

PACK HOLIDAY CAMP CANUNGRA

14.15.16.OCT 05

Theme: Back to Basics

Sub Theme: Cub Scout Traditional Scouting

Duty Six: All sixes

Friday 14th

TIME	LEADER	ACTIVITY	GEAR REQUIRED
6.00pm	All Leaders	Meeting at den	All camp equipment
6.30	All Leaders	Depart den	Parent transport
7.30	All Leaders	Arrive at campsite	Parent transport
7.35	Barloo	Assemble on parade ground	Explain boundaries, rules and tonight's program
7.45	All leaders	Unpack and set up campsite Set up tents	All equipment
8.35	All leaders	Supper	Parent helpers to prepare supper while campsite is being set up
9.00	All Leaders	Night walk	Torches
9.30	Bagheera	Flip the can	1 tin, 1 flipper, 1 rope
10.00	Rama	Teeth and bed/ story	Story by Rama
10.30pm	Lucky, Eagle	Lights out 😊😊😊😊😊😊😊😊	Good luck

Saturday 15th

6.00am	All leaders	Rise and shine ☹☹☹☹	Cubs to wear long pants
6.20	All leaders	Morning walk	Helpers to prepare breakfast
6.50	All leaders	Breakfast	Food
7.30	All leaders	Clean up and prepare for activity 1	
7.45	Barloo, Bagheera	Cops and robbers	Ropes, coloured paddle pop sticks
8.00	Barloo	Parade	Flags
8.10	Lucky, Eagle	Battleship	Rope, pencil and paper
8.30	All leaders	Light fires	Matches, fire wood – scouts to help
8.45	Bagheera	Baseball soccer	1 soccer ball
9.15	Rama	Bundles	1 rope per six
9.30	All leaders	Cubs to prepare morning tea	
10.00	All leaders	Activity 1	Water part 1
11.30	Scouts	Prepare for lunch	Scouts to put water for hot dogs
12.00pm	Bagheera	Craft – woggles	Gum nuts, varnish, fine tip felt pen, scout stickers
12.30	All leaders	Lunch	All cubs to prepare there hot dogs/ sandwiches
1.30	All leaders	Clean up / Snake in the grass	Large roped off area
1.40	Barloo	Talk on compass and trail signs	Documentation
1.50	All leaders	Animal trail signs	Pictures of animals
3.00	All leaders	Activity 3 – camp cooking part 1	Prepare roast and chicken and put on fire
4.00	All leaders	Afternoon tea	Cubs to prepare there own afternoon tea
4.20	Barloo	Clean up/game – Going on a picnic	
4.30	Lucky, Eagle	Battleship part 2	Ropes
4.50	Parent helpers	Game – Animal jigsaw	Large animal pictures cut up into jigsaw pieces
5.00	Bagheera	Wilderness know how	Tarps, ropes, matches, firewood to make small fires
5.30	Barloo	Fire building race(stand by)	Flag down
6.00	All leaders	Activity 3 camp cooking part 2	Prepare vegetables
6.30	All leaders	Showers and free time	
7.00	All leaders	Know work	Boomerang work – ropes
7.20	All leaders	Dinner / clean up	
8.00	All leaders	Chariots races	Poles and ropes
8.30	All leaders	Campfire	Song sheets, torches
9.00	All leaders	Prepare damper twists / popcorn	Ingredients
9.20	All leaders	Cubs to cook own damper twist	Green sticks
9.40	All leaders	Supper	

10.00	Rama	Spot light	1 torch
10.10	Lucky	Blind ant	
10.20	Eagle	Joiner	
10.30	All leaders	Toilet, teeth bed	
10.45	Lucky, Eagle	Lights out 😊😊😊😊😊	Better luck tonight than last night

