

January 2009

A-MAZE-ing Games



GATHERING ACTIVITY

Break the Code

This next game is a test that does not measure your intelligence, your fluency with words, and certainly not your mathematical ability. It will, however, give you some indication of your mental flexibility and creativity. It's been found that few people could solve more than half of the questions in the first try, and many reported getting answers long after they first tried the test . . . particularly at unexpected moments when their minds were relaxed. Take this as your personal challenge.

Instructions: Each question below contains the initials of words, when filled in, will make a statement with which you are familiar. Find the missing words.

EXAMPLE: 360 = D in a C would be 360 degrees in a circle.

- 1) 26 = L of the A
- 2) 8 = W of the A W
- 3) 1,001 = A N
- 4) 12 = S of the Z
- 5) 54 = C in a D (with the J)
- 6) 9 = P in the S S
- 7) 88 = P K
- 8) 13 = S on the A F
- 9) 32 = D F at which W F
- 10) 18 = H on a G C
- 11) 90 = D in a R A
- 12) 3 = B M (S H T R)
- 13) 4 = Q in a G
- 14) 24 = H in a D
- 15) 5 = D in a Z C
- 16) 57 = H V
- 17) 3 = P for a F G
- 18) 11 = P on a F T
- 19) 1,000 = W that a P is W
- 20) 29 = D in F in a L Y

Answers

- | | |
|---|---|
| 1. 26 Letters of the Alphabet | 11. 90 Degrees in a Right Angle |
| 2. 8 Wonders of the Ancient World | 12. 3 Blind Mice (See How They Run) |
| 3. 1,001 Arabian Nights | 13. 4 Quarts in a Gallon |
| 4. 12 Signs of the Zodiac | 14. 24 Hours in a Day |
| 5. 54 Cards in a Deck (with the jokers) | 15. 5 Digits in a Zip Code |
| 6. 9 Planets in the Solar System | 16. 57 Heinz Variety |
| 7. 88 Piano Keys | 17. 3 Points for a Field Goal |
| 8. 13 Stripes on the American Flag | 18. 11 Players on a Football Team |
| 9. 32 Degrees Fahrenheit at which Water Freezes | 19. 1,000 Words that a Picture is Worth |
| 10. 18 Holes on a Golf Course | 20. 29 Day in February in a Leap Year |

OPENINGS

GAMES

Kathy Smith

Boys Line Up across the front of the room in order and each in turn reads their part.

G - Cub 1: Games are fun and teach us a lot.

A- Cub 2: Active Games or Board Games are all fun to us.

M - Cub 3: Monopoly, Checkers, Tag, Relays, Chess

E - Cub 4: Each must take turns and be patient between.

S - Cub 5: Sportsmanship is a lesson learned.

Cubmaster: Now please join us in the Cub Scout Promise.

Who Wants To Play?

Kathy Smith

6 boys (or 5 boys and a adult)

Each of the first 5 boys walks across the front holding up a game in a box for all to see.

6th boy walks across the front and says, "Games are Amazing! Wanna Play?"

Cubmaster: Please join us in the Pledge of Allegiance.

Ceremony Awards Backwards (Backwards Awards Ceremony)

York Adams Area Council

This award ceremony will be a challenge to anyone who conducts it. Therefore, it is short and to the point. The best advice is to practice it, practice it, and practice it. Then, make sure you have a cheat-sheet with you when you try to conduct it. (You might decide to have an "interpreter" who, in a quieter voice, repeats each line "frontwards" after the Awards Chairman has said it backwards.)

Scouts Cub our of accomplishments the celebrate we tonight.

Tonight are they where get to hard very worked have they. Bobcat of level the for requirements eight the completed have who Cubs [number] have we.

Parents their with up come boys the would.

[List names of boys (backwards).]

Sons your to badges these award please.

[Hand parents badges and offer the backwards applause.]

Rank Wolf the for requirements their completed have who Scouts Wolf our recognize to want also we

Forward come please parents their and boys following the would

Wolf of rank the reached have and Wolf for requirements twelve the completed have Cubs these

[List names of boys (backwards).]

Sons your to badges these award please.

[Hand parents badges and offer the backwards applause.]

Rank Bear the for requirements the finished have who Cubs some has also Pack our.

Requirements achievement twelve complete Cub each requires rank Bear the.

