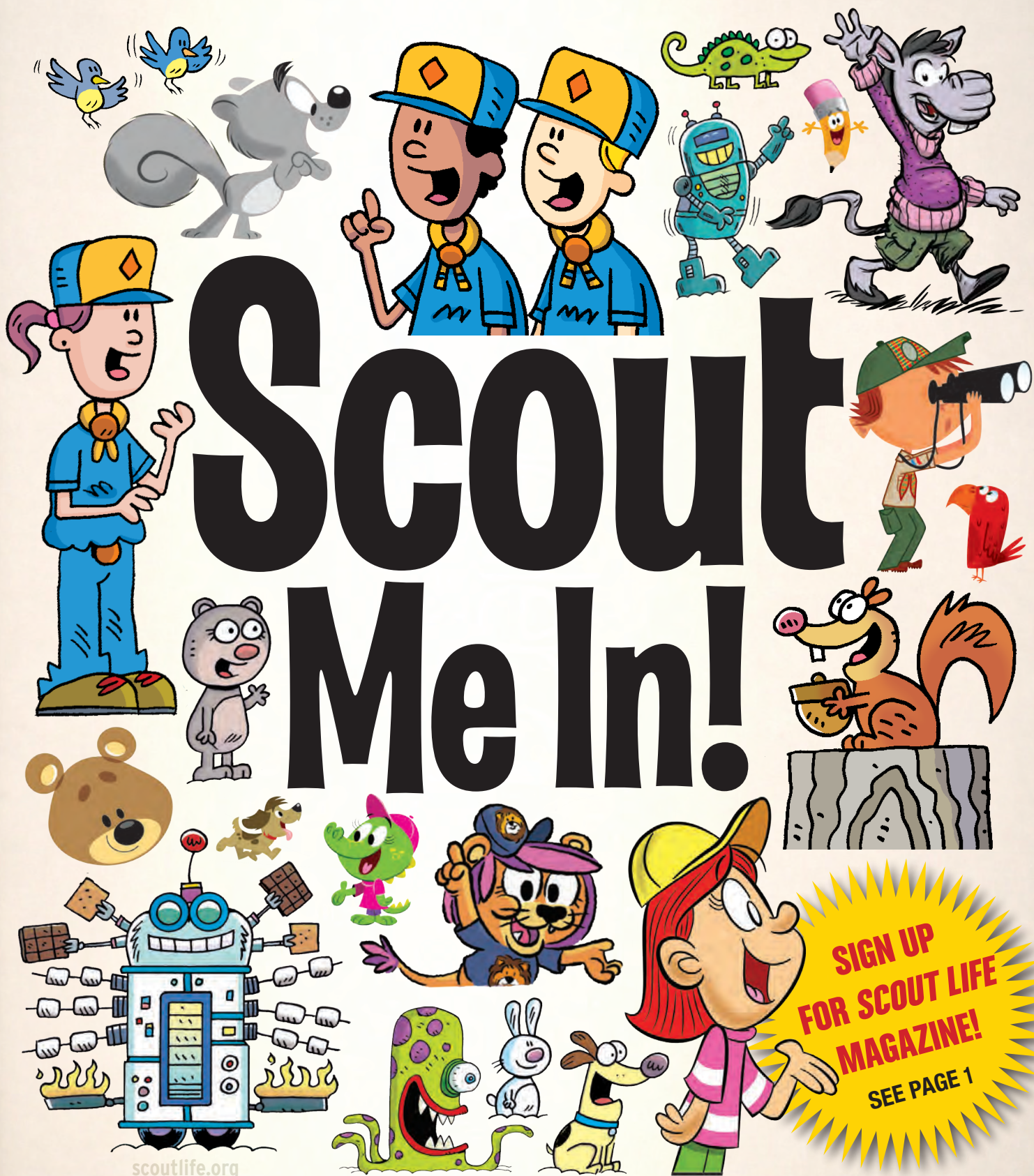




From the publisher of *Boys' Life* since 1911

Scout Life™



scoutlife.org

**SIGN UP
FOR SCOUT LIFE
MAGAZINE!
SEE PAGE 1**



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COVER STORY: ALL ABOUT CUB SCOUTS

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Welcome to the wonderful world of Cub Scouting. My name is Pedro, and I'm a Mailburro. What's a Mailburro? Why, I'm a burro that hauls the mail, of course!

I'm here to tell you about being a Cub Scout. We're going to have all kinds of fun!

This magazine is a tiny version of the magazine I work for, *Scout Life*. **You can get *Scout Life* mailed to you 10 times a year. It will show you all the cool stuff you can do in Scouting.** It's a great way to spend some of your time outside of school, and you'll have a blast. **Ask your parents to subscribe to *Scout Life* today by going to scoutlife.org.subscribe-now/minimag.** Use promo code **minimag** for a special introductory price.



Sign up for Cub Scouting, and you'll have fun playing with your friends and making new ones. (Your parents will have fun, too, playing right along with you. Share this with them.)

So come on in and join Cub Scouts.

Our next meeting is right around the corner!



SCOUT ME IN™

Find a location near you
at

BeAScout.org!

Parents: Learn more
about Cub Scouting at
go.scoutlife.org/cubscouts



(See those horseshoes? That's my official autograph!)



Download the *Scout Life*
magazine app on your device
and start reading today!

CUB SCOUTS DO FUN THINGS!

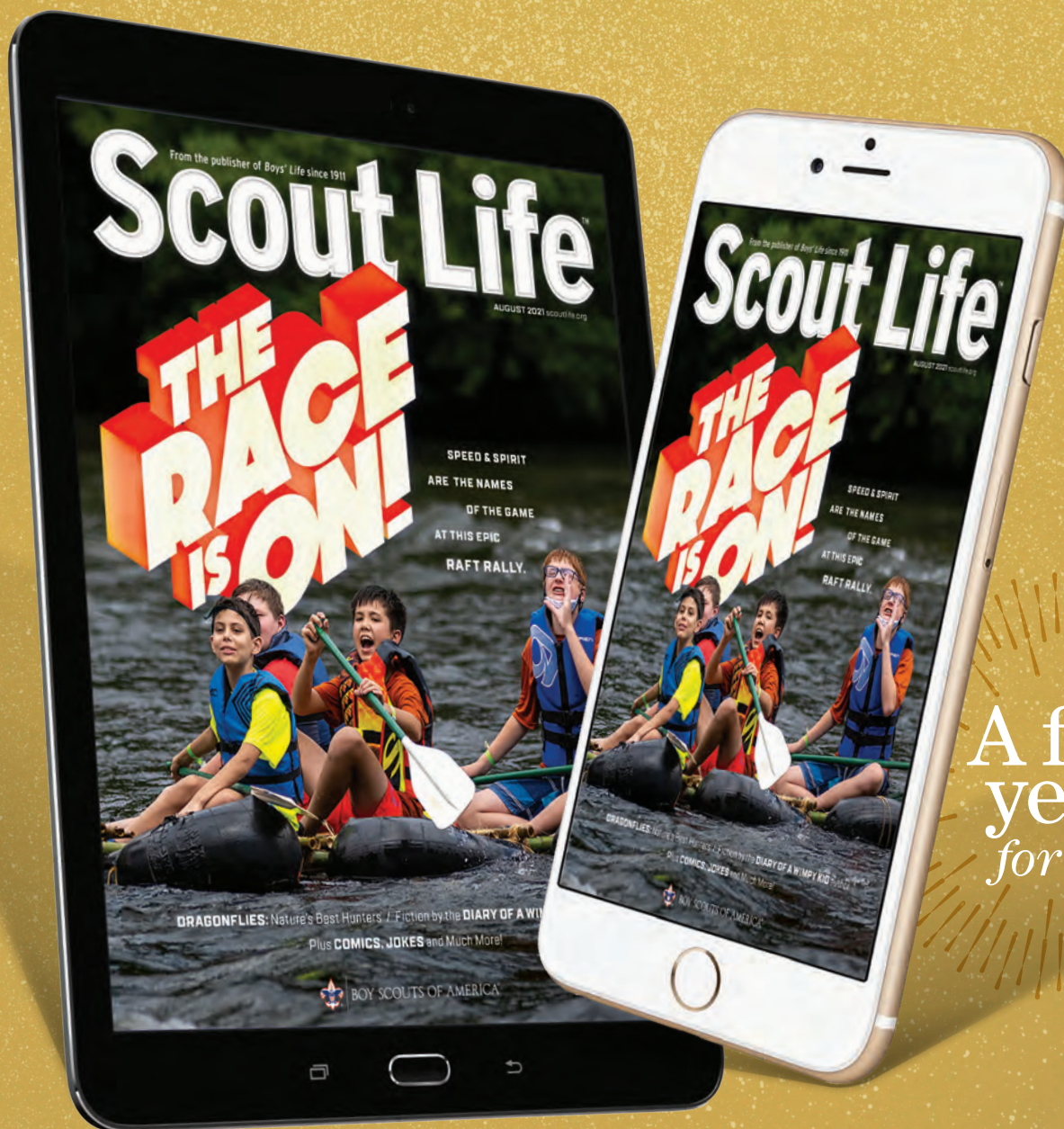
They get to wear a cool uniform and go places and see things with their families. They play all kinds of games and build things like race cars and birdhouses. Want to learn a secret code? Want to learn about wild animals?
GO CUB SCOUTING!