Sunday 16th

6.00am	All leaders	Rise and shine ☹️☹️☹️☹️☹️	Cubs to wear long pants
6.20	All leaders	Morning walk	
6.50	All leaders	Cubs to prepare own breakfast	
7.00	All leaders	Breakfast	
7.30	All leaders	Clean up / game – Raid the nest	
7.50	All leaders	Toilet and teethe / ready for parade	
8.00	All leaders	Parade	After parade gold boomerang cubs to make a compass trail for their six to follow
8.10	Lucky, Eagle	Battleship part 3	Ropes
8.30	Barloo	Horse and jockey	Ropes and bean bags
9.00	All leaders	Plaster casts	Plaster, cardboard (stiff)
9.20	All leaders	Morning tea	Cubs to prepare own morning tea
9.40	Rama	Shop keeping	List of food items
9.50	Barloo	Activity 1 part 2	Water experiments
10.30	Lucky, Eagle	Battleship final	Ropes
11.10	All leaders	Compass walk – set by gold boomerangs	Hats and drink bottles
11.40	Bagheera	Draw scout symbol and discuss what it means to me	Pencil, paper, rubbers
12.00pm	All leaders	Scouts Own	
12.20	All leaders	Lunch	
1.00	All leaders	Pack up camp and clean up site	
1.45	All leaders	Parade	
2.00	All leaders	Leave campsite	Parent transport
3.00	All leaders	Arrive back at den and unload trailer	Parent transport
4.00	All leaders	Sleep time in own beds	Partners included 😊😊😊😊😊😊😊😊😊😊

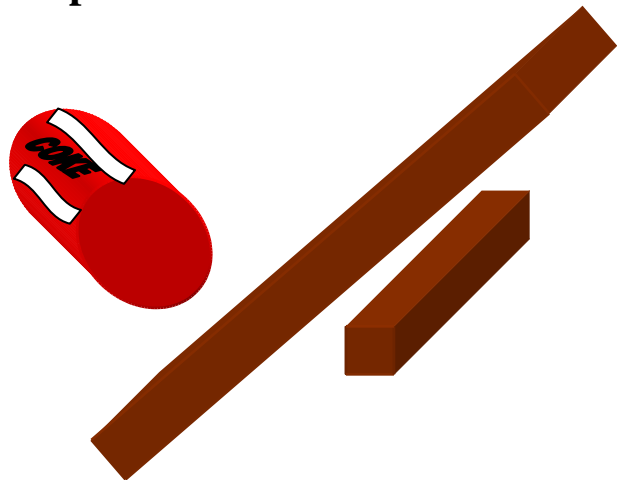
Game: Flip The Can

1 Cub to be a guard

3 Cubs to be catchers

A set area is needed, and a jail also needs to be set up, to put Cubs who are caught in. The guard must stand in front of the tin can and try to tag any cubs that get close enough to flip the can. The catchers are to catch as many cubs as possible (by tagging them) and send them to jail. To release the cubs who are in jail the other cubs must try to get to where the guard is and flip the can with out being caught by the guard or catchers. If they get to flip the can all the cubs in jail are free to join in the game.

Equipment	1 big rope for jail
	1 tin can
	1 piece of wood for tin to sit on
	1 piece of wood to make the tin flip



Game: Cops and Robbers

Type

Action

Equipment

Ropes, paddle pop sticks

Make up a playing field with 3 sections, the top section is the robbers area, the bottom section is the cops area and the middle section is where the paddle pop sticks are scattered about.

Divide the pack into two groups, one robbers and one cops. The robbers stand in their section and the cops in their section, on “go” the robbers run into the middle section and try to grab a paddle pop stick and take it back to their section before heading back for another stick (only one paddle pop stick can be taken at a time). The cops also go into the middle section and try to tag a robber when he/she has a paddle pop stick, if a robber is tagged they must drop the paddle pop stick where they are and then go back to their section before joining in again. The robbers are trying to get all the paddle pop sticks into their section while the cops are trying to stop them from getting any into their section. After a set time the game is stopped and you see who has been more successful – the robbers getting more sticks into their section or the cops in stopping them getting sticks into their section.

Game: Battleship

Equipment

Ropes

Pencil and paper for scoring

This is a human version of the battleship board game.

Make up 2, 3x3 square grids with rope far enough apart so that each team can not see the other grid.

Divide the cubs into two teams and then have 3/6 cubs (ships) stand or sit in the grid. Each team will have one leader who calls out the grid references to the opposing team to see if they have bombed a ship, if they have a hit the cub (ship) the cub comes off the grid. Teams take turns calling out grid references and the game continues until one team has bombed all the opposing teams' ships. Game can be replayed with new leader and ships as many times as needed depending on the number of cubs playing.