Self and family country God of areas the in are achievements the.

Forward come please parents their and Cubs these would.

[List names of boys (backwards).]

Sons your to badges these award please.

[Hand parents badges and offer the backwards applause.]

Badges Activity on working been have Dens/Patrols Webelos our.Meeting Pack last the since badges these earned have Webelos following the.

[Call off names of boys (backwards) and the Activity Badges they have earned to come forward and receive them.]

Requirements rank Webelos the completed have who Scouts Webelos our honor to want we finally.

Forward come please to parents their and Webelos these ask we.

Program Scout Cub the in “rank” last the is rank Webelos the.

Award Scouting Cub highest the earn to you challenge we rank this reached have you that now.

Light of Arrow the is award that.

Well done have son(s) your parents.

Badge(s) Webelos their them award please.

ACTIVE STORY

Rindercella

York Adams Area Council

This is just a fun read-it-to-them story. Better get lots of practice before attempting it, though—it’s not an easy read!

Once upon a time in a corn foundry there lived a geautiful birl and her name was Rindercella. Now Rindercella lived with her mugly other and tow sad listers. Also in this same corn foundry there lived a pransome hince, and this pransome hince was going to have a bancy fall and he’d invited people for riles amound especially the pick reople. Now Rindercella’s mughly other and her tow sad blisters went to town to buy some dancy fesses for the cancy fall, but Rindercella cound’t go cause all she had to wear were some old ruddy dags. Finally the night of the bancy fall arived and Rindercella coudn’t go so she just crank down and shried. And she was sitting there shrieing when all of the sudden there appeared before her, her gay mudfather and he touched her with his wagic mend and there appeared before her a kig hutch and hix white sorces to take her to the bancy fall, and he said-“Rindercella, be sure and be home before midnight or I’ll purn you into a tumpkin!”

When Rindercella arrived at the bancy fall the pransome hince met her at the door because he’d been watching behind a wooden hindow. Rindercella and the pransome hince mance all night until midnight and they Jeff in fove. And finally the midclock struck night, and Rindercella spaced down the rairs and just as she beached the rottom she slopped her dripper! The next day this pransome hince went all over the corn foundry looking for the geutiful birl who had slopped her dripper. They finally came to Rindercella’s house, and he tried it on the mugiy other and if fidn’t dit. The he tried in on the two sisty uglers and if fidn’t dit and then he tried it on Rindercella and if fid dit! It was exactly the sight rite! And so they were marrned and lived heavely after nappily. Now the storal of the mory is: If you go to a bancy fall and you want a pransome hince to Tell in fove with you--don’t forget to slop you dripped!

ACTIVITIES, CRAFTS AND GAMES

Cub Scout Academic and Sports Program

It's a great month to work on the Cub Scout Academic and Sports Program! Teach the boys to play chess or marbles and host a Pack Tournament.

That's Why We're In Cub Scouting

(Tune: Deep in the Heart of Texas)

National Capital Area Council

The fun things in life
Our family's delight!
(Clap hands 4 times)
That's why we're in Cub Scouting!

We do our best
To pass each test.
(Clap hands 4 times)
That's why we're in Cub Scouting!

Hey, Look Us Over

(Tune: Hey, Look Me Over)

Heart of America Council

Hey look us over, lend us an ear,
Watch us advance in Scouting every year.
First we're Bobcats, then we're Wolves and Bears,
Soon we're Webelos and we'll go from there, a-singing,
Hey look us over, lend us an ear,
Join us in a song and sing out loud and clear,
That Cub Scout advancement is the way to grow,
Stand back parent, here we go!

Tongue Twisters

Inland Northwest Council

Betty Botter bought some butter, "but" she said, "this butter's bitter if I put it in my batter, It will bake my batter bitter!"

Susie's shirt shop sells pre shrunk shirts.

String maze

You will need for each player (or team)

- * A different colored ball of string of yarn
- * A pencil
- * A prize - small candy bar, a slide kit or craft kit, etc.

Preparation: Tie the prize to the end of the sting. Hide the prize somewhere in the room. Unwind the ball of string completely, passing over, under and around table legs, furniture and other objects. Tie a

Cub Scout Fun!

(Tune of "Jingle Bells")

Roger Claff

Dashing down the street,
My Den Leader's house is near,
Lots of friends to meet,
Scouting fun and cheer!