DID YOU KNOW?

As a Cub Scout, you will be part of a pack.
The pack is divided into smaller groups called dens.
All of the Cub Scouts in your den are in the same grade
and might even go to the same school.

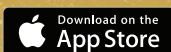


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code DIGPRT10 to get a special print + digital bundle offer.



Kindergarten

First Grade

Second Grade

Third Grade

Fourth Grade

Fifth Grade



All About Cub Scouts

Welcome to the best adventure of your life.

That's what Cub Scouts is: one big adventure. For you and your family.

Whether you're in kindergarten, fifth grade or any grade in between, Cub Scouts is a blast. You can learn to tie knots, set up a tent, and shoot a bow and arrow. You can cook a meal outdoors, go on a hike, and visit your local police and fire stations.

You'll play sports, do some crafts and learn how to eat healthily. And each time you complete a task or learn a new skill, you'll earn an award called an adventure loop.

Adventure loops are cool loops that attach to your belt. Cub Scouts in Webelos and Arrow of Light dens earn **adventure pins** that attach to their uniform or cap. The older you get and the more you accomplish, the more adventure loops and pins you'll earn.

Complete enough adventures and you will earn your rank patch, like the ones pictured above.

Are you ready? Hold on tightly. Your next adventure is about to begin!





All Cub Scouts learn the Scout Oath:

On my honor I will do my best
to do my duty to God and my country
and to obey the Scout Law;
to help other people at all times;
to keep myself physically strong,
mentally awake and morally straight.



All Cub Scouts also learn the Scout Law:

A Scout is trustworthy, loyal, helpful,
friendly, courteous, kind, obedient, cheerful,
thrifty, brave, clean and reverent.

A Lion Adventure:

Fun on the Run!



Staying healthy is fun. Real lions in the wild stay healthy by eating well and getting plenty of rest and exercise. A Lion Scout can do the same thing!

As a Lion, you'll learn three exercises you can do each day to help you stay healthy. You'll also learn how eating healthy snacks and getting plenty of rest is good for you.

Lions do other fun things, too. At one meeting, you'll make new friends. At another, you'll go outside and participate in a field day.

You'll get to meet people who provide a service in your community, like a police officer or firefighter. Then you'll get to provide a service yourself, maybe by planting a plant or picking up trash.

Being a Lion is great. By the end of the year, everyone will be able to hear you roar!



BSA FILE PHOTO/ROGER MORGAN



GETTY IMAGES/ISTOCKPHOTO



A Tiger Adventure:

Rolling With The Tigers

Riding your bike is a great way to get around. It's good exercise, it's faster than walking and, best of all, it's tons of fun.

Falling off your bike? Not so much fun.

As a Tiger, you can learn how to ride better, faster and farther, while also learning how to stay safe. You and your friends will talk about things like wearing a helmet, knowing the rules of the road and taking care of your bike.

And when you're done with that, you might play a game with your friends, like tag or maybe a relay race. What if it's too hot or too cold or too rainy to go outside? That's OK. You'll just go inside and play a board game — or maybe even a videogame — with your friends.

Basically, if you like to do things that are fun and safe, then you're going to have a great time as a Tiger.





A Wolf Adventure:

Call of the Wild

The longer you stay in Cub Scouts, the more fun stuff you get to do. As you get older, you'll advance through each of the ranks with your friends.

Wolves are in the second grade, and they get to do more hiking and camping. And while they're outside, they'll learn how to keep themselves safe by knowing what to do in case of an emergency.

Wolves might also learn about dinosaurs, make a map of their hometown or learn how to identify wild animals.

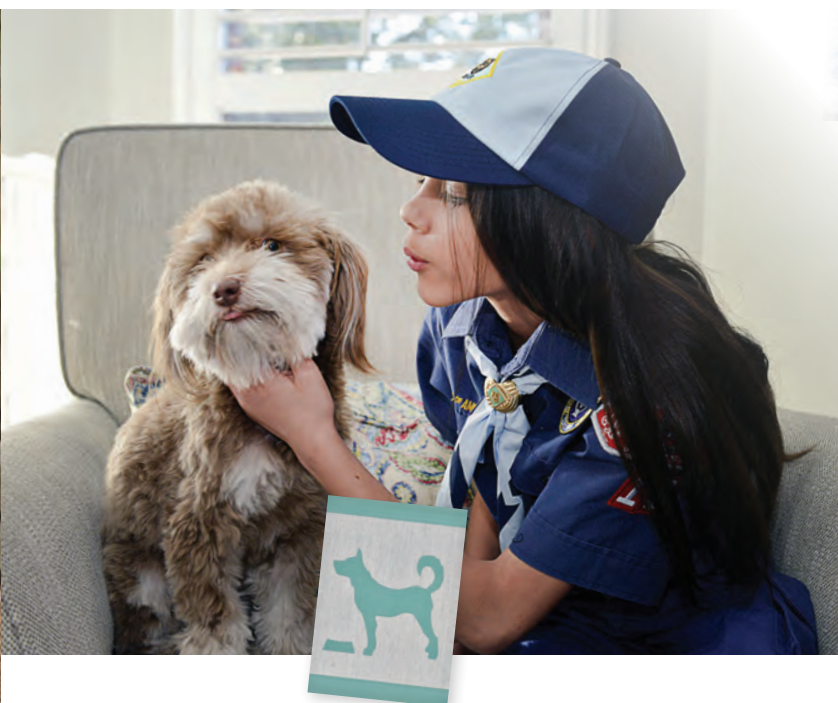




A Bear Adventure: Bear Claws

Bears are in the third grade, and they get to learn how to use a pocketknife! Don't worry: You'll get lots of practice before you start carving for real.

Bears also learn how to observe animals in the wild. They might learn how to use all kinds of different hand tools, how to catch a fish or how to take care of a pet.



A Webelos Adventure:

Outdoor Adventurer



Webelos Scouts are in fourth or fifth grade, and they get to do all kinds of amazing stuff. From first aid to cooking food outdoors to learning the best ways to get exercise, Webelos Scouts do all the great things in Cub Scouting — plus try some of the activities they'll enjoy in Scouts BSA.

If you like having fun with your friends, then you're going to have a blast in Cub Scouting!



GETTY IMAGES/ISTOCKPHOTO (4); RANDY PILAND/BSA FILE PHOTO (2); BSA FILE PHOTO; WATE LUKE PHOTOGRAPHY



THE *SL* GUIDE FOR CUB SCOUTS

FOR ALL YOU FIRST-TIME CAMPERS — OR VETERANS

who need a refresher (that means all of us!) — the editors of *SL* have put together this guide to make your outing the best (and safest) it can be.

WHAT YOU'LL NEED TO KNOW
AND DO TO **BE PREPARED.**



**SL ESSENTIALS
HOW-TO VIDEOS**

go.scoutlife.org/essentials



CUB SCOUT SIX ESSENTIALS



- A **First-aid kit** can be a lifesaver. Literally.
- **Water** can prevent dehydration, heat exhaustion and heatstroke.
- A **Flashlight** is important for finding your way in the dark. (Make sure it has fresh batteries.)
- **Trail Food** is good for maintaining your energy.
- **Sun protection** might include sunblock, sunglasses, lip balm and a wide-brimmed hat.
- A **whistle** is a good way to call for help if you're lost. Don't use it for fun! Only in case of emergency.

