2

This is a great mock battle with lots of swordplay and cannon fire (Water balloon launchers) and not a few pirates end up checking out Davie Jones locker. After the "invasion" and battle, everyone lines up inside the ship and sings the "Pirates of the Caribbean" song.

This activity is designated for the boys only, but is a great spectator event for the family. The boys should be divided among the two ships as equal as possible. To determine who belongs to which ship colored electrical tape BLACK and WHITE of course can be tied to their waist or arm. The object is for each group to take possession of the other's ship. Each group along with their "Captain" will be given 5 minutes to discuss strategy before the attack officially begins. Each boy will be provided with a sword (made of pipe insulation). Four Cannon launchers and their cannons (water balloons) will be provided as well. It's the team's decisions as to where to place them. Once their buckets of balloons are gone they are out of ammunition. The only contact that can be made other than being hit with a water balloon is with a sword. Pushing and shoving or hitting in any way disqualifies the boy. Several leaders and/or parents should be placed on and around the ship to monitor the activity and to make sure safety and rules are observed. They will also need to act, as referees to determine if a boy was touched (don't say stabbed, slashed, or cut) with an opposing boy's sword. The area of contact MUST BE between the neck and the knees. Arm, head, and lower leg touches DO NOT COUNT. A boy who is touched by either a sword or hit by a "Cannon" must immediately sit down and not take any other action, other than to watch the rest of the battle.

The winner is the group that has successfully captured the other's ship and none of the crew is left standing, which includes the "Captain". Once the attack is over, replenish the cannons' ammo and try again. Have the boys try ships or if time allows, have adults have a battle while the boys watch, or the boys battle the adults.

CLOSING/LOWER OF FLAGS Assigned to Den_____

DON'T GIVE UP THE SHIP

- CUB 1:** In the US Naval Academy at Annapolis, Maryland is a naval museum
- CUB 2:** It has an interesting historic display of flags and standards preserved.
- CUB 3:** One of the most famous is the original “Don’t give up the ship flag”.
- CUB 4:** It was flown by Commodore Perry in his noted victory over the British fleet on Lake Erie, September 10, 1813.
- CUB 5:** During a terrific battle between the Shannon and the Chesapeake, Captain Lawrence gave his order: “Don’t give up the ship”.
- CUB 6:** In honor of Lawrence, Commodore Perry named his ship flag adopting his dying words as his battle slogan.
- CUB 7:** We as Cub Scouts ask all of our parents and leaders “Don’t give up our ship”.
- CUB 8:** Help us be seaworthy so we in time can help others to be seaworthy too.

Will the audience please rise as the flag is lowered and folded?

SUGGESTIONS FOR SNACKS:

Captain Crunch cereal (Gold Nuggets)
Pre-made Doughnuts (Life Preservers)
Muffins (Cannonballs)
Fruit (Doctors orders)
Hot Chocolate (Mud Ale)
Orange Juice (Gold Jewel of the Sea)