We'll earn our whit'lin' chip,
Then tie our knots real tight,
To have some fun now here's a tip,
Den meeting is tonight!

Oh!

Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will sta-ay!
Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will stay!
Always do your best
Is the motto of a scout,
Meeting ev'ry test,
Helping others out,

We earn our Bobcat rank,
Then Tiger, Wolf and Bear,
For Webelos we give our thanks,
For Boy Scouts we're prepared!

Oh!

Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will sta-ay!
Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will stay!

pencil on the remaining end of the string. Repeat this with each ball of string, don't worry about crossing the strings; this will add to the fun.

To play: Give each boy (or team - could be a den) a pencil and tell him that there is a prize at the end of the string. Have them wind the sting around the pencil as the work their way around the room to find the prize.

Hometown Hero Matching Game

York Adams Council

Hang up pictures of famous "hometown Americans" with their names below their pictures. (These can be US heroes, locals, etc.) Have their heroic deeds listed out on a sheet that is handed out to everyone and have folks match the people with the actions.

Sealed Envelope Contest

Give each person a sealed envelope with a blank 8 1/2 x 11 sheet of paper folded inside. The Cubs are told they are to write their names on the envelope, then open it and make a design or figure out of the paper by folding and tearing it. Time it for 5 or 10 minutes. Then they are asked to put their figures back in the envelope and hand them in for judging. The prize is given not for the paper design or figure, but to the Cub who opened his sealed envelope in the neatest manner!

Paper Cup Pyramid

Trapper Trails Council

One member of each den wears a cardboard hat (a square piece of cardboard that is fastened under the chin with string.) Each team builds a pyramid by placing a layer of cups on top of each other. The highest pyramid in 5 minutes wins, if it doesn't fall.

Pull A Rabbit Out Of A Bag

Sam Houston Area Council

Each player is given a bag and each bag contains an equal number of objects. Objects used might be such things as a ball, a spool, a stick of gum and other not easily defined objects. As the leader calls out some object, each player must thrust his hand into his bag and bring out the object before the leader has counted to ten. If he succeeds in bringing out the correct object he places it to one side. If he does not succeed, that object remains in the bag. The point is to see who can bring out the most correct objects during the naming of the various items each bag contains.

Pack 'Em In

Circle 10 Council

Preparation: 8 or more people, divided into teams; suitcase, umbrella, hat coat, gloves and scarf for each team (oversized works well)

Divide the group into teams and have each team separate with half at each end of the playing area. Place the suitcase, filled with the clothing, in front of the first player on each team. On "GO", the first team members open their suitcase, put on all the clothing and run down to their teammates at the other end of the playing area. Here, they remove all the clothing, put it inside the suitcase, shut the case and tag the next person in line. That person opens the suitcase, gets dressed and runs back to the starting end of the playing area. The shuttle relay continues until all members have had the chance to get dressed, travel and unpack! It is fun to provide additional articles of clothing or accessories, to make the outfit even funnier.

Caterpillar Race

Trapper Trails Council

Line up groups in single file. The first Cub Scout in each line places his hands on the ground. Each teammate behind him bends forward and grasps the ankles of the player in front of him. On signal, the columns move forward in this position. When the last player in the column crosses the finish line the team has completed the race, provided that their line is still intact. The first team to complete the race wins.

Which Country's Coins

York Adams Area Council

Gather coins from different countries and place them on display, labeled with unique identifiers. Then list out on sheets of paper the different countries represented. Have folks match the coins to the countries.

Passing The Buck

Inland Northwest Council

Material: a beanbag or small rubber ball used as the "buck". Players form a circle and the "buck" is tossed from player to player. The person catching the "buck" must begin to tell a story - something made up on the spot. The player holding the "buck" tosses it to another player who must catch it and continue the story. The story can take any form just as long as there is an attempt to connect it to the last player's contribution. Players must not break the flow of the story no matter how fast the "buck" is passed. Those who have the "buck" must speak--if only a few words--then they can toss it to another.

Minuteman Run

Inland Northwest Council

To play this game, you'll need a group of about 10 boys. The players form a circle and hold hands. A person who is chosen "IT" stands inside the circle. He walks around the circle, tapping each player's hands as he says each word of the rhyme, "Red, white, blue, out goes you!" The two persons he taps on the word, "You," run around the circle in opposite directions,, "IT" steps into one of the empty places. The last one to get back to the other empty place becomes "IT,."