FOR LONGER ADVENTURES IN THE OUTDOORS, ADD THESE TO YOUR GEAR LIST:

- **Extra clothing** to match the weather. Multiple layers are better than a single massive jacket, because layered clothing is adaptable to a wider range of temperatures.
- **Rain gear** is very important. Being wet from rain might result in hypothermia, a potentially dangerous condition.
- A **pocketknife or multitool** can be handy in a wide variety of situations. Don't forget to first earn your Whittling Chip (for older Cub Scouts) or Totin' Chip (for Scouts BSA members).
- A **map and compass** are probably the most important tools you can carry in case you get lost.



GET FIT

BASIC EXERCISES TO HELP YOU STAY IN SHAPE.

- **Walk or jog** For 30 minutes a day at least three days a week.
- **On other days**, work in some jumping jacks, jump rope, and pushups, pullups and situps.
- **Mix up your workouts** with swimming, cycling, weights or even full-court basketball. It doesn't matter which activity you choose. Just get active.



FOR MORE, VISIT
go.scoutlife.org/slgyim



WORKOUT TIPS:

Don't Forget to warm up and cool down.

At the start of your workout, jog in place or do some jumping jacks to get your blood flowing. After your workout, cool down with some gentle stretching.

Don't give up. Working out isn't supposed to be easy. To get in really good shape, you need to push yourself. Keep going as long as you can while maintaining good form.

Get advice from people who know what they're doing. Talk to a trusted coach or other knowledgeable adult about how to make your workouts work for you.



SURVIVE THE WILDERNESS



BEFORE YOU GO:

- Tell someone where you're going.
- Build a survival kit: **a heavy-duty large orange plastic trash bag**, metal match with scraper, plastic whistle and glass signal mirror.

IF YOU'RE LOST:

- **Stop moving around.** Sit for at least 30 minutes.
- **Think** about what needs to be done.
- **Observe** your surroundings.
- **Plan** a course of action and implement it.
- Maintain normal body temperature.
- Hydrate or die. **Drink Fluid regularly.**
- **Start a Fire.**
- **Make yourself big** – use your signal mirror, send smoke signals – anything.

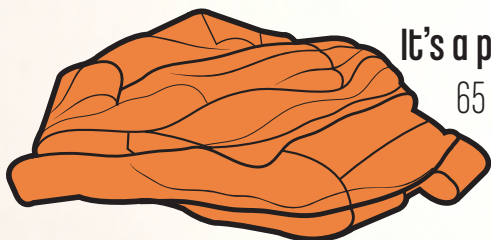
Quick Tip

FOLLOW THE RULE OF FOUR

One rule Scouts should always follow is the "rule of four." Have you ever heard of it? It's simple. **Every party that travels off the beaten path should contain a minimum of four people.** That way, if one person falls or is involved in some other accident, one person can take care of the injured person while two hike out for help.

EMERGENCY SHELTER

WONDER WHY THE ORANGE PLASTIC BAG IS SUGGESTED ABOVE?



It's a portable shelter: Get one that's 4 mm thick and about 38 inches by 65 inches. Cut a hole for your face, crawl inside and hunker down for the night. It might not look pretty, but it's lightweight, packable, cheap and will stop wind, rain and cold – and could save your life.



FIRST-AID KIT

THE WORST KIND OF FIRST-AID KIT IS THE ONE THAT NEVER GETS MADE. BE PREPARED WITH AT LEAST THE FOLLOWING ITEMS IN YOUR PERSONAL FIRST-AID KIT:

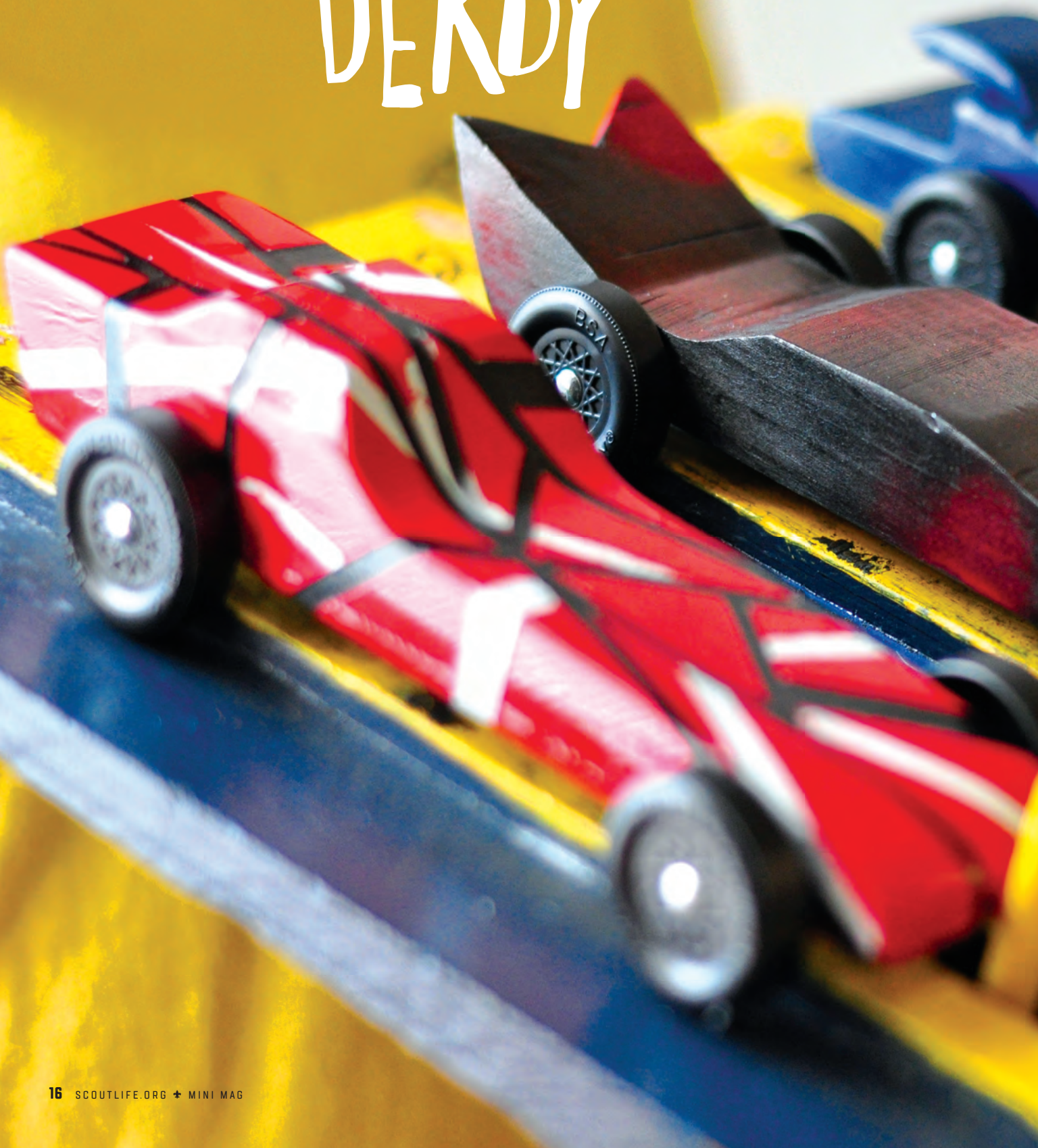
THE WORST KIND OF FIRST-AID KIT IS THE ONE THAT NEVER GETS MADE. BE PREPARED WITH AT LEAST THE FOLLOWING ITEMS IN YOUR PERSONAL FIRST-AID KIT:

- Six adhesive **bandages**
- Two 3-by-3-inch **sterile gauze pads**
- One small roll of **adhesive tape**
- One 3-by-6-inch piece of **moleskin**
- One small tube of **antibiotic ointment**
- One pair of **scissors**
- One pair of non-latex **disposable gloves**
- One **CPR breathing barrier**
- **Pencil and paper**
- One small bar of soap or travel-sized bottle of **hand sanitizer**



LET'S
LOOK
AT

THE PINEWOOD DERBY





**THE
PINewood
DERBY** is one of the highlights of the Cub Scout year. You get to race a car that you build with your family. You learn woodworking and good sportsmanship, too. Read on to find out more about the Pinewood Derby. **CONTINUED >>**

**The first
Pinewood
Derby
was held in
1953. More
than 100
million
Pinewood
Derby cars
have
been built
in all.**

**MORE THAN 1 MILLION CUB
SCOUTS** will participate in the Pinewood Derby this year.



Enter for your chance to win
a Nintendo Switch™ Lite!



