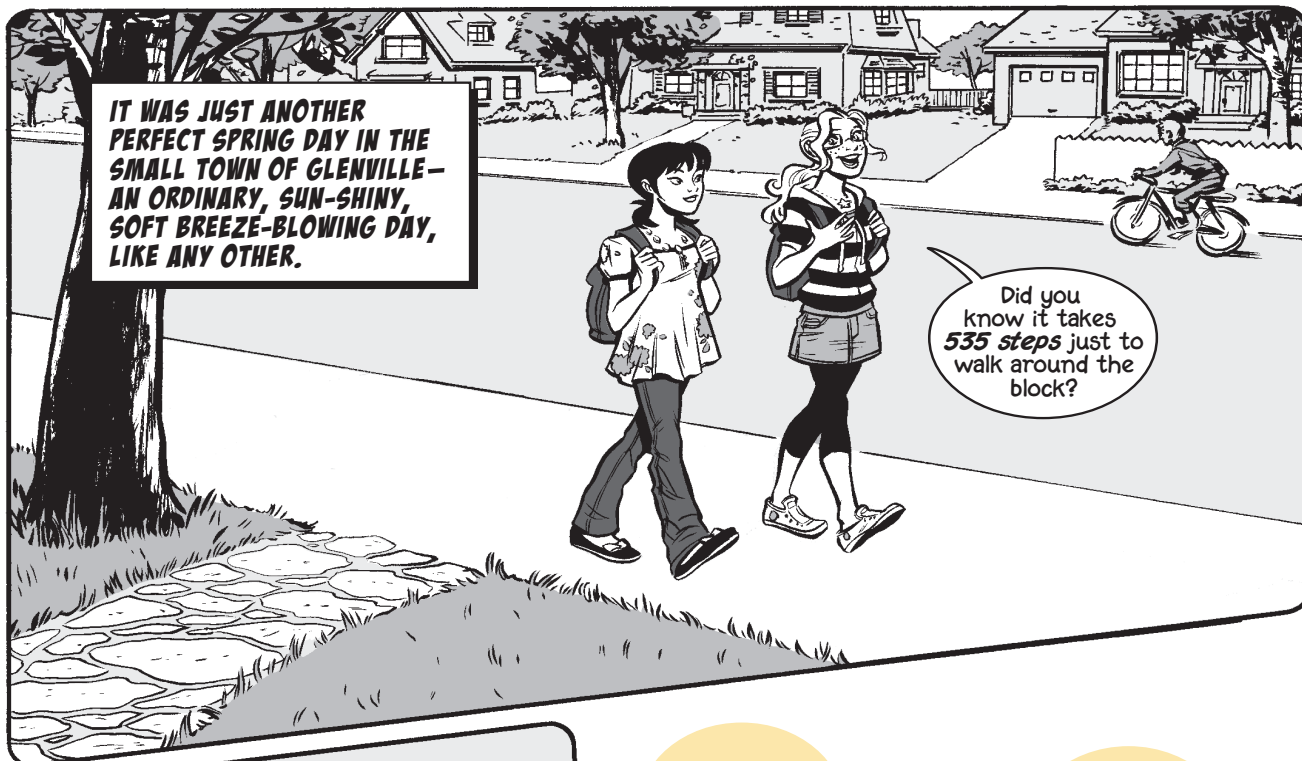
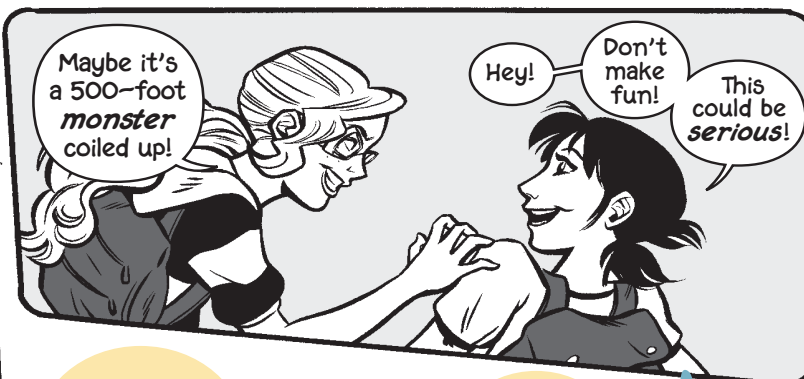


SupershefterMakers

CHAPTER 1: WHAT'S IN A BOX?