The game continues as long as you want it to, or until the players are tired out. You might want to include some variations in tile game such as hopping, skipping, walking, or galloping,

Guard the Treasurer

Inland Northwest Council

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels", (*beanbag or whatever*, **My suggestion:** you can find chocolate coins covered in gold foil at some discount stores--Baloo). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can not longer try for the treasure. Play ends when the "jewels" are captured.

Game

Crossroads of America

Hide pennies around the room and have teams direct a blindfolded person to find the pennies. The team with the most pennies at the end of 5 minutes wins the pennies they found.

Discovery Game

Simon Kenton Council

Supplies: compass (have each boy bring his own), piece of paper for each boy (or den) with the name of their discovery.

The object of this game is for each boy (or den, if used as a Pack Meeting game) to "discover" a part of his town. The discovery is simply a hidden piece of paper with the name of a building or landmark on it. Directions are given by compass bearings and steps to find their building or landmark. The den leader or Cubmaster begins by pointing North. Each boy (or den) is given an envelope with instructions. Example: "You are looking for the old rock house. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there. The boy (or den) might find a piece of paper there with "old rock house" on it or they might find a piece of paper with new directions. The boy (or den) which finds their building or landmark first wins.

Who Am I?

National Capital Area Council

Make up a "Who Am I" card for each scout. This card has the name of someone who is famous or well-known in some field of communication -- past presidents, politicians, actors, radio personalities, etc. Tape one card on the back of each scout as they arrive (be sure the scout does not see the name). The scouts are allowed to ask each scout two questions which can only be answered with "Yes" or "No" as they try to guess "Who" they are.

Amazing Numbers

You will need a calculator for this:

Take the number of the month you were born,

multiply by 4,

add 13,

multiply by 25, subtract 200,

add the day of the month on which you were born,

multiply by 2, subtract 40, multiply by 50, add the last two digits of the year in which you were born,

subtract 10,500.

Notice anything funny about your answer

Story Box

Use already-made boxes or boxes that Cubs have made themselves., let their imaginations go! A Storytelling Box can also be done individually or as a group. It is a special box into which the following kinds of items, or combinations are placed:

Small, smooth stones (or ceramic squares) onto which words, signs or symbols are painted, or written on.

Small, unusual objects (e.g. toys, things from nature, household items, small bits of clothing, coins, and so on).

Slips of paper or flat sticks with words or pictures on them.

Cubs work in groups of 3-5. The Den Leader can start off with a beginning, then allow one of the group members to "set the stage", or leave it completely up to the individual storyteller from the very start.

The first Cub begins by drawing out an object from the box without looking (the element of surprise makes it more interesting!) . The drawn item must be used sequentially in the story and stays out of the Box until the story is finished; i.e. it can't be put back into the box and exchanged, or saved until later in the story, or used again.

The story continues until such time as the Cub becomes "stumped", and pulls out another object. This process continues until the Cub determines that the story is finished.

Scrambled Proverbs

York Adams Area Council

Write out these phrases on a large poster or white board or written out on sheets of paper. As the boys arrive, have them try to figure out what each one is supposed to be. After the Den Meeting Opening, go over them and ask the boys what each one means.

Mixed Up Phrases:

1. of feather flock together a birds
2. barrel spoils the whole apple rotten one
3. don't try again if first succeed at try you
4. you don't come cross to it a bridge until
5. laugh laughs you with and the world
6. nine saves time in a stitch
7. away the doctor keeps a day an apple
8. the worm catches the bird early
9. moss gathers no stone a rolling
10. a dull jack makes all play and boy work no

The Real Sayings:

- | | |
|---|---|
| 1. Birds of a feather flock together. | 6. A stitch in time saves nine. |
| 2. One rotten apple spoils the whole barrel. | 7. An apple a day keeps the doctor away. |
| 3. If at first you don't succeed try try again. | 8. The bird early catches the worm. |
| 4. Don't cross a bridge until you come to it. | 9. A rolling stone gathers no moss. |
| 5. Laugh and the world laughs with you. | 10. All work and no play makes Jack a dull boy. |

Unscramble the Message
York Adams Area Council

Have the boys work on unscrambling messages that you prepare or you can use the following list of odrws (words!) and have the boys figure them out:

Cubmaster	Mbucretsa
Pack	Kcap
Backwards	Sdrawkcab
Fun	Ufn
Summertime	Remtmiumes
Cubs	Bucs
Wolf	Lofw
Bear	Aber
Tiger	Gietr
Webelos	Ebleows

“What’s The Word?” Bee
York Adams Area Council

(Editor’s Note: If you prepare well enough in advance, the boys in the den that has to prepare the pre-opening activity can work on this and run it themselves. There are electives in the Wolf Book for making a game. Check for other electives that might be satisfied.)