**Badge
Magic®**

Instant Badge Adhesive

Official Entry Form

★ Five kids will win!! ★

Correctly answer these three true-or-false questions to be eligible to win one of five Nintendo Switch™ Lite handheld devices. Enter online or mail in your completed form.

True or False?

- Badge Magic® is a powerful peel-and-stick adhesive. No sewing or ironing needed.
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Or visit: <https://go.scoutlife.org/badgemagic>

★ *It's so easy that Scouts can apply their own badges like magic!!* ★
(or beg Mom to do it for them)

Badge Magic® is a powerful peel-and-stick adhesive that quickly attaches badges to uniforms without sewing or ironing! Patches are guaranteed to withstand many washings.

Badge Magic® is so easy to use that Scouts can put on their own patches. Award badges can be attached immediately instead of finding their way into a drawer where they might be forgotten until the last minute.

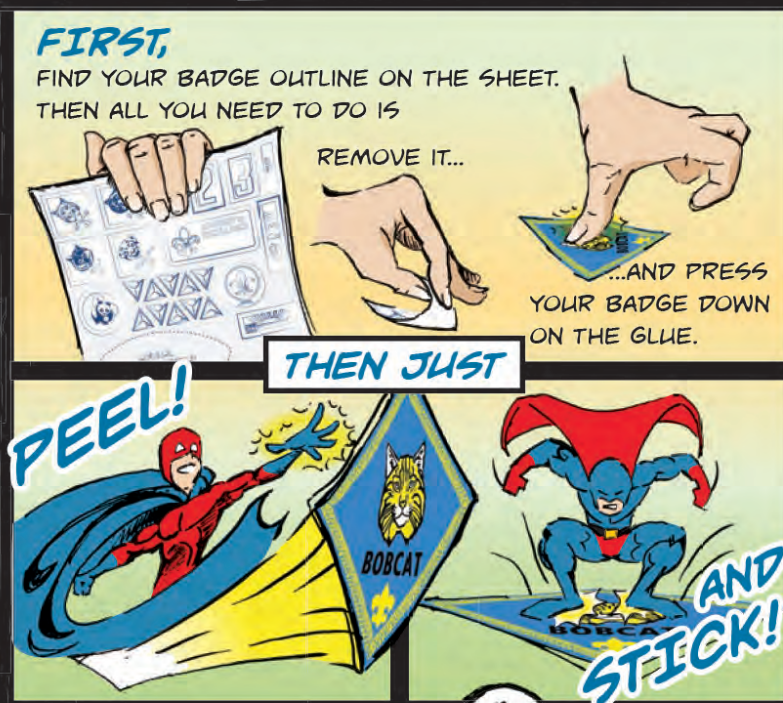
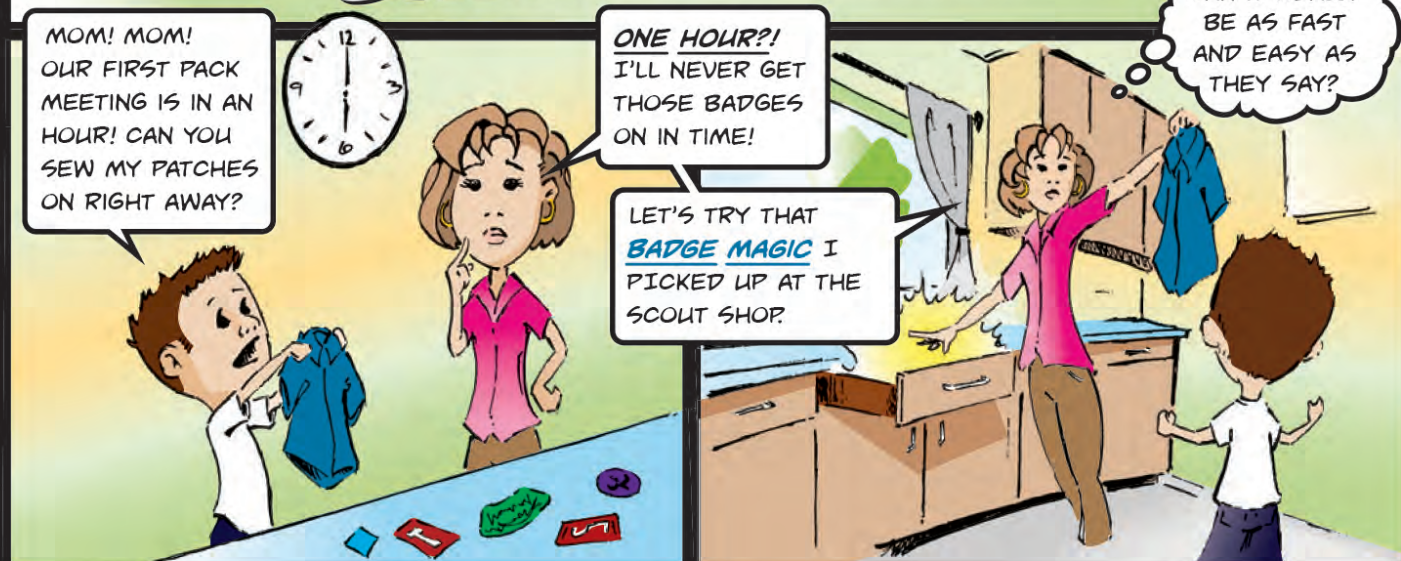
Badge Magic® may be purchased at your local Scout shop and has been tested on all official BSA uniform fabrics, patch vests and blankets.

Visit badgemagic.com to see the full line of kits for every level of Scouting. You will also find instructional videos, official uniform guides, and other tips and tricks suggested by **Badge Magic®** users. Made by Scouters for Scouters. It's like Magic!

No purchase necessary. Contest begins at midnight CDT 7/01/21 and ends at 11:59 pm CST 12/31/21. Void where prohibited. Odds of winning depend on the number of eligible entries received. Many will enter, 5 will win a Nintendo Switch™ Lite handheld device. Color may vary. MSRP \$199.99 per prize. Prize is not transferable for cash. Sponsor reserves the right to substitute a prize of equal or greater value in the event of unavailability. Names and addresses will be used only for the purposes of selecting winners and will be disposed of at contest end. Sponsor reserves the right to release the first name, first initial of last name, city and state of the winners. All personal information will be securely disposed of following the contest end. Sponsor is not responsible for late, lost, illegible, incomplete or misdirected entries. Boy Scouts of America, *Scout Life* magazine and Badge Magic® accept no liability or responsibility in connection with any injuries, losses or damages of any kind caused by or resulting from the acceptance, possession or use of any prize awarded. The trade dress of the Cub Scout uniform is a registered trademark of Boy Scouts of America. Used with permission. Copyright 2021.

SUPER-MOM AND BADGE MAGIC

SAVE THE DAY!



The Science of the PINewood DERBY

BY
Mark Rober
ILLUSTRATIONS BY
Adam Nickel

A former NASA engineer explains how you can use science to succeed at your next Pinewood Derby.



MEET MARK

Mark Rober worked as a mechanical engineer at NASA for nine years. During this time, he worked on Curiosity, a car-sized robot that left Earth in 2011, landed on Mars in 2012, and has been exploring, conducting experiments and sending back pictures ever since. Now Mark makes cool science-related videos.

For seven years, I worked on the Mars Curiosity rover at NASA. It is just like a Pinewood Derby car, except it has six wheels, it's nuclear-powered and it shoots lasers.

My Cub Scout son and I decided we would take the science principles I used while building stuff for NASA and apply them to making his derby car. Here are the seven most important steps for making the fastest car possible.

SEVEN KEY STEPS

----- (in order of importance) -----



1. MAX OUT YOUR CAR'S WEIGHT at 5 ounces and make sure the heaviest part is about 1 inch in front of the rear axle. **This is the most important step.** Science shows if you do this correctly, you will beat a car built exactly the same – except with the weight toward its front – by 4.6 car lengths. It works because the farther back the weight is, the more potential energy you have since your center of mass is higher up on the track. (Don't put it too far back or your car will become unstable and pop a wheelie.)

2. USE LIGHTWEIGHT WHEELS.

This is illegal in some races,

but if it's not in yours, this is a must-do step that will give you a 2.1-car-length advantage at the finish line versus a car with normal wheels. It works because heavy wheels take away from the kinetic energy (the energy something has due to its motion), which makes the car slower.