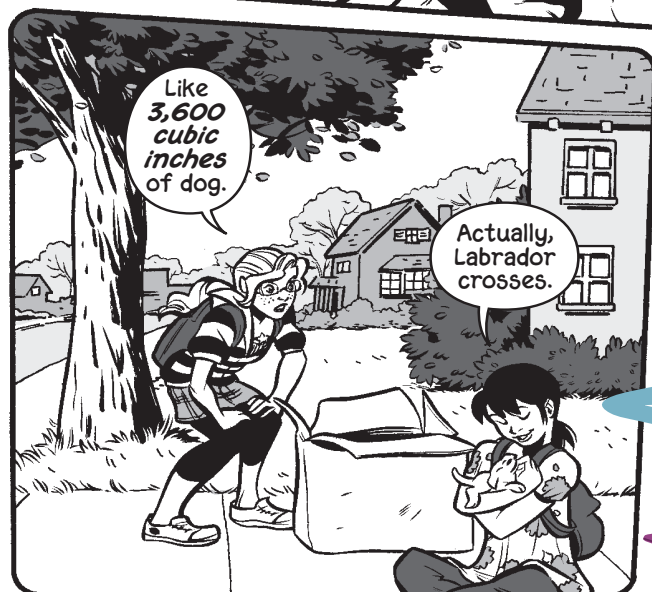
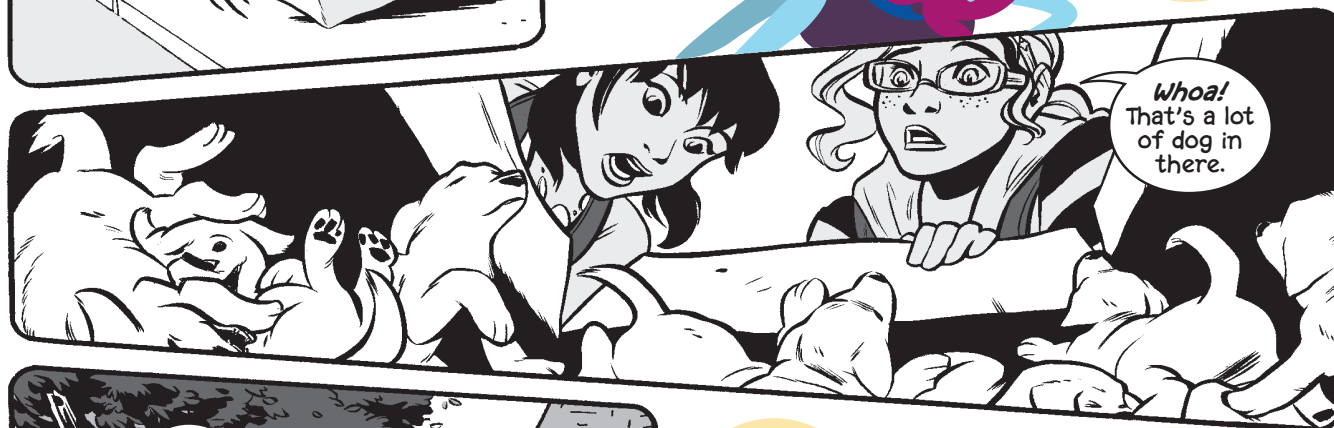


But I'm no pure couture queen.

I love to make clothes, too. I make my style.

But enough about me.

You need the scoop on Megan.

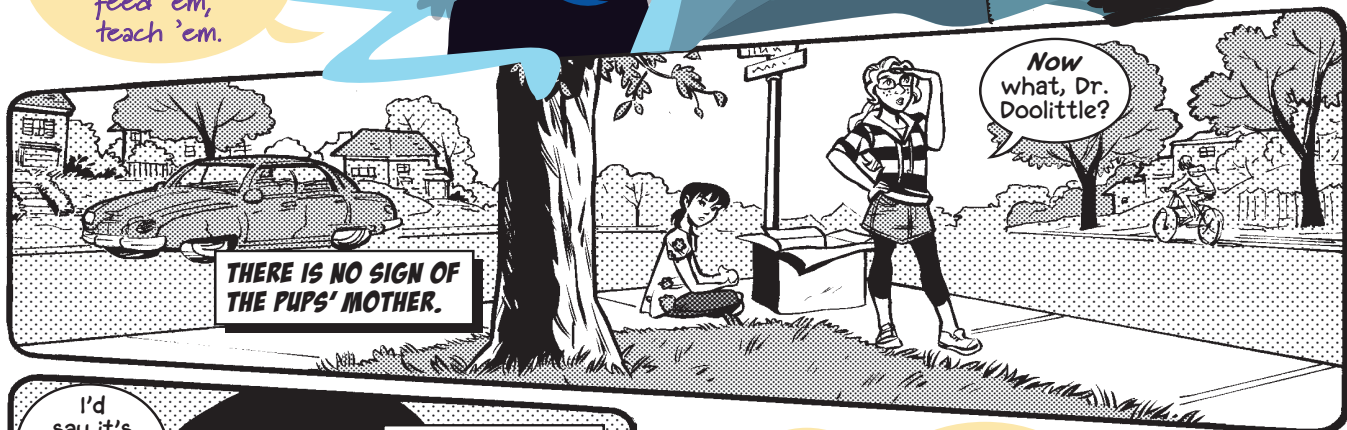
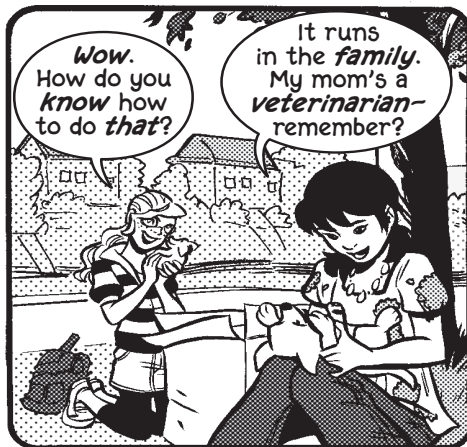


Now, Megan—that girl is a walkin' talkin' human calculator.

