

OPENING CEREMONY

This ceremony could be used to introduce a knight's tournament of games; substitute "tournament" for "pack meeting." Each type of medieval person could be wearing the appropriate costume or hat, or carry an object or prop indicative of their position.

NARRATOR (carrying scroll and announcing himself with trumpet):

Hear ye, hear ye, ladies and gentlemen,
Our medieval pack meeting is about to begin.

We're glad that you're here; you're in for a treat. We hope you'll enjoy all the people you meet.

KING OR QUEEN:

You'll meet kings and queens who rule from thrones. Our castles are built from rocks and stones.

JESTER:

You'll meet jesters who entertain at the court.
Our jokes make kings giggle and laugh and cavort.

LORD OR LADY:

You'll meet lords and ladies, dressed in our finest, Wearing gold, silver, furs without any shyness

TROUBADOR:

You'll meet troubadours singing of love and of valor. Our music tells stories of heroes in battle.

PAGE OR SQUIRE:

You'll meet pages and squires, someday hoping we'll be skilled in the code of chivalry.

KNIGHT OR CRUSADER:

You'll meet knights and crusaders; we've been off to wars, with shield and with armor, we ride on our horse.

NARRATOR:

The crowd is assembled, so without further delay. Let the meeting of Pack ____ begin today!



PRESENTING THE COLORS

Cub Scouts line up in two lines facing each other. They form an arch by holding up foil-covered or silver-painted swords of cardboard, raising their swords just before the flag passes by. When the flags are in front of the audience, swords are lowered and all turn to face the flag, salute, and join in the Pledge of Allegiance.



OPENING: KNIGHTS OF THE ROUNDTABLE

Announcer: Hear ye! Hear ye! The Kingdom of Cub Scouting requests your presence before the Royalty of the Land! (Royal trumpet sounds) Prepare for the entrance of the Knights.

(Let boys carry homemade shields and cardboard swords. Carry flags for the dens. Play march music)

Knights! Hold your swords at attention while the America flag is brought up.

Reader: The flags, shields and banners of kings were symbols of the monarchy. Fleur-de-lis, lions, trees, symbolize strength, purity or the place of the king. Our banner has three colors, and stars as symbols.

Our colors show red for bravery, white for purity and blue for loyalty.

The stripes stand for the thirteen colonies, and The stars stand for all the states.

Knights and courtiers of the Kingdom, please stand for the symbol of our land.

Please join in the Pledge of allegiance.

POEM

Could be used for a Cubmaster Minute

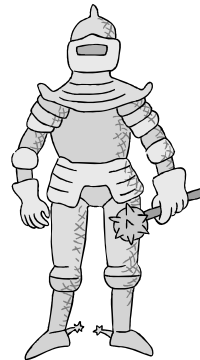
The Knight of Today

Heart of America Council

I envy not the Knight of old
Who lived for honor true,
Who rode away to distant lands
His Great Good Turn to do.

I envy not the soldiers brave
Who kept our country free.
For chances here will prove my strength,
They ever challenge me.

I shall not long for days gone by,
My chance to serve is here.
And with my motto "Do your Best"
My duties written clear.



KNIGHTLY RUN-ONS

Where do knights go to grab a bite to eat?
I don't know... where?
To an all-knight diner.

Why did every castle have a bank with an automatic teller?
For making knight deposits.

What do you call it when all the knights trade places at the round table?
The knight shift!

KNIGHTLY GOOD DEED

Decorated Holiday Tree

Note: Kroeger's and other stores will donate items, but they need about 10 weeks notice.

PRAYERS & POEMS FOR SCOUTERS

Scout's Prayer

From Circle Ten Council- Source not given

Our father, Make us trustworthy, for there are those who trust us.

Make us loyal, for through loyalty we reach our highest ideals.

Teach us to be helpful, for through helpfulness do we forget our selfishness.

Make us friendly, for there are so many who need a friend.

Train us in courtesy, for courtesy is the carpet of life's floor. It deadens the sound of shuffling feet and adds warmth to the silence.

Make us kind, for kindness is the oil in the cogs of life's machinery.

Insist upon our obedience, for victory comes only to him who obeys.

Make us cheerful, for cheerfulness is the green grass among the rocks in the path of life.

Train us in thrift, for thrifty habits brighten our future.

Make us brave, brave in the dark and brave in the light, But save us from becoming fakers in bravery.

Help us to be clean, clean in thoughts, speech, and in deed and may we remember that our bodies are our holy temples, and that any abuse thereof is to tamper with thy great plans.

Above all, oh god, help us to be reverent toward all things which

Thou hadst made for our enjoyment when we are in thy great out of doors, among the trees, along the Streams, and on the hillsides.

May we know that it was thee who made the waters to flow, the trees to reach heavenward, the mountains to endure to all ages.

In all these things we ask that thou will help us. AMEN

AUDIENCE PARTICIPATION

Helping Others

Viking Council

Camera: "Blink, blink, blink"

Cub Scout: "Do Your Best"

Helping Other People: "Warm Fuzzy"

Pack: Yell the Pack Number

Old Lady: "No, I Don't Want To Go"

Tree: "Ahhhhhhhhh"

Once upon a time, in a CUB SCOUT PACK a CUB SCOUT was learning about HELPING OTHER PEOPLE. The CUB SCOUT helped an OLD LADY across the street. But the OLD LADY did not want the CUB SCOUT to help her. The OLD LADY did not care that the CUB SCOUT had been learning about HELPING OTHER PEOPLE or that the CUB SCOUT and his PACK had set out to do good deeds. The OLD LADY just wanted to get a TREE and CAMERA. But the CUB SCOUT and his PACK were learning about HELPING OTHER PEOPLE and really wanted to HELP OTHER PEOPLE and so the CUB SCOUT helped the OLD LADY across the street. The OLD LADY thought what kind of a PACK is this? The OLD LADY just wanted her TREE and pretty CAMERA. The CUB SCOUT said, "Nice OLD LADY, my CUB SCOUT PACK and I am learning about HELPING OTHER PEOPLE. I'll help you get your TREE and your CAMERA, if you will just let me learn about HELPING OTHER PEOPLE by getting you across this busy street". The OLD LADY sighed and smiled and said "Thank you".



Den Code Of Conduct

www.PowWow-OnLine.net

Surprisingly enough, most den leaders find that if their den has a Code of Conduct to follow, their home, their furniture, and their dignity remain intact throughout their Cub Scout experience. Boys need to know just how far they can go, and the Den Code of Conduct will tell them this.

Each den will want to develop their own code to fit those special boys. Don't make too many rules. Omit insignificant ones. The rules should be simple, clear, and concise so they can be understood by the boys. In fact, the boys should help set the rules.

Some dens use a good conduct candle. This is a large candle that burns during den meetings. When any boy breaks the conduct code the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior.

Suggestions for a Code of Conduct

Enter by back door.
Wipe feet before entering.
Leave boots on porch.
Go directly to den meeting room.
No running or wrestling indoors.
Show courtesy and respect for other den members, leaders, and the den meeting place.
Bring den dues and handbook to each meeting.