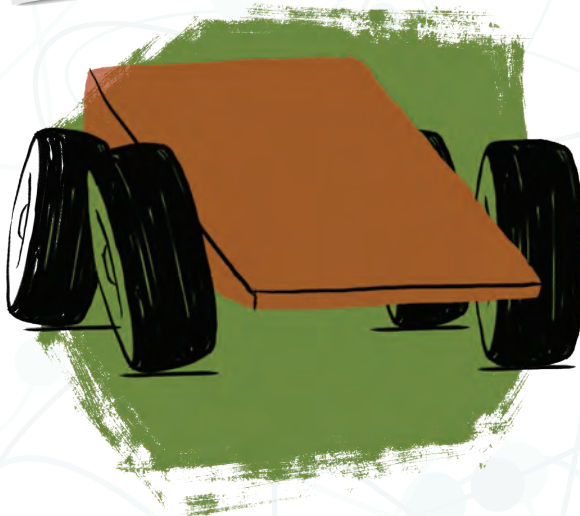


FOR MORE INFO ON THE SCIENCE OF THE PINWOOD DERBY, AND FOR A VIDEO OF MARK SHOWING HOW TO USE SCIENCE TO MAKE A SUPER-FAST PINWOOD DERBY CAR, VISIT go.scoutlife.org/derbyscience

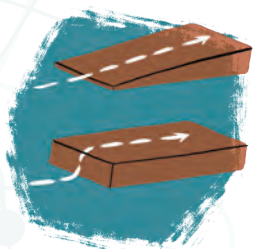


3. USE BENT POLISHED AXLES.

Bending your axles with a bending tool will make the wheels ride up against the nailhead, which creates less friction than if the wheel is bouncing around and rubbing against the wooden car body.

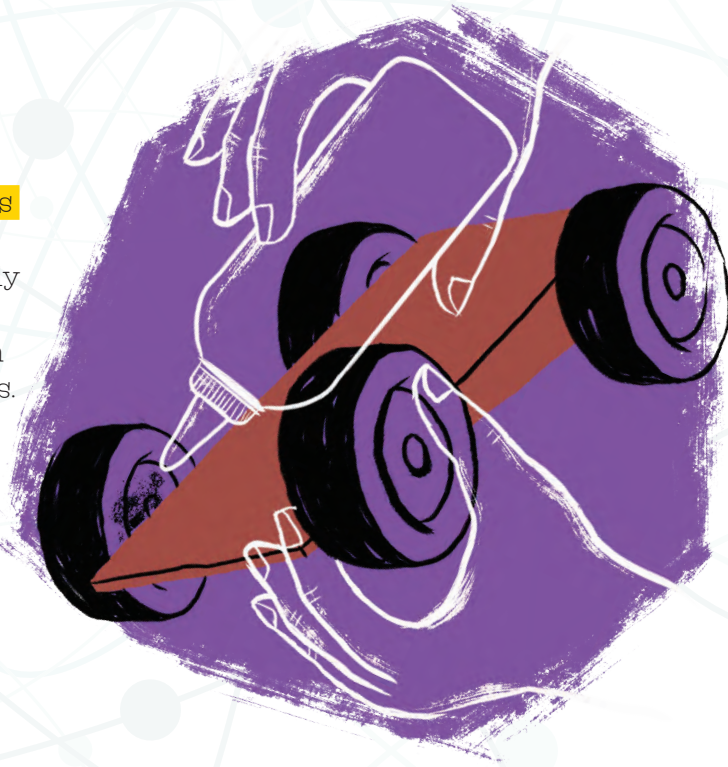
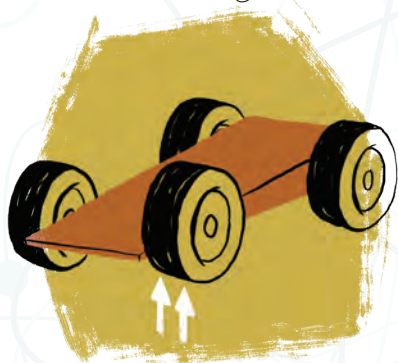


4. RAILRIDE. Railriding means you steer your car into the center guide track just enough that you keep the car from bouncing around. This helps reduce friction and saves energy for speed. (Grab a trusted adult and search the internet for instructional videos on how to make your car a railrider.)



5. CREATE A CAR THAT IS REASONABLY AERODYNAMIC, meaning its design cuts down on drag caused by air. No need to get crazy here, but simply having a wedge-shaped car instead of the standard block out of the box will equal a 1.4-car-length advantage at the finish line.

6. RIDE ON THREE WHEELS by raising one wheel off the track. (Check the rules to make sure this is allowed in your race.) You will move faster if you have to get only three wheels rotating, giving you a 1.1-car-length advantage over an identical car riding on four wheels.



7. USE LOTS OF GRAPHITE. There isn't a big difference in types of graphite, so buy the cheap stuff and use as much as possible. Be sure to get plenty around each wheel and on the axle.

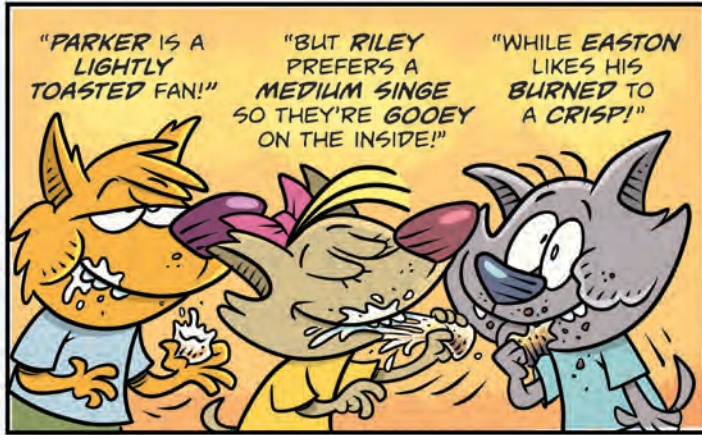
IT WORKS! After my research, my son and I wanted to do one final test to prove this is a good list. So we built a simple car using this list in 45 minutes, and we beat the fastest car in our local race by two car lengths. **TURNS OUT, SCIENCE WORKS!**



TIGERS' ADVENTURES



WOLF GANG "TOASTING TIPS"

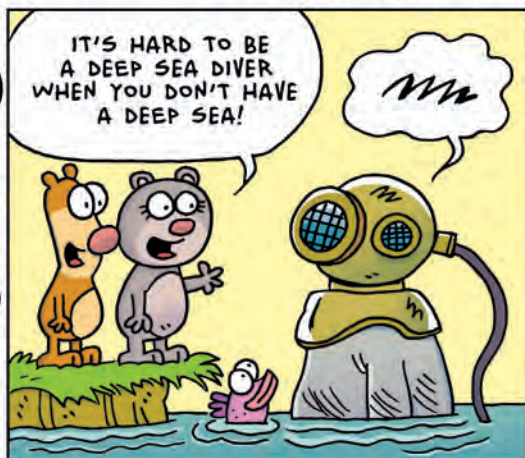


DARYLL COLLINS

THE BEAR BUNCH



SPLASH



SCOTT NICKEL

WEBELOS WOODY

Woody, what are you doing?

Jake, we have new neighbors. I made them a welcome cake!

Finished! Wanna help me take it to them?

OK. Wait! There's a knock at the door!

Hi! I'm your new neighbor Sofia. My friend J. and I made you a hello cake!

WHAT'S UP, CUBS?

OUR THREE FRIENDS — **BEAR**, **TIGER** AND **WOLF** — ALL START OFF AS CUBS!

USING THE CLUES, **START AT THE BOTTOM**, CHANGING ONE LETTER AT EACH STEP TO FORM A NEW WORD.