Game: Baseball Soccer

How many?

2 teams

Equipment

1 soccer ball

4 mats (bases)

This game is like baseball except that you use a soccer ball and kick not bat the ball. The ball is placed in front of the batter (or rolled along the ground to the batter, this may help the cubs to get the ball in the air). A time limit of 15 minutes per side is enforced and a point is awarded for every home run.

Activity 1 part 1

Equipment

Plastic

Tins, cups, billy can for boiling water

Plastic bags

Hankies

Water purifying tablets

- A) Water talk based on how you could collect water in the bush and purifying water
- B) Set up water collection sites
- C) Collection and purification of water samples

For the purpose of this activity we will be splitting our pack into two and divide each half into teams of six. Team A will set up 3 different water collection sites, team B will collect water samples from 3 different sites and start purifying them. After completing their tasks team A and B will swap and complete there new tasks.

Craft: Woggles

Equipment

Gum nuts

Glue

Cordless drill, sandpaper

Small stickers

Varnish, paint brushes

Collect large gum nuts to be used to make woggles. Pre drill holes through the top of the gum nuts. Each cub is given a gum nut to sand and then they can decorate the front of the gum nut (draw on it, stick twigs etc on it). For our activity we are going to make small scout symbol pictures to stick on the woggles. Once the woggles are decorated the cubs can then varnish them (hopefully they will be dry and ready for final parade).

Game: Snake In The Grass – tag game

Equipment

Nil

An area about 30 meters square is identified as the snake pit. At the signal all players move freely in the snake pit.

One player is the snake. At the call “Snake in the grass” all players, except the snake must freeze. The snake, wriggling on its stomach, touches as many as she/he can before the signal to move is given again. All players touched then become snakes. The game continues until the pit is full of snakes.

Talk On Compass and Trail Signs

Equipment

Compasses, pictures of trail signs

All leaders will participate in this activity; we will talk on compass and trail signs. The cubs will be taught how to use compasses and how to make and read bush trail signs.

Activity 2 – Hike

Type

Observation

Equipment

Pictures of animals

Trail signs

Hats, water bottles

Before the activity begins set up a hiking trail, placing the pictures of the animals in trees, under logs etc (make some of them quite hard to see) set up the trail signs for the cubs to follow as well (compass can be used). Cubs must follow the trail and try and find all the animals along the way (you could get them to keep a list of what they see). When the cubs get back you will be able to see which six was the most observant.

Activity 3 Part 1

Type

Food preparation

Cubs will help and learn how to prepare roast lamb and chicken to be cooked in camp and bell ovens.

For this activity we have invited the scout troops patrol leaders to come along and participate in. Cubs will only watch the food being placed in the fires.

Game: Going on a picnic

Type

Story/circle

Equipment

Nil

Before the game begins a leader picks a letter out of alphabet, cubs all sit in a circle and the leader starts by saying “were going on a picnic and I’m going to take”, he says something beginning with the chosen letter. The next cub sitting beside him repeats the line “were going on a picnic and I’m going to take “ he picks what ever he wants to take . The leader will then tell him if he is coming on the picnic or not, he will only tell those cubs who take something beginning with the letter that he decided on before the game. The game keeps going around the circle until the cubs eventually work out what they need to say something beginning with the chosen letter to be able to come on the picnic.

Another variation to this game is to change from picking a letter to choosing a colour the cub must be wearing, or if they are sitting cross legged etc, etc.

Game: Animal Jigsaw

Observation game

Equipment

Pictures of animals cut up into jigsaw pieces – one per six (the bigger the picture the better)

Choose an animal for each six. Cut a picture of that animal up in jigsaw formation. Hide the pieces all over the room or play area.

Each six is given the name of its animal, and members must search for and put together the pieces.

The first six to complete its picture wins (all sixes must complete the task within a set time limit to make it more of a challenge).

Game: Wilderness Know How

How many?

12 or more players

Sixer formation

Equipment – buckets full of water

Matches, ropes, tarp

Firewood per six

Divide the group into teams of 4 – 6 people. Give each team an area in which to set up a campsite.