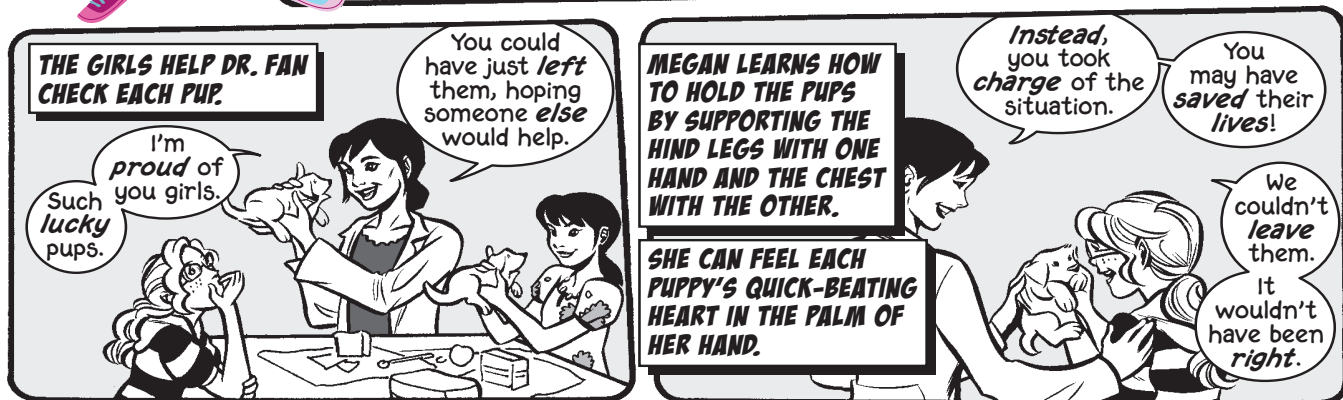
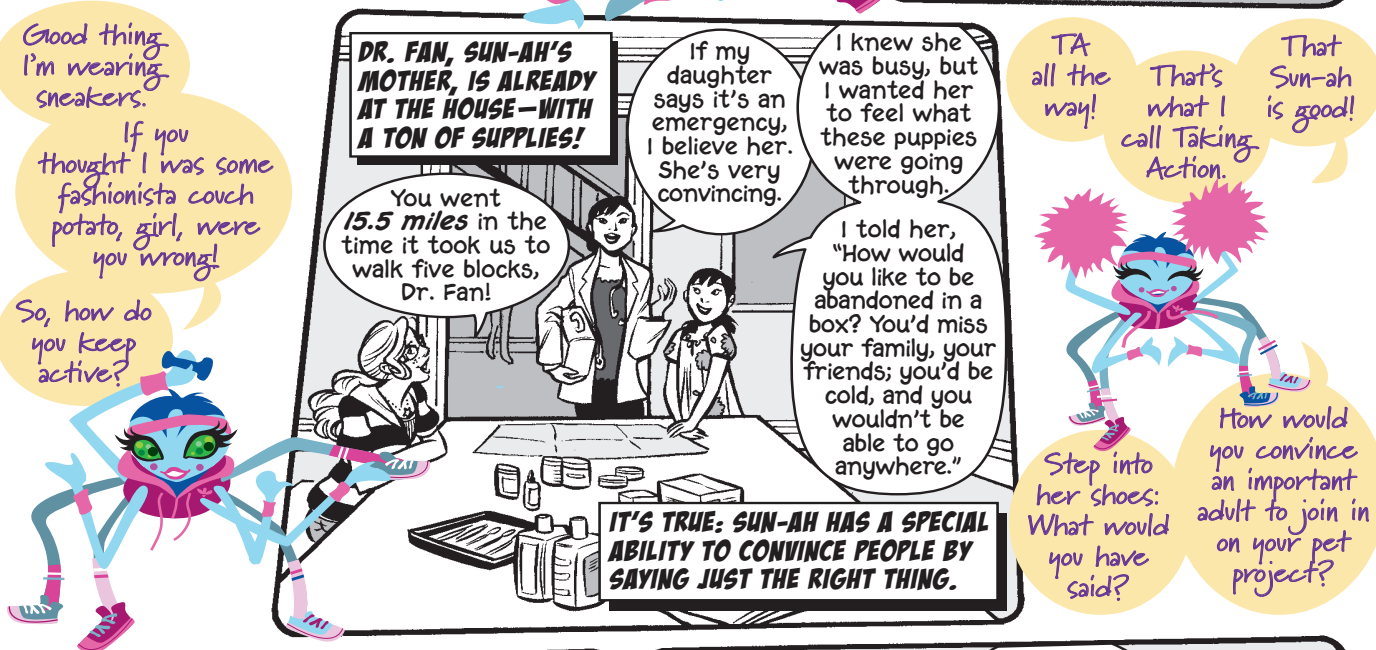
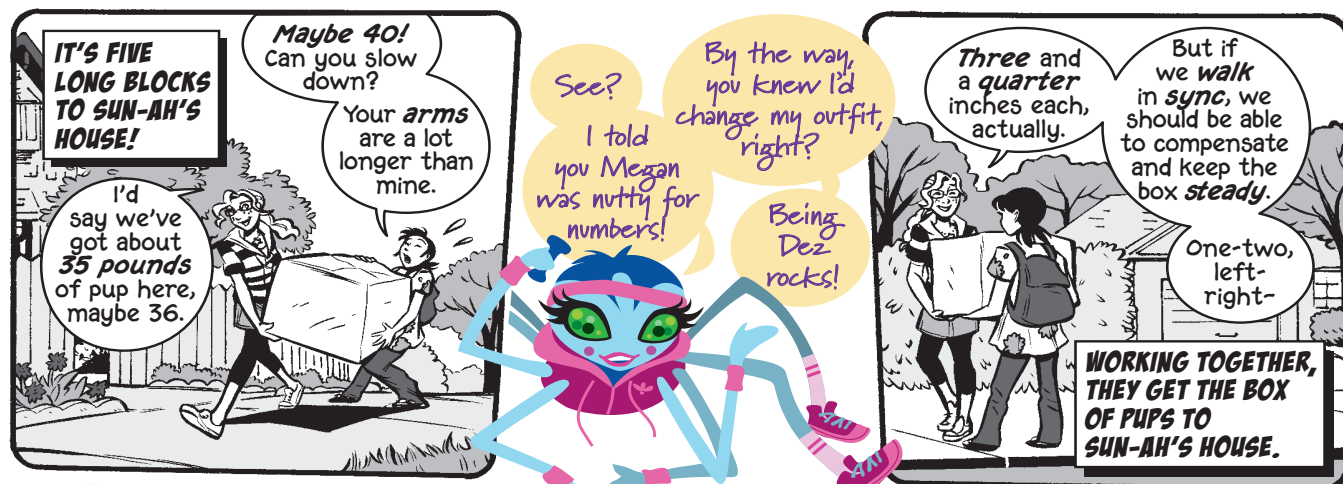
A total numbers cruncher!