B E A R

H

WHAT YOU DO WITH YOUR EARS

 T

WHAT WE GET FROM THE SUN (ADD A LETTER)

E

WHAT YOU DO WITH YOUR MOUTH

 A

WHAT A DOG CHASES

C

WHAT YOU DO WITH A KNIFE

1 **C U B**



T I G E R

 E

A STOPWATCH IS A KIND OF _____ (ADD A LETTER)

 I

WHAT A WATCH CAN TELL YOU (ADD A LETTER)

 M

SHORT FOR TIMOTHY

 O

SHORT FOR THOMAS

 T

A LITTLE KID

T

EGYPTIAN KING _____

 U

"RUB-A-DUB-DUB," 3 MEN IN A _____

2 **C U B**



W O L F

 O

A GAME YOU PLAY WITH CLUBS

 L

A PRECIOUS METAL

 O

NOT HOT (ADD A LETTER)

C

A KIND OF FISH

 B

WHAT CORN COMES ON

3 **C U B**



1 CUB, CUT, CAT, EAT, HEAT, BEAR
2 CUB, TUB, TUL, TOY, TOM, TIME, TIGER
3 CUB, COB, COP, COLD, GOLF, WOLF

MIKE ADAIR

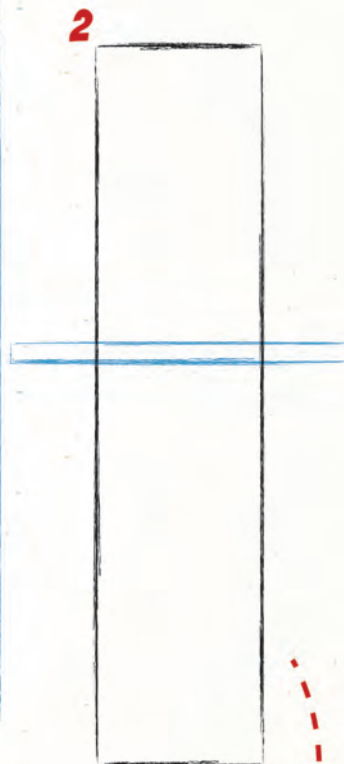
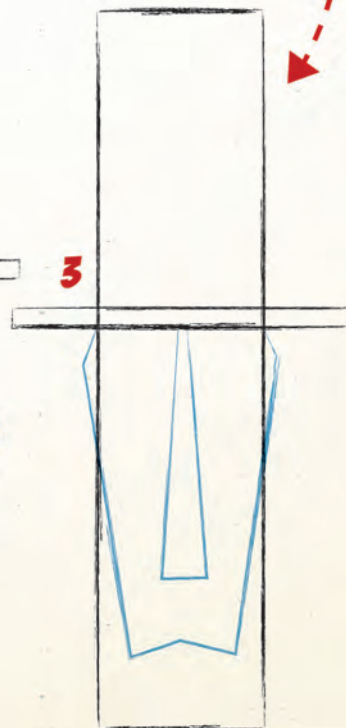
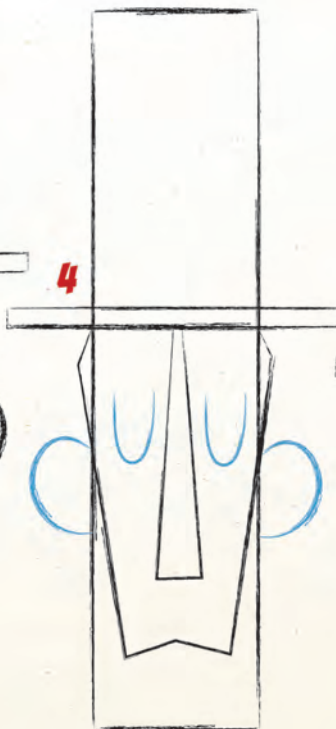
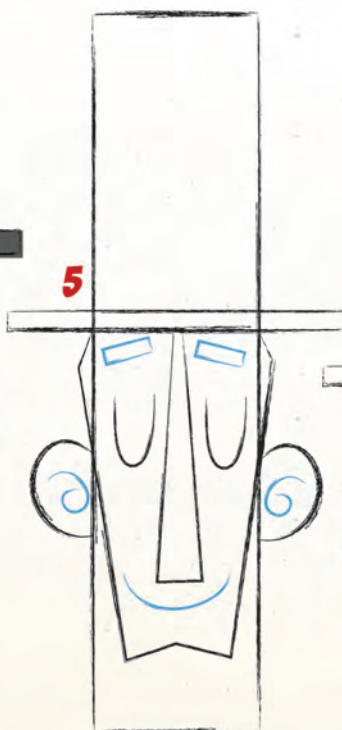
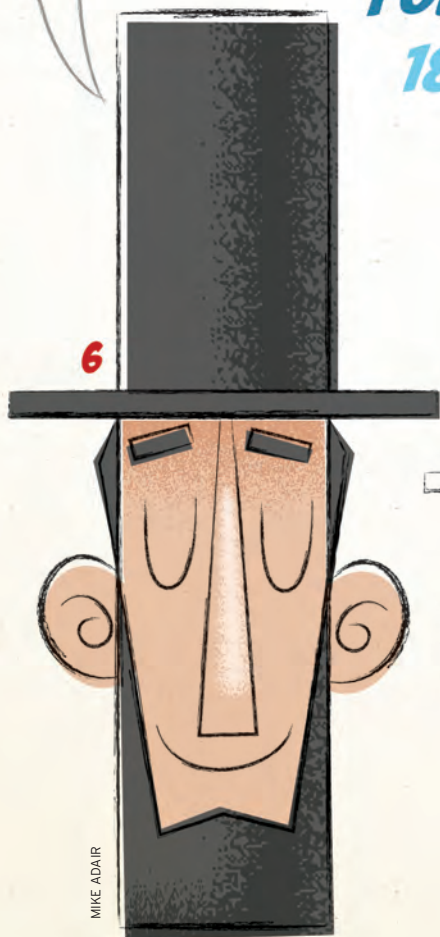
Draw President LINCOLN!

FROM THE TOP OF HIS STOVEPIPE HAT TO THE BOTTOM OF HIS BEARD, HONEST ABE IS EASY TO DRAW! HONEST!

FILL IN THE BLANKS WITH THE BLUE WORDS OR NUMBERS BELOW TO LEARN MORE ABOUT MR. LINCOLN!

OUR _____ PRESIDENT WAS BORN IN _____.
HE STOOD _____ INCHES TALL AND WAS HANDY WITH AN _____.
HE HAD _____ CHILDREN AND WAS THE FIRST PRESIDENT TO HAVE A _____.

FOUR BEARD 16TH
1809 76 AX



ANSWER: OUR 16TH PRESIDENT WAS BORN IN 1809, HE STOOD 76 INCHES TALL AND WAS HANDY WITH AN AX. HE HAD FOUR CHILDREN AND WAS THE FIRST PRESIDENT TO HAVE A BEARD.



A VERY NUTTY MAZE!

SAMMY SQUIRREL CRAVES HIS LUNCH AT THE BOTTOM OF THE PAGE, BUT THERE'S AN UNBEARABLE BEARER TO OVERCOME! CAN YOU GET TO THE ACORNS WITHOUT WAKING BIG BOB?



DRAW BIG BOB!



MIKE ADAIR

RED-HOT WORD SEARCH!

FIND THESE MEDIEVAL WORDS
ON THE DRAGON'S BACK!