Each team is faced with the challenge of surviving after becoming lost in the woods. Some sort of shelter is to be constructed, and a fire is to be built in order to boil the water.

The game is given a time limit (30-40 minutes). At the end each team is given the opportunity to explain the rationale behind its campsite set up.

You may want to pull out a surprise bag filled with hot chocolate and marshmallow so that everyone can enjoy a snack.

Fire Building Race

This is a continuation of wilderness know how, instead of the cubs building, lighting and boiling water over the fire the cubs will have to light the fire and burn through their string.

Equipment

2 lengths of wood per six (need to be long enough to go 30cm above the fire).

String to tie across the fire.

You need to hang string 30cm above the fire. The first six to burn through the string wins.

Activity 3 Part 2

Type

Cooking

Cubs will help with the preparation of the vegetables to be had with dinner. This are to be cooked in a camp oven, the scouts will also assist with this activity.

Knot work

Type

Skill / boomerang work

Equipment

Ropes, poles

Cold spaghetti, lollies snakes

Divide the cubs into boomerang levels and teach the relevant knots to each group. To add a bit of fun to this activity you can get the cubs to use cold cooked spaghetti and lolly snakes to tie the knots with. (they cant eat the snakes until they can do the knot properly).

Chariots races

Type

Relay game

Equipment

Poles, ropes

In sixes cubs will construct chariots using clove hitch and square lashings. The chariots will need to hold one cub and be raced to a given point. First six over the line wins.

Campfire

Damper twists and popcorn

Equipment

Popcorn, camp oven

Ingredients for damper, golden syrup

Long green sticks

Wood for fire

Popcorn – Put some oil in the bottom of the camp oven and add the popcorn. Place the camp oven onto some coals and put some coals on the lid as well. Once all popping has stopped open and eat.

Damper – After making the damper each cub will role out a small portion into a snake and rape this around the top of their green stick. They then cook this over the coals until done, they can then drizzle some syrup on there damper twist if desired.

Game: Spot light

Type

Wide game – night game

Equipment

Torch

One cub scout is given a torch and is only allowed in a set area (approx 5mtr square in the middle of the playing area).

The rest of the cub pack scatters and then has to try and reach home (cub with the torch) without being spot lighted. If the cub is spot lighted they are out of the game, the game continues until the last cub is either spot lighted or has made it home.

Game: Blind Ant

How many?

5 or more

Scattered formation

Equipment

Paper, crayons

Have the group sit in scatter formation. Invite each of them to draw a picture of anything they choose.

In the morning, display the artwork for all to see.

If it is not dark enough outside and the “artists” can see the paper, have them close their eyes or blindfold them before they begin to draw

Game: Joiner

How many?

6 or more Cubs

Scatter formation

Equipment – none

One person is chosen to hide inside the designated playing area. The other players enter the area and quietly begin to search for the hidden person. No light or aids are used. When a person finds the hidden player, he yells “joiner”, then very quietly joins the hider.

The other players try to find the hiding spot, and as they do they sit down quietly in the hiding spot.

The last player to reach the hiding spot becomes the hider for the next round.

Game: Raid The Nest

Type

Wide game

Equipment

Container per six

Pegs

Place 6 pegs in each container and allocate one container to each six. The containers are placed within the playing area and on go the cubs have to try and steal pegs out of the other sixes containers (only one peg can be taken at a time). They have to then place the stolen peg in the sixes container. The cubs need to work as a team and decide who will protect their container and who will go and raid the other containers (the containers can not be moved from their original position). After a given time the game stops and each six must count their pegs to see who has stolen/protected the most pegs.

Leaders and parent helpers act as look outs to make sure that only one peg is taken from the containers.

Game: Horse and Jockey

Equipment

- Scout Neckerchiefs or Bean Bags (1 per team of two)
- 1 Whistle

Game Description

Players are split into groups of two and form a circle. One player from each team (the jockey) stands behind the other (the horse) to form two circles.

Place one bean bag or neckerchief in the middle of the circle for each team (horse and jockey) less one i.e. - as many bean bags as teams, minus one (as an example, if there are ten teams, place nine bean bags)

The jockeys then start to run around the outside of the circle of horses. When a whistle is blown the jockeys run around to their own horse, dive between their horse's legs, pick up a scarf/bean bag and then go back through their horse's legs and climb on their back.