Some Cubs answer to what the code should say:

Don't interrupt
No nasty jokes
No cussing

No punching or kicking
Listen to Akela and don't talk back
Don't stick your tongue out or spit
No talking ugly about other people
If a boy disobeys more than three times in one den meeting, he will phone his parents to pick him up immediately.
Always go straight home after den meetings.



CLOSING CEREMONY

Honoring the Flag Closing

Heart of America Council

Personnel: Cubmaster, 2 scouts who know how to fold the flag properly.

Cubmaster: Now, and at most of our pack meeting, we post the U.S. flag when we begin and we leave it standing until the meeting is over. Why do we do that?

I think there are two main reasons.

First, we honor the flag by including it as part of our meeting,

And second, we show that we are under the protection of the flag and all it represents - our Constitution and our laws. We honor the flag by

saluting and pledging allegiance. We can also honor it by displaying it properly and by taking it down and storing it the right way.

Now, _____ and _____ our Den Chiefs are going to show us how to retire the flag and fold it properly. As they do that, please join me in singing "God Bless America".

Cubmaster leads the song as the boys fold flag.



CLOSING CEREMONY

8 Cub Scouts, in costume, in turn recite on of the lines of this poem:

If I had been a knight of yore,
I would have opened up the door,
For queens and ladies to pass through;
I would have been trustworthy, true.

I would have ridden giant steeds,
Accomplishing noteworthy deeds.
Today there are no knights about,
And so I have become a Scout.



CLOSING CEREMONY

All People Great And Small / Thanksgiving

CUBMASTER: (calls audience to attention for parting thoughts)

As we retire our flags this evening let us remember all the people who have helped us shape this great land:

The scientists and engineers,
The farmers and factory workers,
The writers and artists,
The teachers and doctors and nurses,
The civil servicemen (military, police, fire, rescue workers),

And many other men and women who gave of their talents and hard work to make this land what it is today.

The fabric of our society today is interwoven with all their past contributions, both great and small. As we say 'Good Night' to our fellow scouts, we go in peace and are reminded as we celebrate a time of Thanksgiving with our families, to give thanks

for the opportunities we have in Scouting to make great contributions as well.

Please stand as our Dens #__ & #__ retire the flags of our great state and country.

CLOSING CEREMONY

What You Put In / The Echo

CUBMASTER: (calls audience to attention for parting thoughts)

Recently I heard a story of a family on vacation. They were traveling by car on a grand tour across the country. At one point, they stopped at a scenic overlook, which stood at the edge of a steep-walled canyon. Some people at the overlook were having fun, yelling into the canyon and listening for the many echoes coming back.

"The youngest member of the family had never encountered an echo like that before, where more than one reply came back. He kept shouting all different kinds of words to the canyon and laughing at the response. Finally, he turned to his father and exclaimed. "Whatever I put in... comes out even more!"

Scouting is like that. You will get back out of it, what you put in. Sometimes it will come back to you many times over. As we say 'Good Night' to our fellow scouts, we go in peace and remember that we are all on a wonderful adventure together in Scouting. Please stand as our Dens #__ & #__ retire the flags of our great state and country.



SONGS

KNIGHT'S SONG

Tune: Yankee Doodle Dandy

This month we've learned of knights of old
And we would like to shout it,
That knights and Cubs are much alike
And don't you ever doubt it.

Chorus:

Knights of old and Cub Scouts, too,
Both promise they will live right.
If they do the things they should,
Their presence makes the day bright.

**1st Cub Scout steps forward and repeats
the Cub Scout Promise**

**2nd Cub Scout reads the Knight's Code
from a scroll.**

**3rd Cub Scout steps forward and repeats
the Law of the Pack.**

So now you see that as Cub Scouts
Our code is much the same as
That of knights long years ago
It's just the name that's change.

Chorus

When You're Helping And You Know It

Chief Seattle Council

Tune: If You're Happy And You Know It

When you're helping and you know it lend a
hand
When you're giving and you show it things
are grand.
If you're helping and you're giving
Then you help make life worth living.
Keep on helping, keep on giving, take a stand.

THE KNIGHT'S CODE

Be always ready with your armor on,
except when taking your rest at night.

Defend the poor and help them
that cannot defend themselves.

Do nothing to hurt or offend anyone else.
Be prepared to fight in the defense of your
country.

At whatever you are working,
try to win honor and a name for honesty.

Never break your promise.
Maintain the honor of your country with your
life.

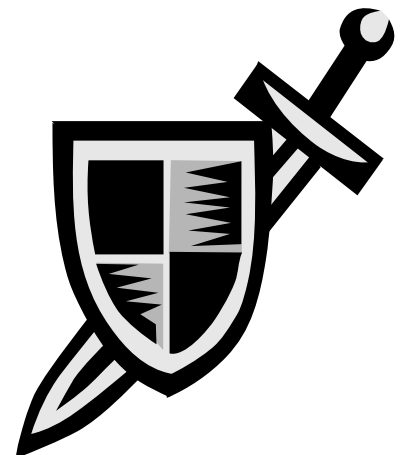
Rather die honestly than live shamelessly.
Chivalry requireth that youth should be trained
to perform the most laborious and humble
offices
with cheerfulness and grace.

Do good unto others.

TOURNAMENT SONG

Tune: Hey, Look Me Over

Knights of the tournament,
Dressed up in our gear,
We're in our armor
Shiny clean from here.
Nothing dull about it,
Sparkling all the time,
'Cause I've got a page and squire near
To make my armor shine.
And so I wear all my metal,
Proud as I can be.
Knights who come to
watch us,
Wish they could be
me.
So come on all you
squires and knights
And join our
tournament,
'Til our energies are
spent!



The Grand Old Duke of York

Actions: Whenever you sing "up" stand all the way up. Whenever you sing "down" crouch down. Whenever you sing "half way" stand a little bit crouched.

The Grand Old Duke of York,
He had ten thousand men.
He marched them up the hill,
and marched them down again.

Now when you're up, you 're up;
and when you're down, you're down.
And when you're only halfway up,
You're neither up nor down.

(Keep repeating going faster each time)

ST. GEORGE WAS A KNIGHT

Tune: Row Your Boat

St. George was a knight,
Riding far and wide.
Doing good for one and all
Around the countryside.

WHEN YOU ARE A KNIGHT

Tune: Row Your Boat

When you are a knight
Good is what you do.
The good Knight's Code is what you sue
To live your whole life through.

When you are a Scout
Good is what you do.
The Cub Scout Promise is what you use
To live your whole life through.

The King's Knight Out

(Tune: God Save the King/My Country 'tis of Thee)

King Arthur had a date,
He stayed out very late,
The Queen was mad,
The Queen, she paced the floor,
The King came in at four,
She met him at the door,
God save the King.
(Or, Please help the King)

He'd been out with the knights,
They had been in a fight,
With enemies,
He fell into the moat,
Pushed by a passing goat,
He could just barely float,
God save the King.

His friends would not come near,
Loaded with battle gear,
They could not swim,
Helmets and armor, new,
Cross-bows and arrows, too.
Even a metal shoe,
God save the King.

Just then a knight went by,
His clothes were nice and dry,
He jumped right in,
Swam to the sinking King,
Pulled him out of the stream
You should have heard him scream,
God save the King.