SWORD
SMOKE
FLAME
QUEEN
THRONE

DUNGEON
KNIGHTS
DRAGON
KING

CROWN
PRINCESS
MOAT
CASTLE

DRAWBRIDGE

SHIELD

ARMOR

CREST

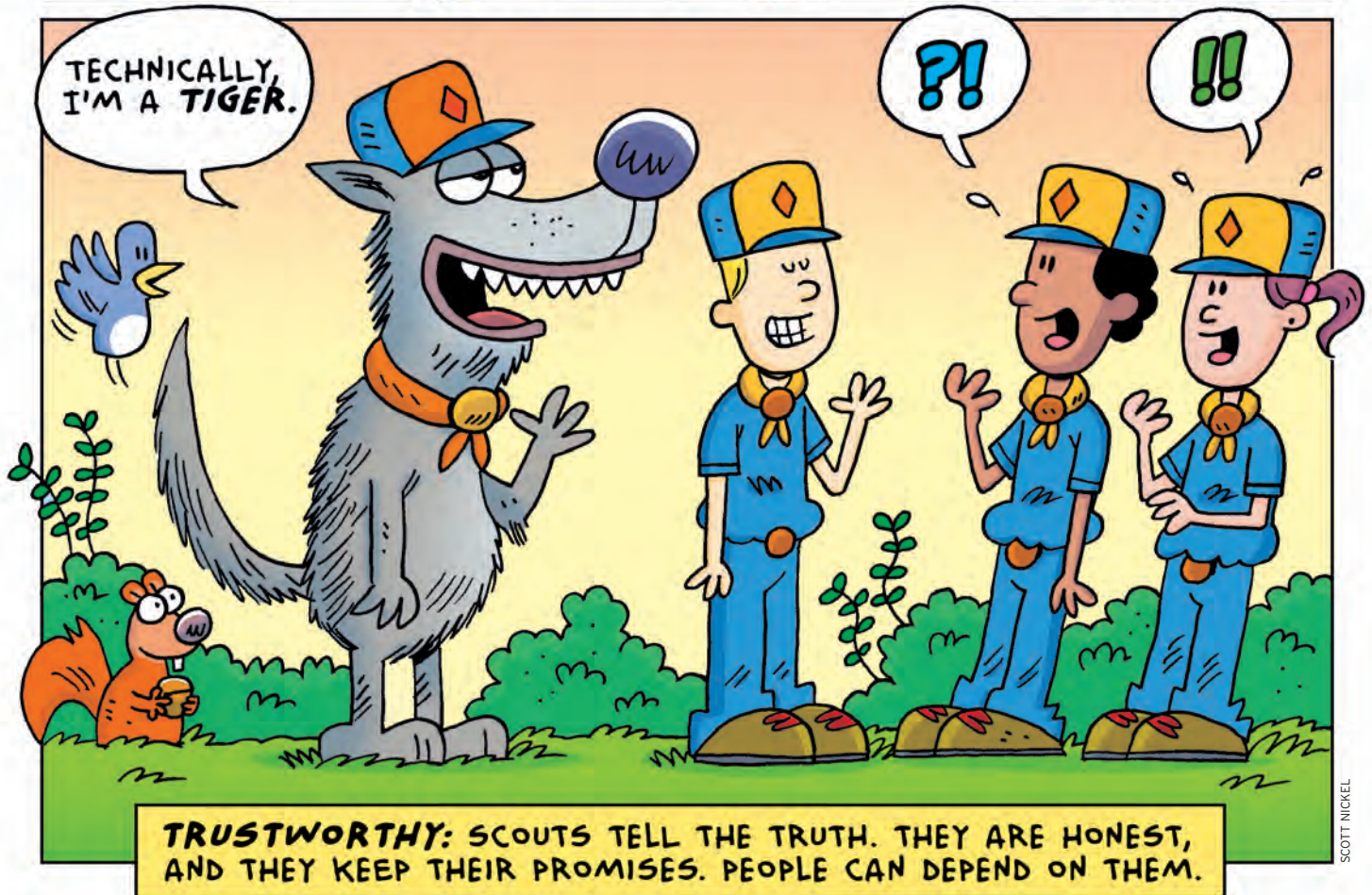
FLAG

FIRE

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

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

Dink, Duff & Dezi



A TRUE STORY OF SCOUTS IN ACTION

**He Saved
His Brother
From A
Fire!**

Tyrrhien Ostrem, 8, was awakened in the night in his home in Hayfield, Minnesota, by his mom yelling for him to get out. A fire was spreading through their house.

Tyrrhien's mom called 911. As soon as they got outside, they realized that Tyrrhien's 4-year-old brother was nowhere to be found ...

... so Tyrrhien ran back into the burning house to get him.

As Tyrrhien climbed the stairs, the dense smoke made it difficult to breathe.

Tyrrhien found his brother in his bedroom and dragged him out of bed.

Tyrrhien's brother was groggy, confused and terrified as Tyrrhien carried him out of the house.

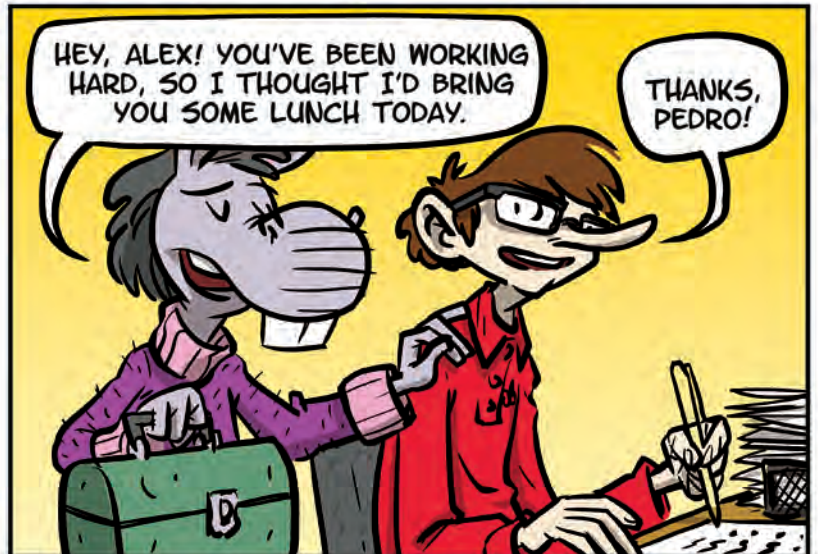
A neighbor helped Tyrrhien carry his brother away from the fire. EMTs arrived and took both boys to a hospital for treatment for smoke inhalation. Tyrrhien and his brother recovered and were released a few days later.

Tiger Scout Tyrrhien Ostrem, a member of Pack 50 in Hayfield, Minn., received an Honor Medal with Crossed Palms for his actions. It is Scouting's highest award for bravery.

"Scouts In Action" subjects come from the National BSA Court of Honor. If you know of an act of heroism that should be recognized, contact your local BSA council office for a lifesaving or meritorious award application. Note: Consult approved safety guidelines, as actions depicted here may not precisely follow standard procedures.

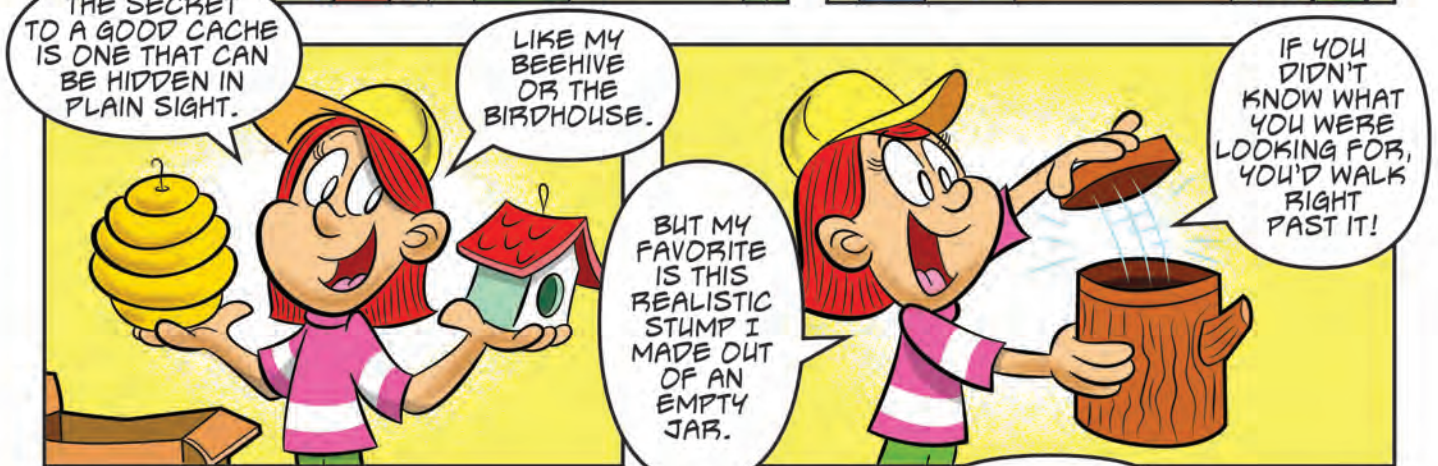
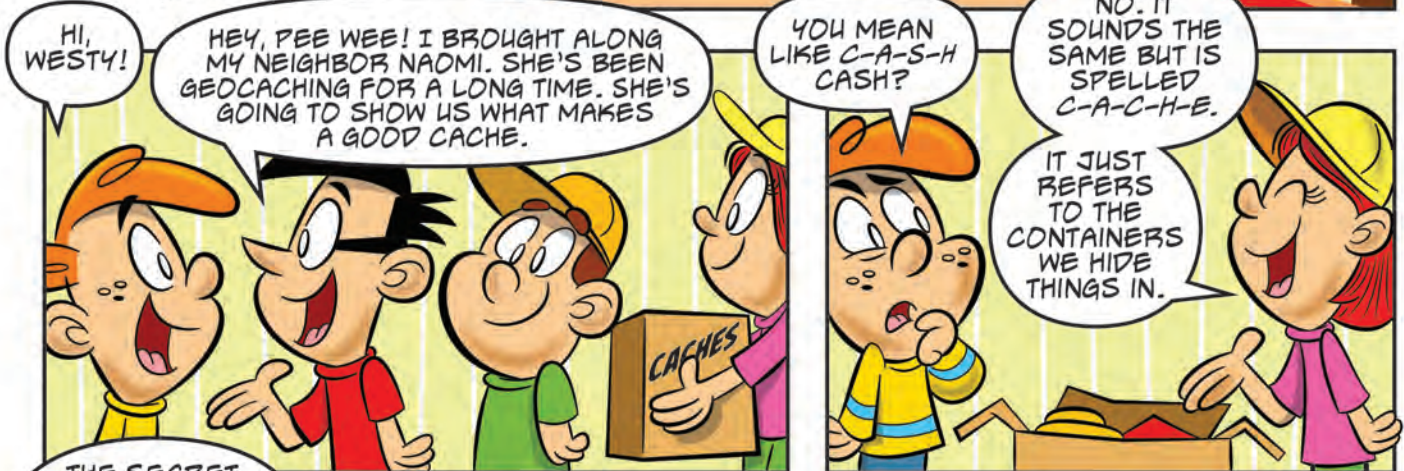
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The Wacky Adventures of Pedro