This game supports “join the game as you arrive” players. Create a stack of flashcards with words that are written in “mirror image” of how they normally appear (like the word “AMBULANCE” on the front of ambulances). (An easy way to create these cards is to print off a list of words in large print, have someone make transparencies of them and then have copies of the transparencies made “backwards.” As people arrive, they’re assigned to one of the two teams playing. Have the players line up in a “math bee” fashion (pairs of players next to each other) and the flashcard presenter sitting opposite the players. As the flashcard is presented, the two “front line” players try to figure out the word. The player who guesses correctly gets a team point and those players go to the back of the line. Make sure the words aren’t too big for the boys (even forward!).

Unscramble Your Own Mess
NE-CS-54
York Adams Area Council

This was an activity we did in Wood Badge Training many moons ago. Have a group of about 5 to 8 people form a circle with all players facing in. Have each player hold hands with two other players (never holding both hands of one other player). Once the group is “connected,” have it unscramble the mess without letting go of one another’s hands. You can add one more “director player” to the activity to walk around and give directions to the tangled group on how to get untangled. As people arrive at the meeting, have them form up into new groups and have each group try the activity.

Mirror Maze Relay Race

York Adams Area Council

Set up a serpentine maze that the teams must navigate walking backwards using a mirror to see their way.

Eeb Gnilleps Drawkab

York Adams Area Council

Hold a two-team spelling bee—with a catch. The boys must spell the words backwards. You won't have much success with long words so you need to come up with a list of short ones. Suggestion: To prepare the words, have someone make up index cards or a listing of the words and their backward renditions.

Behind My Back!

York Adams Area Council

Put together a grab bag full of lots of common items that can be identified by feel. Line up each of two teams so that the teammates are standing shoulder-to-shoulder, with the two teams facing each other. Have as many different items for each team as you can find (but same items can be included) and have the items listed out on a checklist for after the "passing" part of the race. Have a "starter" adult for each team, who has the items hidden in a bag, standing at one end of team, behind the players. Have a "finisher" adult at the other end of the line. On the signal "go." The starter places the first item in the first player's hands which are behind his back. After one second blow a whistle to signal passing the item to the next person as the starter hands the next item to the first player. This continues until all of the items have been passed through all of the players and have been "secured" in a bag by the "finisher" adult. Gather each team together to see if they can recall all of the items they "saw."

Cap On Peg Slide

Debbie Kalpowsky

Note: This is a reverse version of the cup in a ball game.

Materials:

- Wooden spool
- Wooden peg or dowel to fit center of spool, about 1 ½ inch long
- 5 inches cording or heavy thread
- Plastic cap to fit over the top of the doweling or peg
- Paint, color of your choice
- ¾-inch PVC slide ring

Equipment:

- Hot glue
- Paint brushes
- Punch awl or small drill

Directions:

1. Hot glue the wooden peg into the spool.
2. If desired, paint both pieces and allow to dry.
3. Punch a small hole in the center of the plastic cap.
4. Glue one end of the cording to bottom of the wooden spool.
5. Slip the other end of coring through the hole in the plastic cap, make a knot and glue in place
6. Mount the slide ring to back of the spool using hot glue.