She could probably take one look at you and tell you the exact number of hairs on your head.

I'm so not kidding.



CHAPTER 2: PUPPY POWER!





THE GIRLS SOON REALIZE THEY HADN'T QUITE FACTORED EVERYTHING IN WHEN THEY BROUGHT THE PUPS HOME.

So what's your next move? These pups are going to get **big** fast.

They **need** to be fed, watered, bathed, housetrained, walked—

Maybe a time-management system would work.

and **that's** just for **starters**.

How **much** time per pup would you **estimate**?



When!

Not even I need that much time to get my glam self together!



IT'S TIME TO TAKE ACTION —AGAIN!

How about we call our **Girl Scout group** for an emergency meeting?

And let's make sure **the twins** can get over here right now.

If **anyone** can help us figure this out, **they** can!

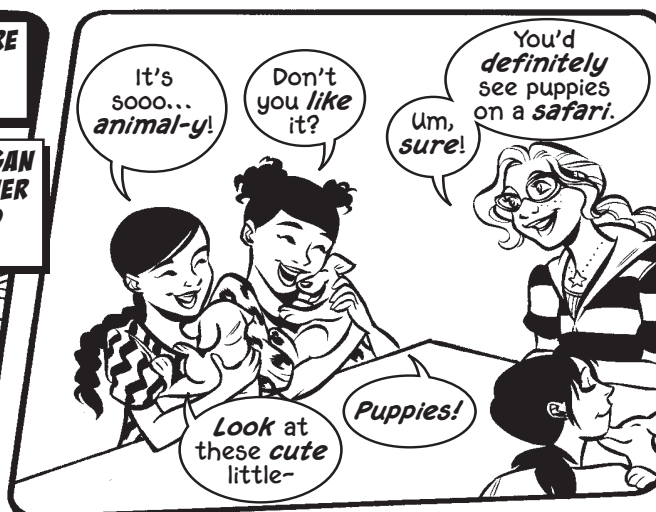
So cool that the girls care enough to want to do something!

Something that makes a difference in the world.

Say you and your friends found these pups: What would you do?

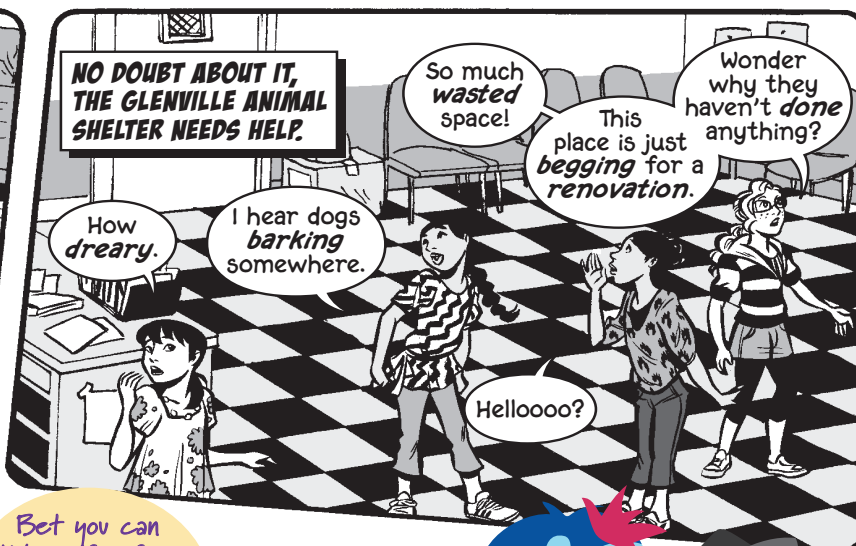
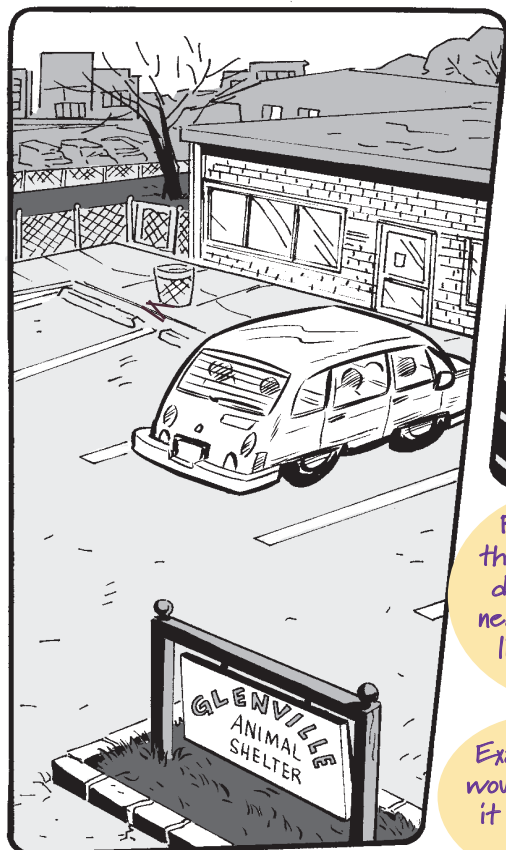


CHAPTER 3: BRAINSTORM!