PEE WEE HARRIS

LOOKS AT GEOCACHING



DUCT-TAPE WALLET

Use duct tape to make a handy wallet that will last for years.



WHAT YOU NEED:

- Duct tape
- Ruler
- Scissors or utility knife

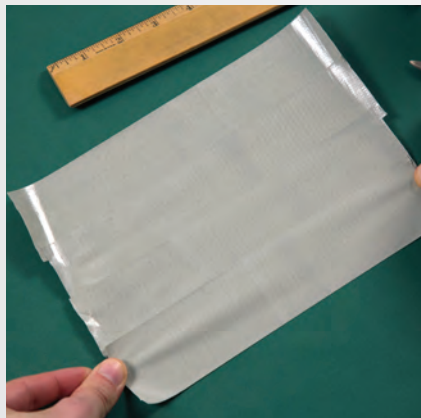


WATCH OUR STEP-BY-STEP VIDEO AT go.scoutlife.org/wallet



SAFETY FIRST:
Ask an adult to help with tools you haven't used before.

START



STEP 1: Cut four strips of duct tape, each 9 inches long. With the adhesive side up, stick the duct-tape strips to one another in a row, with a 1/4" overlap.



STEP 2: Make a second sheet. Carefully stick the adhesive sides of the two duct-tape sheets together, lining up the edges.



STEP 3: Cut another 9" strip of duct tape. Use a utility knife or scissors to make a small cut in the center of one end of the duct tape. Tear the strip into two straight 1" strips.



STEP 4: Fold and adhere the 1" duct-tape strips to the 9" ends of the sheet. This will make a smooth, clean finished edge.



STEP 5: Using the scissors or utility knife, trim the sides of the sheet, making it 8 1/2" wide.



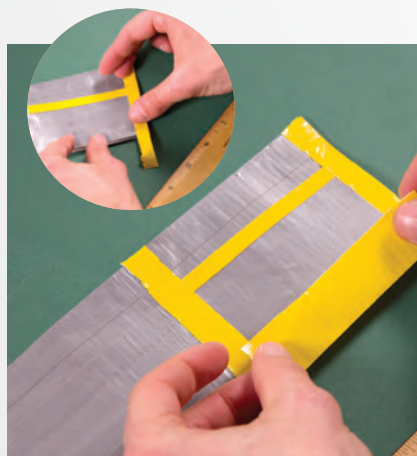
STEP 6: Fold the sheet in half. Tear two 1-by-4-inch duct-tape strips and attach one to each end. Fold them over the sides of the wallet and trim the excess.



STEP 7: To make a smaller pocket for cards, cut two strips of tape each 5" long and stick the two pieces [adhesive sides] together.



STEP 8: Fold and adhere a 1" strip onto the 5" edge. Trim the pocket to 4" long.



STEP 9: Using 1/2" strips of duct tape, stick the pocket in place as shown above. Trim the strips flush. Your duct-tape wallet is complete! ✦

Charles: Do you want to hear a joke about cattle?

Jay: Sure.

Charles: Never mind. You've probably already herd it.

— Charles L., Clarksburg, West Virginia

PEDRO'S PICK

MANAN: How many feet are in a yard?

ZEKE: How many?

MANAN: It depends on how many people are standing in it.

\$10 to Manan S., Edison, New Jersey



A PUNNY BOOK: *The Art of Giving* by B. Stowe.

Kai L., League City, Texas



TOM SWIFTIE:

"I want to go exploring," Tom ventured.
Evi Z., Pewee Valley, Kentucky

JAY: What is a sheep's favorite sports car?

BARRY: No clue.

JAY: A lamb-orghini.

Hayden B., St. Louis, Missouri



PARWAAN: I'm trying to think of a new drum joke.

HRITVIK: How's it going?

PARWAAN: Beats me.

Parwaan V., San Ramon, California

Andrew: Why can you never see a mammoth hiding behind a tree?

Jacob: Because they're so good at it?

Andrew: No. Because they're extinct.

Andrew T., Allen, Texas

Sean: Can a match box?

Mom: I don't know.

Sean: No. But a tin can.

Sean P., Manchester, Connecticut

SAM: What do you get when you cross a rabbit and a snake?

MICHAEL: I don't know.

SAM: A jump rope.

Bobby G., Davis, California

ANDREW: What becomes infinitely bigger when you turn it on its side?

MATTHEW: What?

ANDREW: The number eight.

Andrew T., Allen, Texas



Actually, I only got into therapy so I could get on the couch.

For the last time, Scruffy, I only fake-tossed the ball.



Andrew: Dave's father has three sons. Snap, Crackle and who?

James: Pop?

Andrew: No. Dave.

Andrew T., Allen, Texas

ELI: What does an elephant wear to the beach?

JONAH: What?

ELI: Swimming trunks.

Eli B., Bainbridge Island, Washington

MANAN: Why do we tell actors to break a leg?

FRANK: Why?

MANAN: Every play needs a cast.

Manan S., Edison, New Jersey

FROM TOP: PAT LEWIS, SCOTT NICHOL (2), BOB VOJTHO, ORLANDO BUSINO



Sally: Why do witches fly on broomsticks?
Connie: Tell me.
Sally: Because vacuum cleaners are too heavy.

Brandon B., Napoleon, Ohio

LUKE: What did the baseball mitt say to the baseball?

JAKE: I don't know.

LUKE: "Catch you later!"

Divyanshu P., Sterling, Virginia

Santana: Why aren't dogs good dancers?
Jules: Why?
Santana: Because they have two left feet.

Santana W., San Antonio, Texas



A PUNNY BOOK: Wild Animals by Kai Otee.
 Hudson F., Andover, Massachusetts



ANDREW: What are the strongest days of the week?

DANIEL: Tell me.

ANDREW: Saturday and Sunday. The others are weekdays.

Andrew S., South Ogden, Utah

Two atoms are walking down the street when the first one exclaims, "I just dropped an electron!"
 "Oh, no," says the second. "Are you sure?"
 "I'm positive."

Jared I., Portland, Oregon

JACK: What do you call a car that likes water?

BRIAN: I don't know.

JACK: A Scubaru.

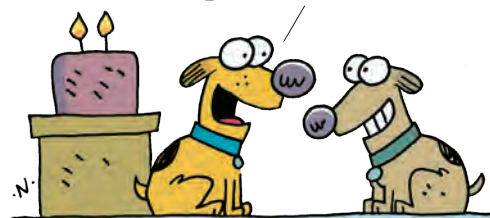
Brian W., Richardson, Texas

GUS

I say, sir, have you seen a black and white cat around here?



Like my new scented candle? It's called "Expensive Leather Shoes."



LUKE: How do you stop a skunk from smelling?

NEAL: Give it a bath?

LUKE: Hold its nose.

Neal R., Oak Ridge, North Carolina



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