CHEERS AND APPLAUSES

Archery Cheer

Pretend to shoot the bow. Then call out, "Bulls Eye!"

Sir Lancelot Applause

Pretend you are Sir Lancelot getting ready for battle. Step into your armor; put your face mask down. Grab your shield in one hand and your lance in the other. Point your lance straight ahead and yell, "Charge!"

Dragon Applause

"Roar... hiss... roar! Roar... hiss... roar!"

Knight Applause

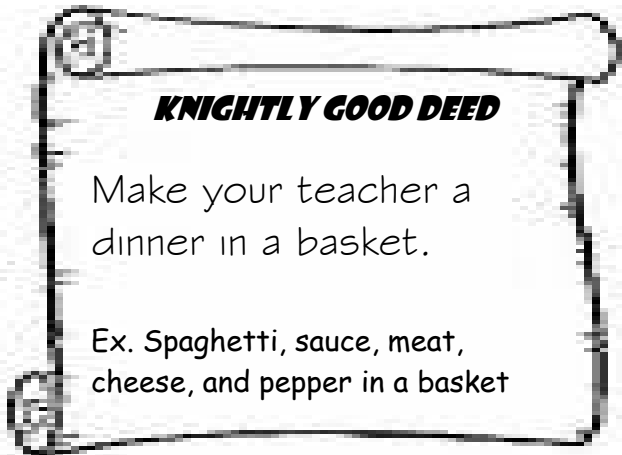
Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying "I dub thee Sir Knight!"

Maid Marion Applause

Tell the audience they are going to cheer until the handkerchief touches the ground. Hold the handkerchief in the center, hold your head up, point your nose in the air, put the other hand on your hip, then drop the handkerchief.

Crusader' Shout

Shout "For God and Country!"



SKIT: BEST OF THE KNIGHTS

Personnel: 4 Cub Scouts dressed as knights;
2 Cub Scouts in uniform; den chief

DEN CHIEF: We have some special guests with us this evening all the way from King Arthur's Court. Sir Tom!

SIR TOM: I am the best dragon slayer in all the land.

DEN CHIEF: Sir Joe!

SIR JOE: I am the best jousting in all the land.

DEN CHIEF: Sir John!

SIR JOHN: I am the best rescuer of damsels in all the land.

DEN CHIEF: Sir Don!

SIR DON: I am the best Crusader in all the land.

DEN CHIEF (pausing and looking at two remaining boys in Cub Scout uniform): And what do you do best?

CUB SCOUTS: We do our best at everything!



COSTUMES

JESTER HAT

Materials: Medium-sized paper grocery bag, six 6"x9" pieces of construction paper in various sizes; glue; scissors

1. Cut the grocery bag, leaving only a 3" edge from the bottom (Fig. A).

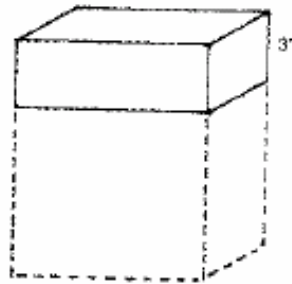
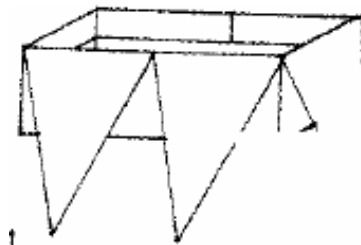


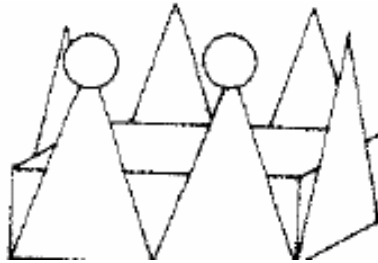
Figure A

2. Cut six colorful triangles and six pompom circles.



3. Fold each triangle on dotted line to make a tab.

4. Turn the bag open side up and glue each triangular tab over the edge of the bag (Fig. B).



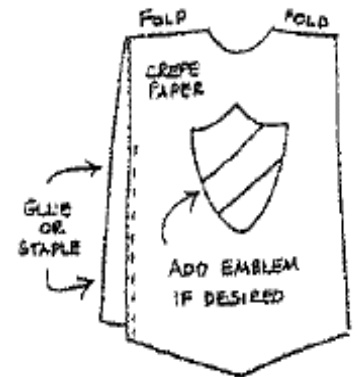
5. Turn bag over and glue a pom-pom circle to the end of each triangle (Fig. C).

KNIGHT COSTUME

Use hubcaps or garbage can lids for shields. Tie together the plastic circles that hold the tops of six-packs of cans to make chain-mail vests. Make cardboard swords from the sides of boxes. Wear an old football helmet covered with aluminum foil.

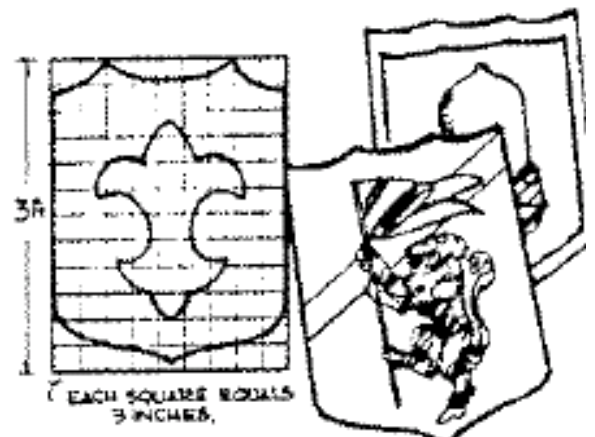
TUNIC

Fold piece of fabric in half to desired length. Cut hole in folded edge for head. Leave open beneath arms; secure with rope if desired. Add coat of arms design with markers, iron-on fabric, or stick-on felt pieces.



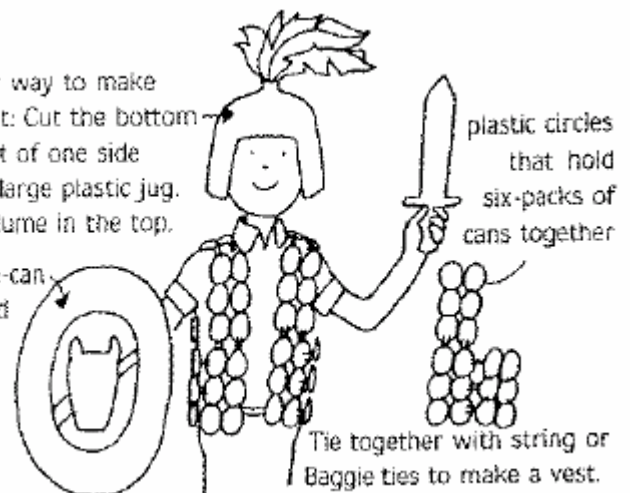
HERALDRY

Knights wore symbols of heraldry on their shields and armor, and sometimes carried them on banners attaches to their lances.