CHAPTER 4: THE SHELTER NEEDS HELP, TOO



Bet you can think of a few dreary places near where you live or go to school.

Which one would you want to spiff up?

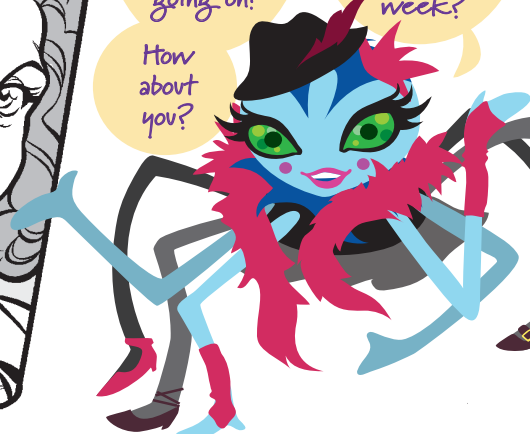
Exactly how would you get it in tip-top shape?

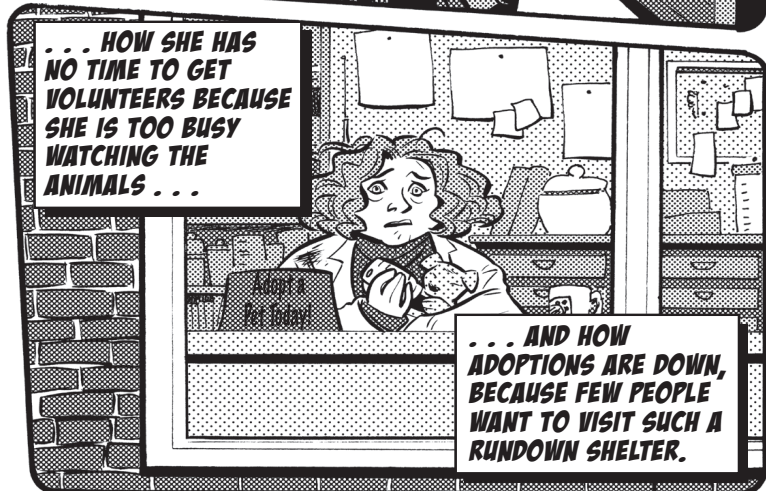
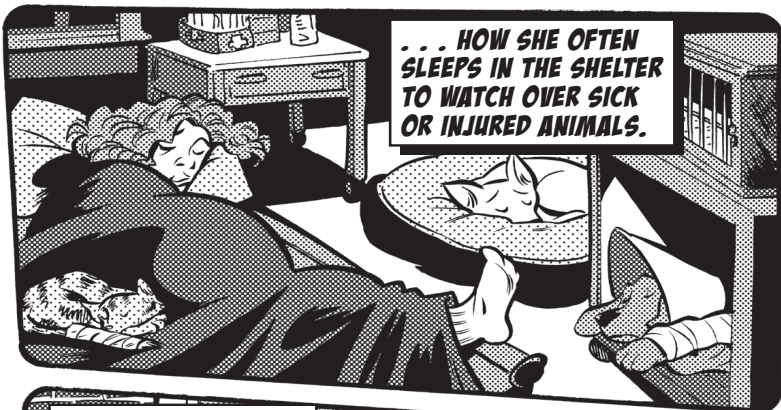
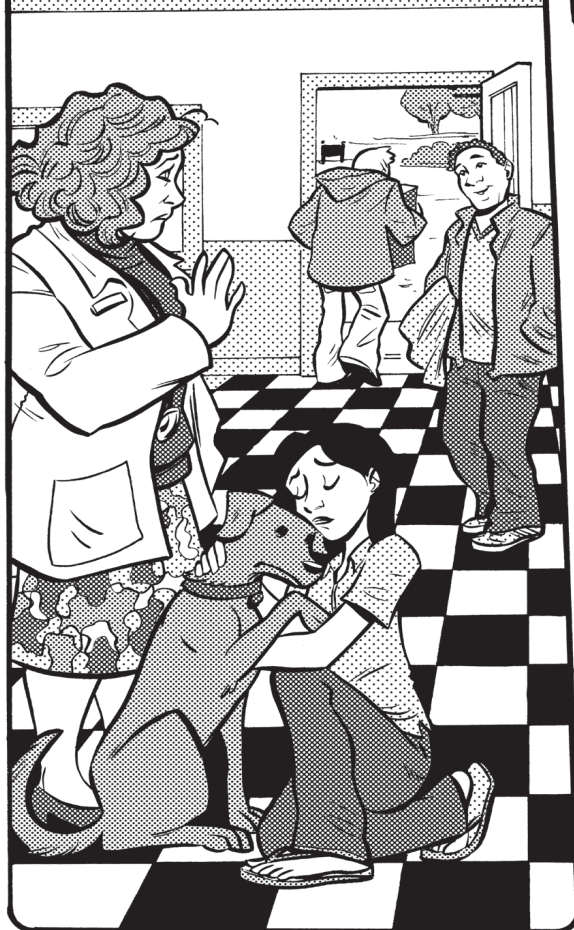
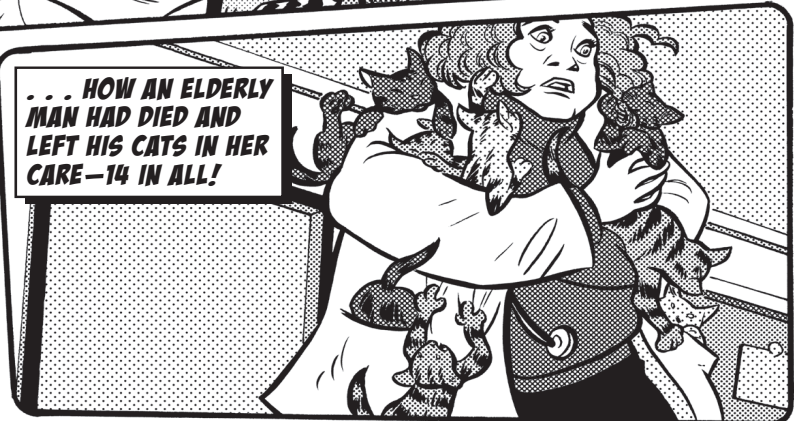
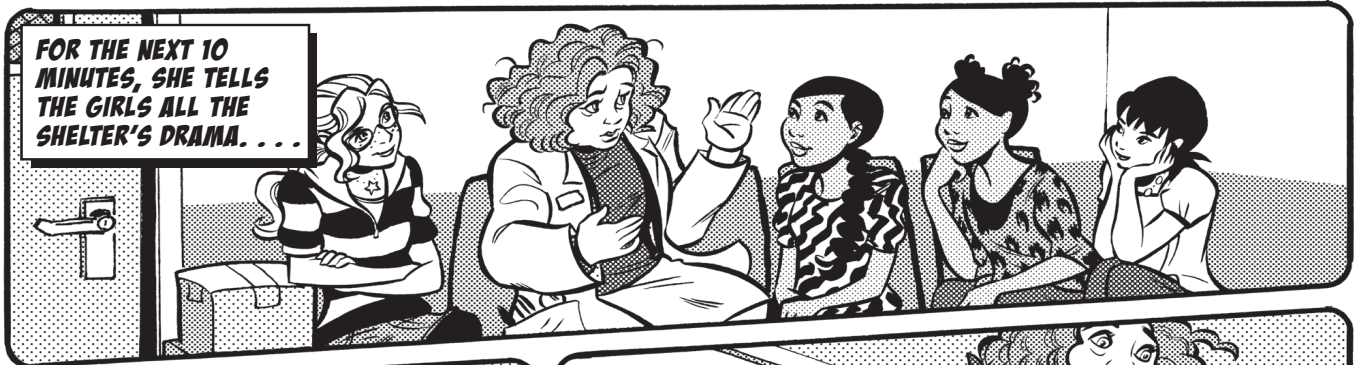