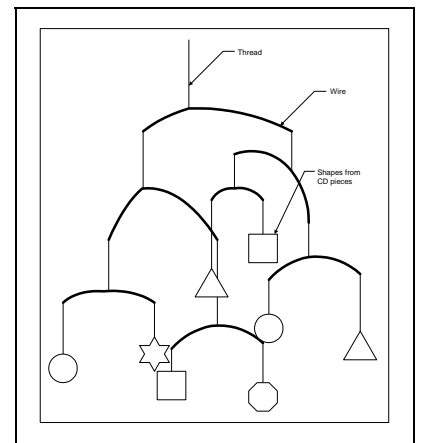


Mirror Mobile
York Adams Area Council

Materials:

- Aluminum wire (use a length of main feed electrical house wire, stripped and unbundled)
- Junk CDs (e.g., AOL)
- Thread
- Hot glue
- Utility knife

DIRECTIONS: Ahead of time, cut the CDs into various shapes. You will need a dozen or more for each mobile. Also, cut the aluminum wire into different lengths (3" to 6"). Put a slight hook on each end of each length of wire to give a place to tie the thread. Cut the thread into varying lengths (6" to 10"). Have the kids glue one end of each thread sandwiched between two pieces of CD. Have them tie and glue the other ends to ends of the some of the wire pieces. Tie and glue the centers of these pieces to ends of other wires forming a mobile. (This is really hard to describe in words—how about looking at a picture instead!?)



Mirror Messages

York Adams Area Council

Materials: Paper, pencils, mirror

Have the boys practice writing letters backwards and looking at them in the mirror. Have them write a mirror message question to another boy in the den and have them give their messages to the boy next to them (so that each boy gets a message to answer). Have the boys then answer in backwards lettering as well.

Speak and Do The Opposite

York Adams Area Council

I couldn't think of a better title for this, but it is fun to play both for kids and adults. Each team sends a person to challenge a member of another team. The person challenging says something like "**I Am Patting My Head**" but in fact they are rubbing their tummy. The person being challenged has to say in reply "**I Am Rubbing My Tummy**" and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

CLOSINGS

Thanks for Coming

Heart of America Council

Personnel: 6 Cub Scouts

Equipment: 6 cards spelling out the word THANKS

Cub 1: We hope you liked our meeting tonight.

Cub 2: We tried real hard to do things right.

Cub 3: It's easy to do good, you see,

Cub 4: When you have the help of your family.

Cub 5: Thanks for coming! Come again!

Cub 6: Enjoy this time. We'll soon be men.

Closing

Greater St. Louis Area Council

There are times when a man gropes for words and nothing seems to come. We get a little flustered taking tests, reciting poetry, thanking our leaders, etc. But, if we take our time the words for all those things soon come just as these words will come to help complete this message for you.

If you want to touch the past: touch a STONE.

If you want to touch the present: touch a ROSE.

If you want to touch the future: touch the life of a BOY.

Closing

Trapper Trails Council

Setting: 2 uniformed Cub Scouts alternate reading the following lines.

1st Cub: May I grow in character and ability as I grow in size.

2nd Cub: May I be honest with myself and others in what I do and say.

1st Cub: May I learn and practice my religion.

2nd Cub: May I always respect my parents, my elders, and my leaders.

1st Cub: May I develop high moral principles and have the courage to live by them.

2nd Cub: May I strive for a healthy body, mind and spirit.

1st Cub: May I always respect the rights of others.

2nd Cub: May I set a good example so that others will enjoy and benefit from being around me.

1st Cub: May I work hard and do my best in everything I try to do.

2nd Cub: Cub Scouting helps me learn these things and will prepare me for the doorway to Boy Scouting.

I Made A Promise

York Adams Council

Five boys are needed for this ceremony. Each should have his part printed on a small card he can conceal in his hand or have the part memorized.

Cub #1: I made a promise... I said that whatever I did I would do the best I could.

Cub #2: I made a promise...to serve my God and my country the best I could.

Cub #3: I made a promise...to help other people the best I could.

Cub #4: I made a promise...to obey the Law of the Pack the best I could.

Cub #5: I have done my best, and I will do my best because I am the best... I am a Cub Scout.

Den Leader: Will everyone now join us in repeating the Cub Scout Promise.

A Den's Leader's Discovery

Trapper Trails Council

I was sure they wouldn't ask me;
I knew I couldn't serve.
I didn't know the books or boys;
I didn't have the nerve.
Then my 9 year old said, "Mama,
Won't you take my den this year?
They can't find anybody else,
Though they've looked far and near"
I took my training and waited
for those unknown Cubs to come.
I shook and worried and fretted:
And hoped to protect my home.
They seemed to delight
In breaking every rule.
Then somehow or another each boy
Made a home within my heart.
The Promise and the Living Circle
Is a memory apart.
I found they weren't small devils
Overflowing in my cup,
It's just that an 8 year old needs horns
To hold his HALO up.