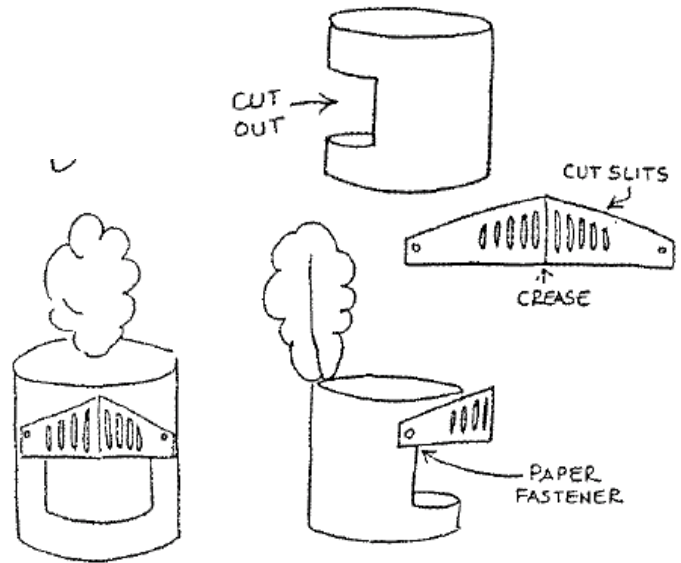
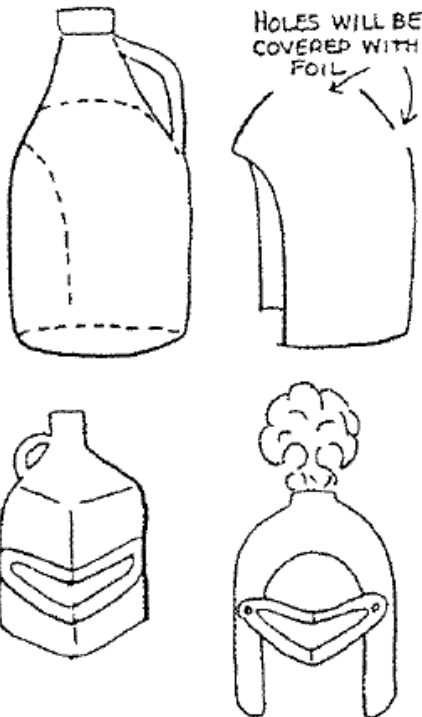
Another way to make a helmet: Cut the bottom and part of one side from a large plastic jug. Put a plume in the top.

garbage-can lid shield



HELMETS

Use a round one-gallon plastic bleach bottle (thoroughly cleaned and dried) and a square one gallon plastic bottle. Remove neck, handle, and bottom from round bottle. Cut away arch-shaped section from the side opposite handle; make big enough for face to be seen. Cover helmet with foil taped on. For visor, cut tow sides from square bottle. The corner of the bottle gives visor a perfect shape to permit lifting from the helmet. Either leave visor solid or cut out opening in the center. Punch holes in ends of visor and in sides of helmet and join together with paper fasteners. Tape ends of fasteners so they will not scratch the boys' faces. Add plumes made from foil or construction paper. This can also be made out of a milk carton.



To Make Your Own Lance Follow These Simple Directions

What you need:

- paper towel tube or longer gift wrap paper tube
- aluminum foil
- tape
- duct tape
- empty plastic margarine tub (the hilt of the lance)
- scissors or exacto knife
- poster paint and brush (optional)

What you do:

- Cover the paper towel tube with foil. Secure the foil with tape.
- Place the paper towel tube in the center of the margarine tub and trace around it to form a circle. Cut out the circle so that there is a hole in the bottom of the margarine tub, large enough to slip the paper towel tube through. (an exacto knife works best, but since they are very sharp, you may need the help of an adult)
- Paint the plastic margarine tub with poster paint if desired. You may need several coats of paint to completely cover the tub.
- Slide the sword into the hole several inches. This serves as the handle. Secure it to the tub with duct tape inside.

GAMES

CHIVALRY LIVES

No knight tournament would be complete without a chivalrous deed. And what more gallant way to show chivalry than by picking up a lady's handkerchief. Line the knights up and place a handkerchief on the floor in front of each of them. At a given signal, each knight, with his hand behind his back, picks up the handkerchief with his teeth. The knight then gets up and delivers the handkerchief (still in his teeth) to the "lady" at a designated point. The one who reaches the lady first wins.



MERLIN'S CRYSTAL BALL

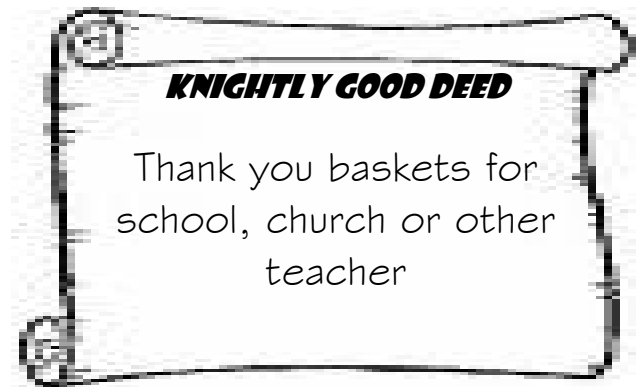
Wrap a soccer ball in aluminum foil. Tell the boys that the ball is Merlin's crystal ball. Have them sit in a circle shoulder-to-shoulder with their feet extended. The object of the game is to pass the ball on their laps around the circle as quickly as possible without using their hands. Explain that Merlin has put a spell on the ball for anyone whose hand touches the ball. If any boy does touch the ball, after the game, tell him he can remove the spell by saying his name backward three times!

SPEARING THE RING

Fix a jousting target, using a large plastic ring hanging at about 6 feet in height. The boys gallop by on their stick horses (made of foam pipe insulation), and in full stride, try to toss their lance (made of twisted newspaper) through the hoop.

SPOON JOUSTING

May be played as a "battle" between two boys or a "battle" of the entire den. Give each boy two plastic spoons and a small potato. The boys carry the potato on the spoon in one hand and use the spoon in the other to try to knock the potato off his opponent's spoon. Meanwhile, he tries to protect his own potato.



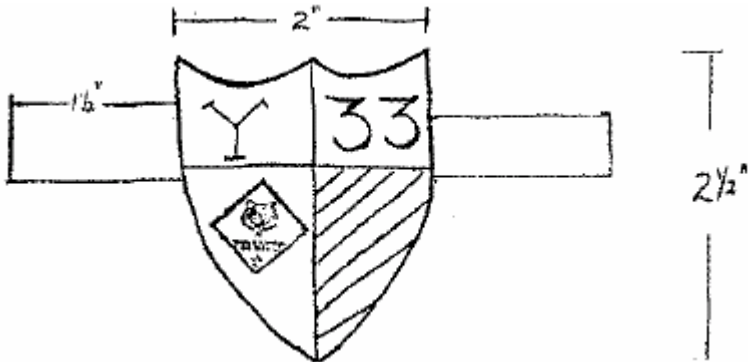
NO LAUGHTER IN THE COURT

Equipment: A crown could be made for the King and swords for the three winners. The King has put out a proclamation that three knights are to be chosen for the King's Court. The test to be undergone is to prove who could be the most serious man for the position. The King stands before the contestants. He says the word, "Ha!" to one of the contestants. Each one of the boys in turn has to repeat, adding another "Ha". (Example: Ha...ha...ha.. ha... ha..." Before long, everyone is laughing like crazy. If any boys survive the game without laughing, they are to be presented with a sword.