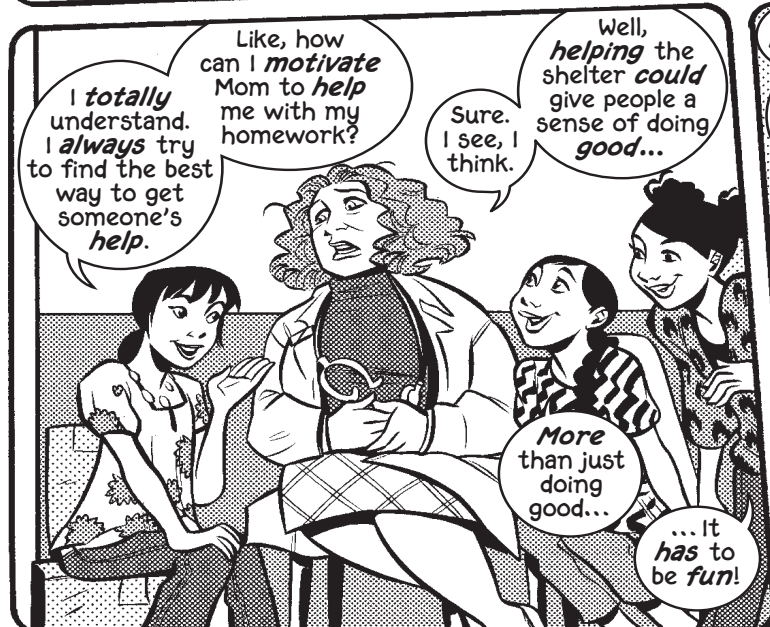
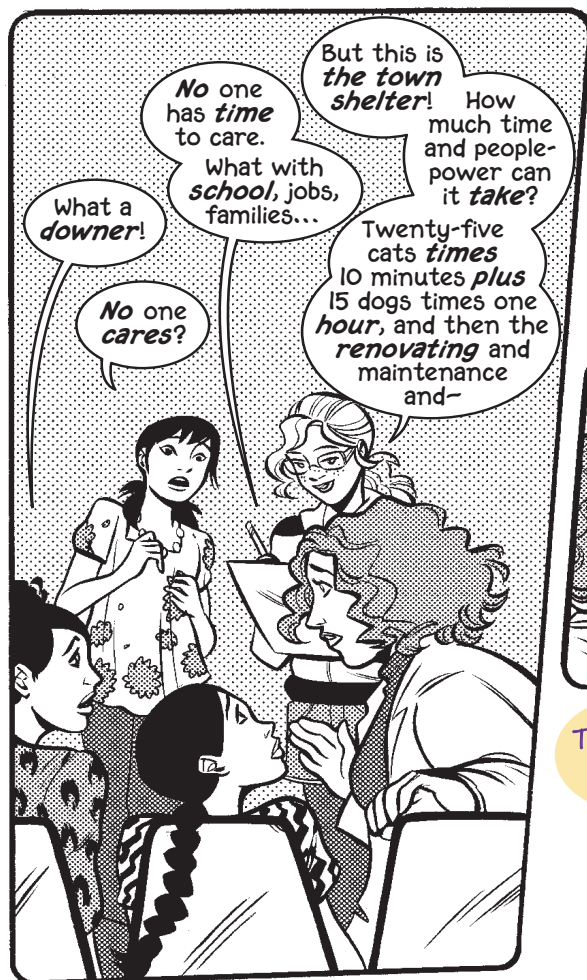
I sometimes feel like a stress case, too, with all I've got going on!