CRAFTS

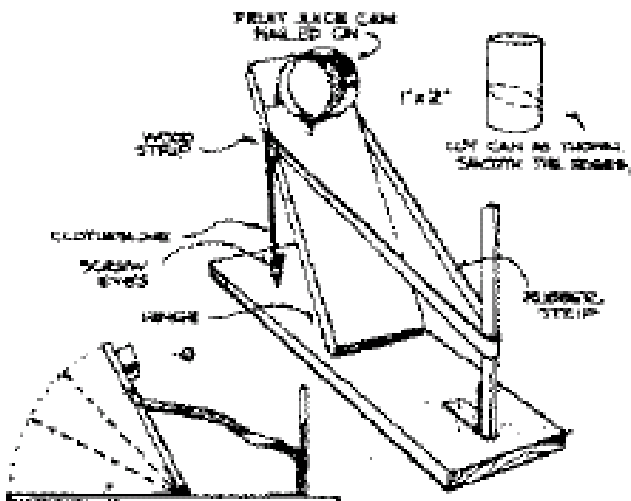
SHIELD NECKERCHIEF SLIDE

Make your own crest on your own neckerchief slide. Using the pattern, cut a shield from a piece of cardboard. Take heavy-duty aluminum foil and cover the cardboard. Staple the ends together to make a loop. Decorate with reflective tape, markers, or stickers.



CATAPULT BOMBARDMENT

For the "castle," set a small table on its side about 20 feet from the firing line. Each boy (or den champion) is given three small rubber balls to fire from his den's catapult. Score one for each hit. Winner is the boy with the most hits. If more than one boy scores three hits, have a playoff.



STAINED GLASS CANDLE

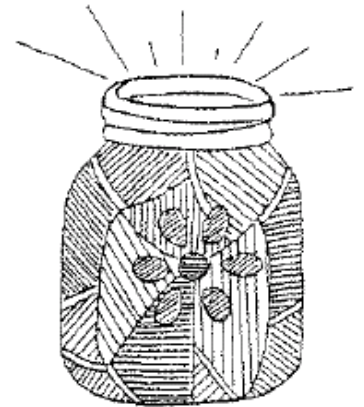
Stained glass windows were found in many churches during the time of the knights. Cub Scouts can make their own stained glass using glue and food coloring mixture.

Materials: Elmer's white glue; food coloring; baby food jar; tea candle, paint brush

Glue mixture is made from Elmer's white glue with food coloring to achieve the desired color.

Paint pattern on the outside of the baby food jar with the desired colors of glue mixture. If two colors in a pattern touch, let the first dry before applying the second color.

After the glue mixture has dried, place a tea candle in the jar and light.



KNIGHTLY GOOD DEED

Table Decorations for the Holiday for senior's home, or hospital

ADVANCEMENT CEREMONY KNIGHTS OF THE PACK

Equipment: Plastic sword; ceremonial candle boards, one with five candles in front and another with seven on an inverted V.

Arrangements: Cub Scouts are dressed as knights. Only the Cubmaster and an assistant (to light candles) are on the stage at opening.

CUBMASTER: Just as the knights of old had their code of conduct, the young knights of Cub Scouting have their code - the Cub Scout Promise. (The assistant lights the candles on the inverted V as the Cubmaster reads the lines.) A Cub Scout promises to do his best (lights candle) ... To do this duty to God and his country (lights candle)... To help others (light candle)... And to obey the Law of the Pack - which states the following:
The Cub Scout follows Akela. (light candle)
The Cub Scout helps the pack go (light candle)
The pack helps the Cub Scout grow (light candle)
The Cub Scout gives goodwill (light candle)

As the knights of the roundtable traveled together, certain of their members performed tasks so well that they received special recognition and were inducted into special orders. In Cub Scouting, we follow a similar recognition of tasks well performed - the five ranks of Cub Scouting.

While waiting to become of age to pass the next rank for which he is eligible, a Cub Scout may earn additional honors called Arrow Points. Tonight at our roundtable pack meeting, we will welcome new knights and recognize those receiving special honors.

The Order of the Bobcat (light candle) is for all boys just entering Cub Scouts. Will the following candidates for the Order of the Bobcat come forward with their parents? (Call names.) Candidates, please kneel on your left knee. As knight of Pack ____, we will expect you're an your family to help us in all our activities. Our pack can be no stronger than its weakest member. You will be expected to follow your leader and give goodwill. Repeat after me: "I, (name), promise to do my best." (Touch blade to shoulder of each Cub Scout.) I dub thee, Sir Bobcat. Present badge to parent to present to their sons. Welcome, new knights. As you leave this great hall of our pack roundtable, may you carry with you the spirit of true knighthood.

The Order of the Tiger (light candle) is for boys in the first grade who complete 5 achievements. The following knights have performed their tasks so well that they have earned recognition in the Order of the Tiger. Call boys and parents forward; have them kneel. I dub thee Sir Tiger. Present badges or Tiger track beads to parents to present to boys. Congratulations to each of you. May you earn many recognitions on your trail ahead.

Repeat procedure with Wolf, Bear, and Webelos Scouts.

Congratulations to each of you.



Knights' Advancement

Heart of America Council

Equipment: Wooden sword, candle holder with 3 candles, badges

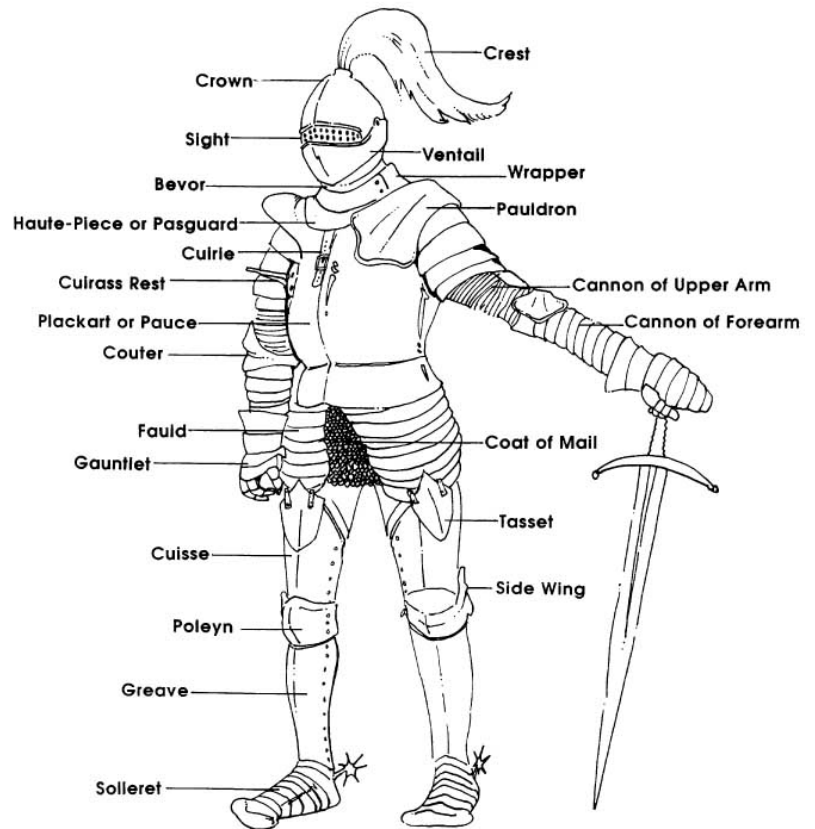
Personnel; Cubmaster costumed as King Arthur, Assistant to light candles, advancing Cub Scouts and their parents.

Arrangement: Candle holder is on table, assistant with lighter behind. Cubmaster in front with boys and parents forming a semicircle facing audience.

Cubmaster: In the days of old, knights of the roundtable who had performed special feats were recognized by their king. In Cub Scouting, we honor those who have advanced in rank. Before we bestow these honors, it is necessary that we ask knights to pledge again their loyalty to God, country and Cub Scouting. I ask these knights to join me in the Cub Scout promise while _____ lights the candles representing the three parts of the Promise. (They repeat the Promise)

Cubmaster: I ask those knights receiving the Order of the Bobcat to kneel on one knee before me. (when all are kneeling, King Arthur touches each boy on the shoulder with his sword and says) "I dub thee Sir Bobcat."

(He then presents the parents with the badges to pin on their sons' shirt) Repeat for Wolf, Bear etc.



KNIGHTLY GOOD DEED

Collect Cereal Box Tops
for School or Church

Knightly Arrow of Light

Tonight we have come here dressed in our armor to demonstrate for you the art of knightly combat. This is quite fitting, for in the Middle Ages, the king often hosted a joust or a tournament in order to commemorate a special occasion. At such times, knights would gather to compete in games and contests of skill and courage, which were conducted under a set of rules known as the Code of Chivalry.

When competing under the Code of Chivalry, knights in shining armor made a promise that they would act in a manner which would ensure the safety of other knights as well as the spectators. A knight would never intentionally seek to cause harm to another person, he would never lose his temper during a joust, and he would never strike at an opponent who was helpless, because a knight had a duty to protect those who could not protect themselves.

But the Code of Chivalry was more than just a set of safety rules. In fact, the knightly virtues of the Code of Chivalry are much like the twelve points of Scout Law. Just as a Scout is expected to be trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent, a knight was expected to be courageous, just, merciful, generous, faithful, honorable and hopeful. As you can see from this comparison, Scout Law has its roots in the Code of Chivalry used by the medieval knights.

In the Middle Ages, a boy began training to become a knight just about at your age; it was a very long and difficult education. A large part of their training was learning the value of the Code of Chivalry, not only in the

games of the tournament, but in all aspects of their lives.

Being made a knight was a very special moment in the life of a young man, just like receiving the Arrow of Light is a very special moment in your lives. It is a moment you will remember fondly and proudly in years to come, but like the accolade of knighthood, the Arrow of Light is only one step along the path of honor and virtue that I know you will all follow for the rest of your lives.

It is a great privilege for us to stand beside you this evening as you accept these honors, and we thank you for allowing us to be part of your special occasion. May the Arrow of Light always point to the true path of chivalry.

CUBMASTER MINUTE

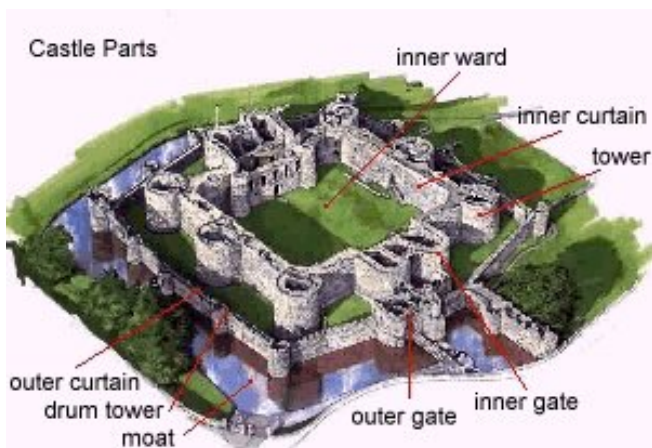
You might choose to form the group into a large "Knights of the Roundtable" circle, with arms around each other's shoulders.

CUBMASTER: Tonight we have enjoyed recalling the days of yore when brave knight went forth to fight evil and do good deeds. Those brave knights have long since passed into history. But their successors are here tonight. You as Cub Scouts live the same spirit of duty and service that the knights of old followed. Let us remember as we go home with our families the real purpose of Cub Scouting. To remind us of that purpose, let us together say the Cub Scout Promise.

Good Turn Closing Thought

Viking Council

Most of us are happiest when we are doing something for others. Think, for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural thing. Once a Cub Scout establishes this habit, he learns the real meaning of a good turn.



Cubmaster's Closing Minute

Chief Seattle Council

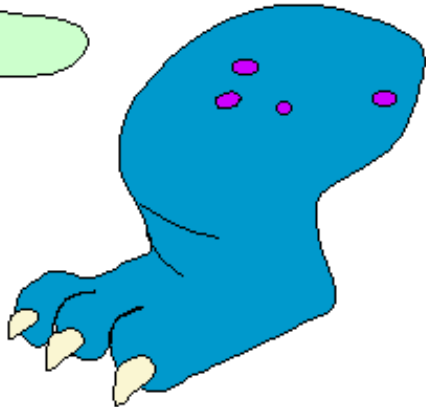
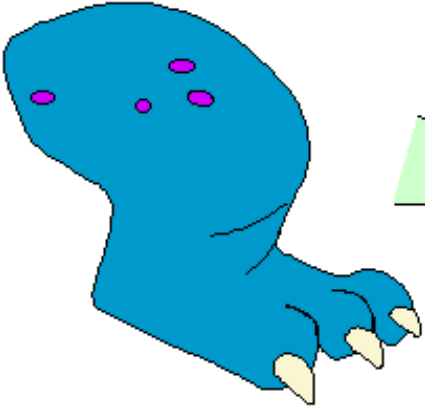
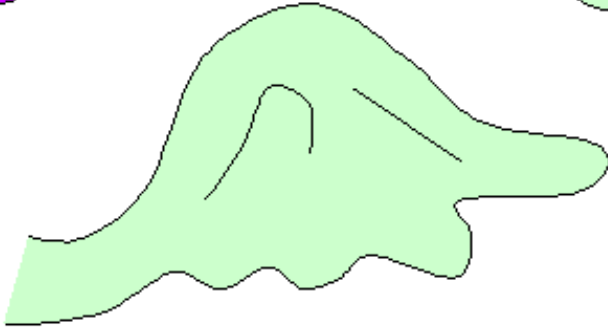
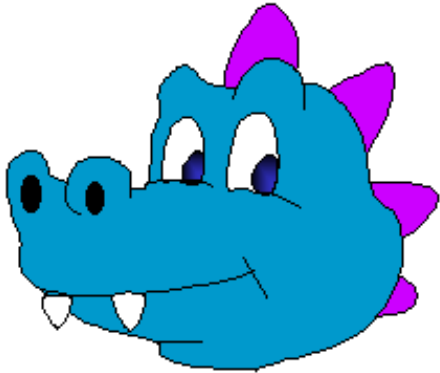
"I will do my best!" Do these words sound like there is a job that has to be done? Yes, it does. What do they mean? These words explain what every Cub Scout, Webelos, and adult leader has promised to do.