How many hats does your life have you wearing in a week?

How about you?

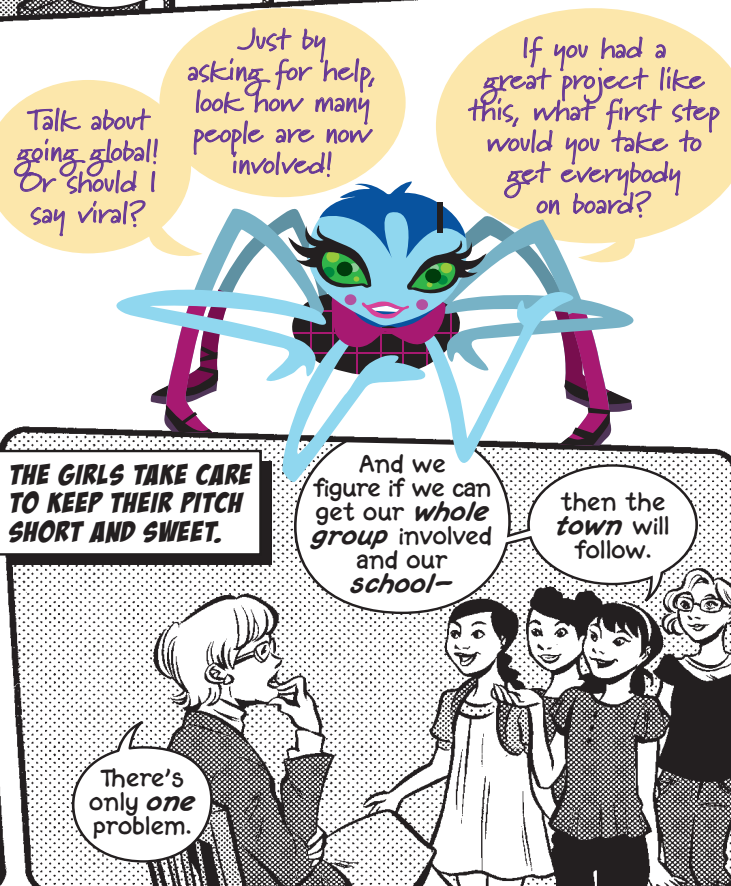
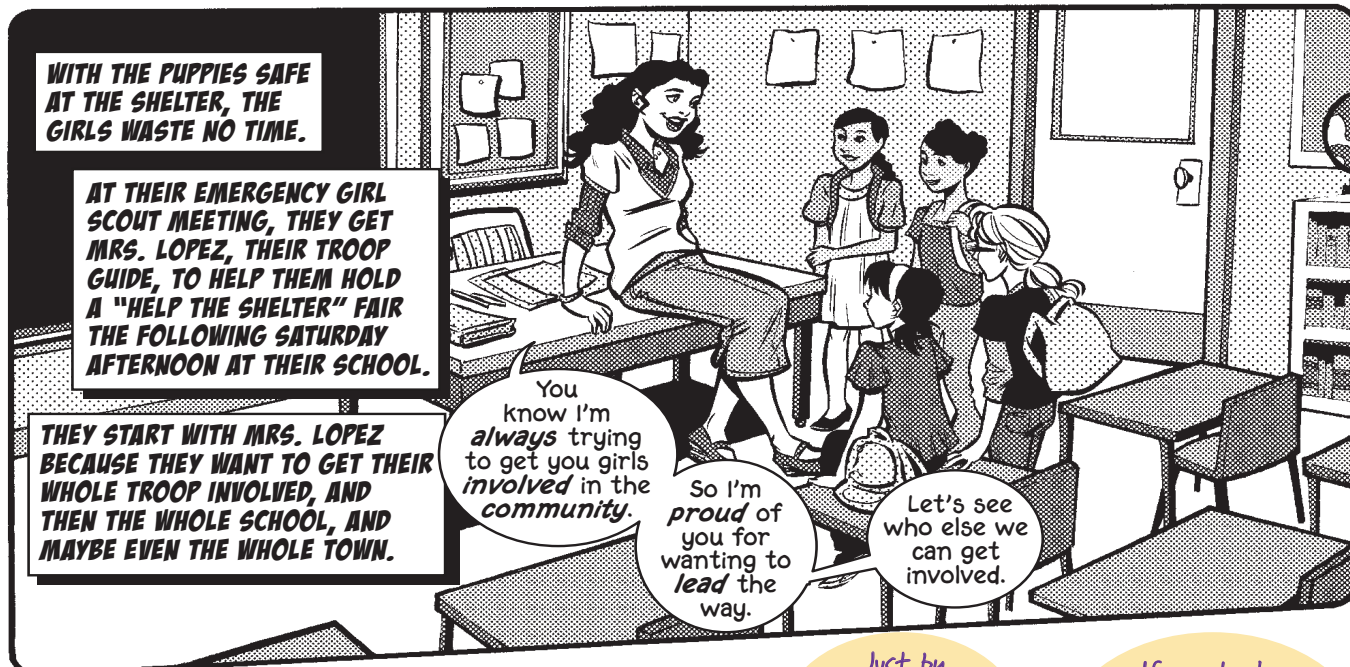