What do they mean for the young 7 year old Cub Scout? For him they mean that he will try to do his best in all things that are taught to him by his Den Leader at den meetings and by his Cubmaster at pack meetings. He has to do his best in helping around the house, school, and community. What do they mean for the Webelos? He now turns his thought to going on Scout trips, hiking, and camping out under the stars with just the sounds of the night all around him. He learns the first part of the Scout Oath that says, 'On my honor, I will do my best. Yes, like the knights of old, he has to be gallant, brave, and strong. He has to do his best to be kind, courteous, thrifty, and prepared at all times, especially when called upon in times of need.

What do they mean for the adult Scouter? This is the person who lives up the street and has volunteered to see that activities for the boys get carried out. The adult leaders have to do their best in showing and teaching the boys how to do their best. They give up their time to go to training, committee meetings, and den and pack meetings.

But what is the true meaning of 'To do your best'? It means doing the best work and service that you are a of at all times. Service to your family, to God, and to your community. As we leave tonight, let us all remember that doing his best is one way a Cub Scout Gives Goodwill during the holiday season and throughout the year.

Paper Towel Dragon



Craftsman Field Trip Ideas

1. Visit a lumberyard.
2. Visit a wood or metal shop. Have them tell about tools and how to care for them.

Free Woodworking Projects <http://www.allcrafts.net/woodworking.htm#freeprojects>

Cool Science for Curious Kids <http://www.hhmi.org/coolscience/index.html>

Build Your Own Castle <http://webtech.kennesaw.edu/jcheek3/castles.htm>

Junior Forest Ranger Quiz

Circle the best answer for each question.

1. Campfire permits are required for:
 - a. indoor fireplaces
 - b. outdoor areas, depending on local laws
 - c. lighting Halloween pumpkins
2. If a fire gets out of hand, you should:
 - a. get your parents, run to your car and drive away
 - b. report it immediately to a forest ranger
 - c. get other Junior Forest Rangers to fight the fire
3. The best place to ask where forest campfires can be built is:
 - a. sheriff's office
 - b. sporting goods store
 - c. ranger or fire warden stations
4. When staying overnight in a forest, before going to bed, you should:
 - a. place heavy logs on the fire
 - b. put out your campfire
 - c. arrange to get up every 2 hours to check the fire
5. When you see a bear in the forest, park or zoo, you should:
 - a. pull his fur
 - b. chase him with a stick
 - c. stay away from him
6. To cook properly over a campfire, you should:
 - a. cook over the flames of a large fire
 - b. build a small fire and cook over the embers
 - c. burn a lot of paper to make the fire hot
7. The best way to put out a campfire is:
 - a. spread out the embers and cool with dirt or water
 - b. cover it with rocks
 - c. let it alone to burn out by itself
8. The best spot for a campfire is:
 - a. inside a rotten log or stump
 - b. under a green tree
 - c. in a cleared open space away from trees
9. For camping or burning trash, the following is the most important and practical tool to carry in a car:
 - a. shovel
 - b. bucket of water
 - c. wet blanket
10. If your clothes happen to catch fire, you should:
 - a. keep calm, do not run, roll a blanket around you or roll over and over on the ground, to smother the flames
 - b. run for help
 - c. jump up and down real fast
11. Camp matches should be:
 - a. kept in a metal container
 - b. stored near outboard motor fuel
 - c. placed in the hot sun
12. The safest way to start a campfire is with:
 - a. a pile of dry leaves
 - b. gasoline
 - c. small pieces of kindling wood
13. A person who is careless and starts a forest fire:
 - a. is made honorary fire chief
 - b. receives a fire prevention award
 - c. can be fined and sent to jail
14. Well-managed forests give us:
 - a. Smokey Bear
 - b. wood, water, wildlife, grass and outdoor fun
 - c. just lumber, paper and walnuts
15. A match or a cigarette thrown from a car window:
 - a. is permissible if no one is looking
 - b. is permissible if it looks like it's gone out
 - c. is never safe
16. A windy day is a good time:
 - a. to burn trash
 - b. to start a campfire
 - c. not to start a campfire
17. Before lighting an open fire:
 - a. people should vacate the neighborhood
 - b. local fire laws should be checked and obeyed
 - c. drink three glasses of water
18. Junior Forest Rangers:
 - a. put out forest fires
 - b. start forest fires
 - c. help prevent forest fires

Junior Forest Ranger Quiz – Answer Key

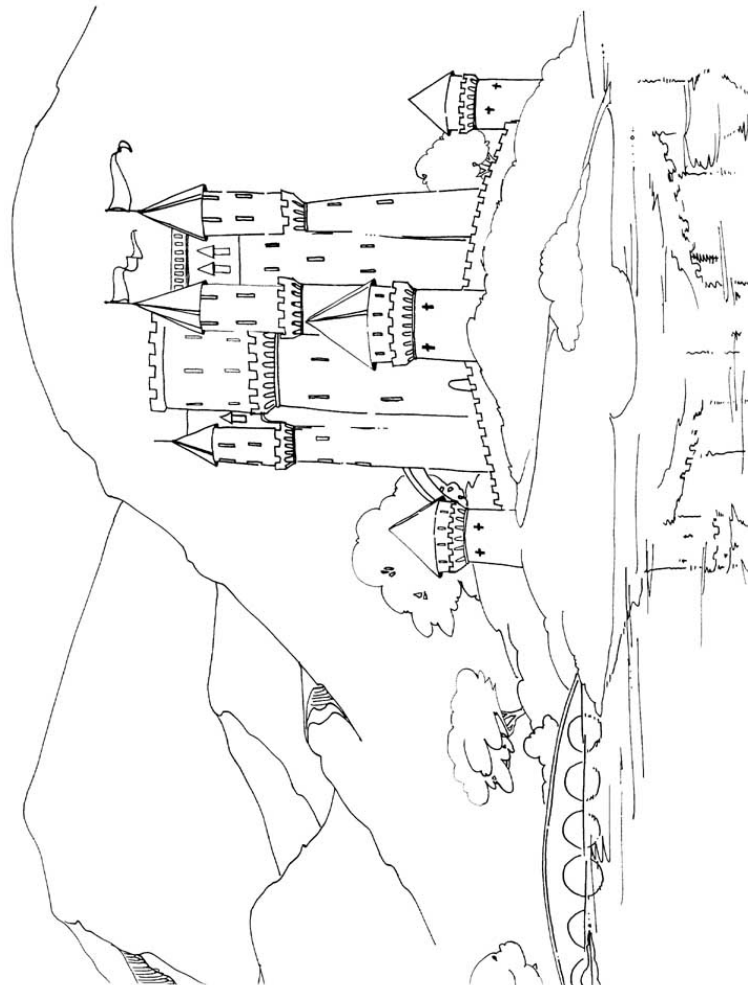
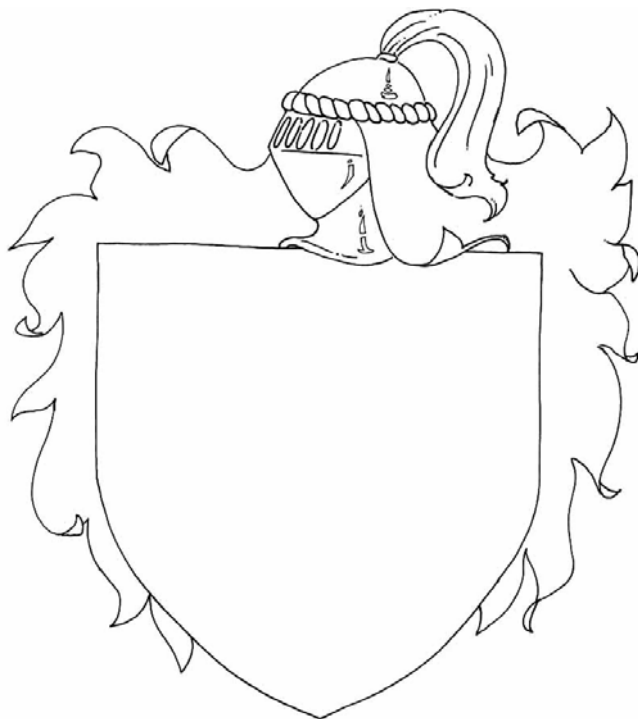
1. Campfire permits are required for:
 - b. outdoor areas, depending on local laws
2. If a fire gets out of hand, you should:
 - b. report it immediately to a forest ranger
3. The best place to ask where forest campfires can be built is:
 - c. ranger or fire warden stations
4. When staying overnight in a forest, before going to bed, you should:
 - b. put out your campfire
5. When you see a bear in the forest, park or zoo, you should:
 - c. stay away from him
6. To cook properly over a campfire, you should:
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18. Junior Forest Rangers:
 - c. help prevent forest fires

Knights, Ladies & Castles

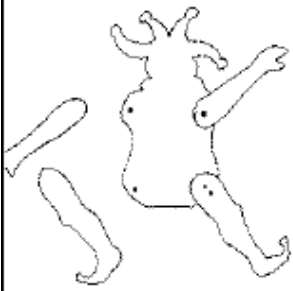
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 J G A T R U T H F U L J Q Z W
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BRAVE
 CASTLES
 CHIVALROUS
 DUTIFUL
 FAITHFUL
 FORCEFUL
 GALLANT
 HANDSOME
 HELPFUL

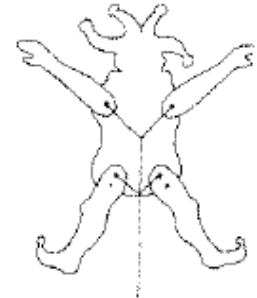
HONEST
 KIND
 KNIGHTS
 LADIES
 MERCIFUL
 POWERFUL
 STRONG
 THOUGHTFUL
 POWERFUL



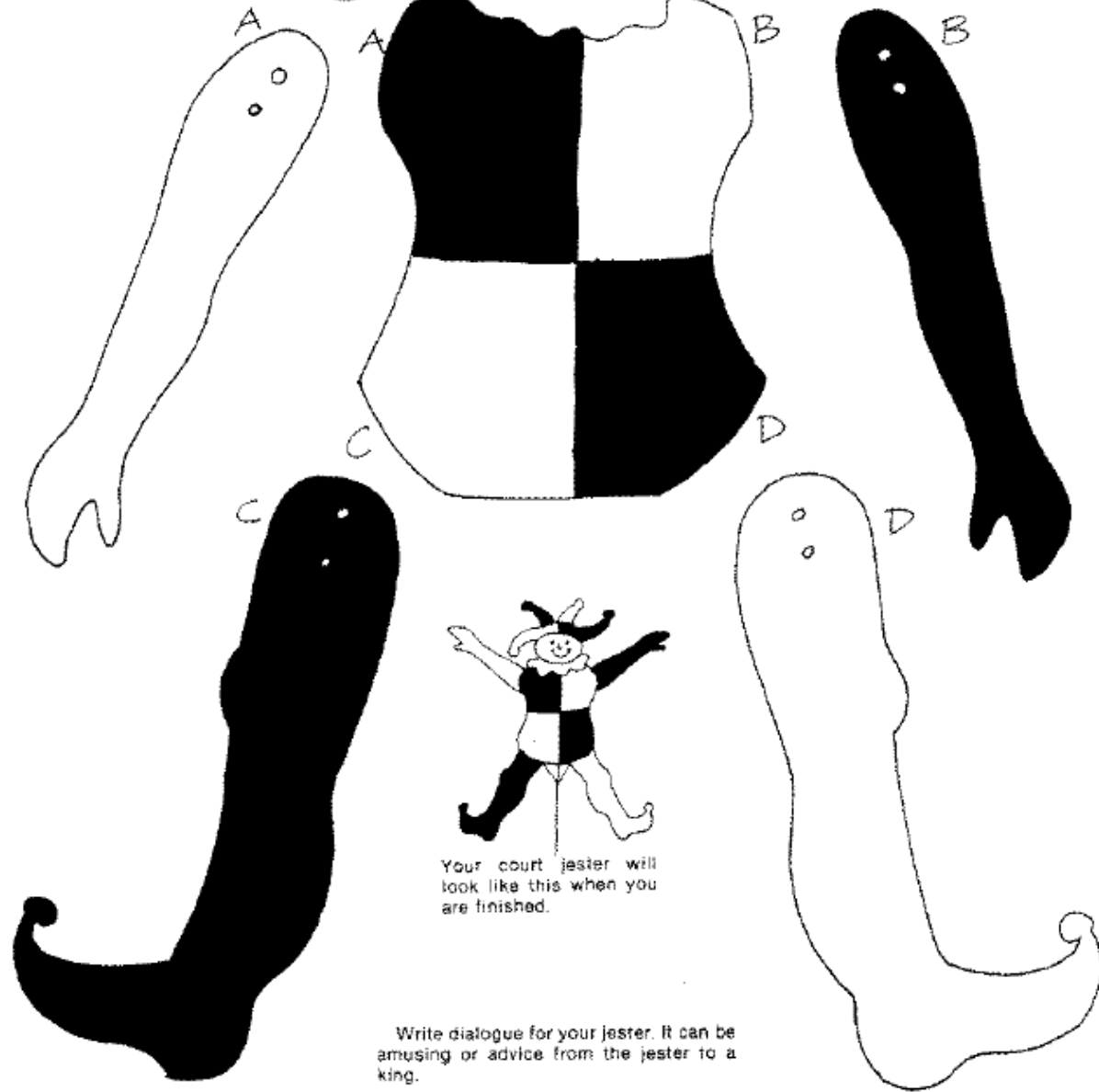
Make a Court Jester



Fasten the pieces together with round paper fasteners or small screws if you use wood.



Attach string as shown.



Your court jester will look like this when you are finished.

Write dialogue for your jester. It can be amusing or advice from the jester to a king.

Trace the above pattern onto a piece of heavy paper or thin plywood. Cut the pieces out with scissors or a linesaw