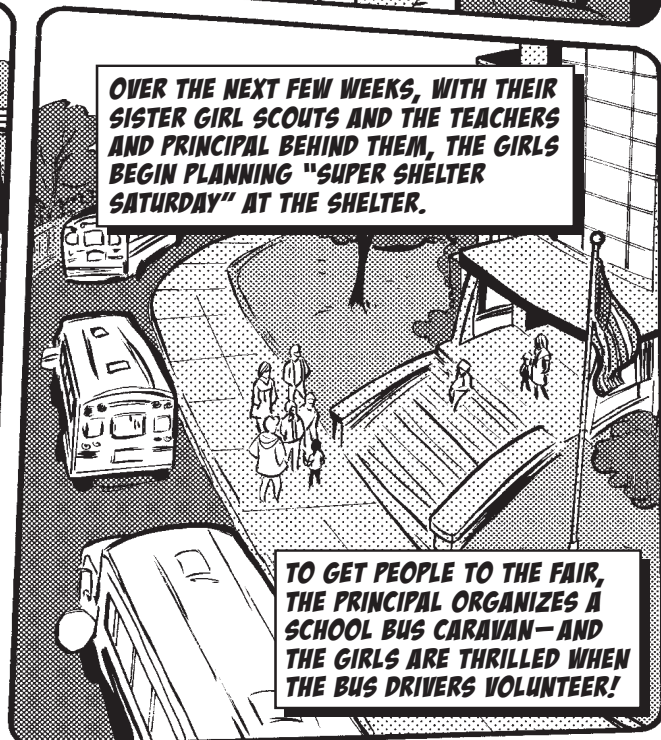
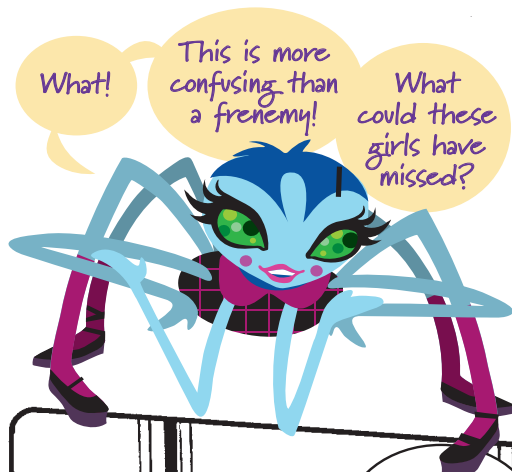






CHAPTER 5: SHELTER HELPERS





FOR THE FAIR, THE GIRL SCOUTS PLAN CARNIVAL GAMES WITH PRIZES. BUT FOLKS HAVE TO PAY TO PLAY: PAY WITH THEIR TIME!

TO PLAY A GAME, A PERSON HAS TO "BUY" A TICKET—EACH TICKET COSTS THEM ONE HOUR OF THEIR TIME. THE GIRLS PLAN GAME BOOTHS FOR THE TOWN'S PET STORE OWNERS, TRAINERS, AND VETS.

TOWNSPEOPLE JUST HAVE TO STOP BY THE BOOTHS THEY THINK ARE THE MOST FUN AND "PAY TO PLAY" THERE.

Plus, when people come to *your* booth and *donate* their hour to play a game, they'll split *their* time, spending 30 minutes of that *hour* helping at the *shelter* and 30 minutes on another day *helping* out at *your* business.

In exchange for *participating*, you'll gain a lot of *exposure*.

Sounds *great* to me!

You'll *meet* dozens of pet-owning *families* you'd *love* to have as customers.

THE GIRL SCOUTS ALSO PLAN A "MEET THE ANIMALS" BOOTH WHERE ARDEN LANG CAN INTRODUCE THE TOWN TO ALL THE SHELTER'S DOGS AND CATS—TO MAYBE GET SOME ADOPTED.

FOR THE PUPPIES, THEY PLAN A "PET THE PUPS FOR GOOD LUCK!" BOOTH.

Way to go, Sun-ah! She's the Convincing Queen!

She showed how the trainer could benefit—and do some good for the shelter, too.

Have you ever had to convince someone to join a project you were passionate about?

AT SCHOOL, THE GIRLS MARCH INTO THE ART CLASS AND GET FIVE VOLUNTEERS TO FORM A DECORATING COMMITTEE.

THEY GO TO THE CARPENTRY CLASS AND GET FIVE MORE VOLUNTEERS TO BUILD THE BOOTHS.

AFTER SCHOOL, IT'S A WHIRLWIND OF PLANNING!

We'd like to *invite* you to be *part* of a community *effort*—

and have a lot of *fun* doing it!

Remember you said if I *ever* wanted to *try* building something you'd *help*?

Hello, Acme Pet?

I'm calling on behalf of the *Official Super-ShelterMakers Committee*.

Hey, Uncle Bob?

Hello, TV-10?

Have *we* got a *story* for you!

Dig the teamwork—and how these Girl Scouts got their friends to do what they're good at!

What kind of talents are in your circle of pals?