The team without a bean bag/neckerchief is out and sits down. Continue, removing one extra bag/neckerchief for each round.

The winner is the team of horse and jockey left in. Then change the role of horse and jockey around and begin again.

Craft: Plaster Casting

Equipment

Plaster

Paper plates, paint

Stiff cardboard

Each cub gets a plate and cardboard ring, the plaster is put inside the ring and the cub can then press leaves, sticks etc into the plaster (don't make the plaster too thick re drying time). The plaster casts can be painted if time allows.

Game: Shop Keeping

Equipment

A master list of food items

Four different lists of food items made up from the master copy – one per team.

Pick four shop keepers and give each one, one of the lists. The shop keepers can be made up of cubs or leaders(depending of numbers).

The leader with the master list calls out one of the items on the list, the cubs then have to find the shop keeper who has this item on their list and then stand behind that shop keeper. The last cub to find the shop keeper is out, the game continues until there is only one cub left.

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Activity 1 part 2

Team A and team B will observe and report on results of water collection and purification from the previous day.

Craft: Scout Symbol

Equipment

Crayons, sheet of paper per cub

Each cub is to draw a picture of the scout symbol and colour it in. They are then asked to write down what the scout symbol means to them (the cubs finished work can be included in a scouts own program – selected cubs could read out their work)

Scout Own

A Prayer of Thanks

We thank you, O God for this day, for morning sun and evening star. For flowering of trees and flowing of streams, for life-giving rains and cooling breeze; for the earth's patient turning, the changing of seasons, the cycle of growth and decay, of life and death. When our eyes behold the beauty and grandeur of our world, we see the wisdom, power and goodness of its Creator. We awake and, behold! It is a great day!

An Invocation

It is good to give thanks to the lord, to sing praise to your name, to proclaim your kindness at dawn, and your faithfulness throughout the night.

Yarn

The Legend of the Chopsticks

In Korea, there is a legend about a warrior who died and went to heaven. "Before I enter," he said to the gatekeeper. "I would like you to take me on a tour of hell."

The gatekeeper found a guide to take the warrior to hell. When he got there he was astonished to see a great table laden with the choicest foods. But the people in hell were starving. The warrior turned to his guide and raised his eyebrows.

"It's this way," the guide explained. "Everybody who comes here is given a pair of chopsticks one and half metres long and is required to hold them at the end to eat. But you just cannot eat with chopsticks that long if you hold them at the end. Look at them; they miss their mouths every time!"

The visitor turned agreed that this was hell, indeed, and asked to be taken back to heaven straightaway. In heaven, to his surprise, he saw a similar room with similar table laden with very choice foods. But the people were happy. In fact they looked radiantly happy.

The visitor turned to the guide. "No chopsticks, I suppose?" he said. "Oh yes," said the guide, "they have the same chopsticks, the same length they must be held at the end. But you see, these people have learned that if a man feeds his neighbor, his neighbor will feed him also."

Get Cubs to bring scout symbols they made before and read out what it means to them

A prayer for the boy Scouts

O Lord, we thank you for the work of Sir Robert Baden-Powell, who in his dedication and wisdom founded the World Scouting Movement.

We thank you for the efforts of those thousands of men and women who have brought Scouting to millions of boys and girls the world over.

We rededicate ourselves to the principles of our movement – To do our best, to do our duty to God and to our Country.

We ask you, O Lord, to give us the strength and courage, each of us, to live up to the Scout Oath, the Cub Law and the high ideals of the World Brotherhood of Scouting.

Amen.

The promise

Oh help us to keep our promise Lord
And teach us to obey,
And show us what our duty is
To serve thee every day

Closing Prayers

Help us, our father, to always be honest and truthful.
May we learn each day to help others, in thought, word and deed.
Give us the strength to do the things that are right and always keep our Cub Law and Promise.

Amen

Graces

GOD IS GOOD

(Tune “Rock-a-round-the-clock”)

God is Good, God is great
And we thank Him for our food
Got to thank Him Morning, noon and night
For our God is out-a-sight
Amen, amen, amen, amen, amen.

IF YOU'RE HUNGRY

(Tune “if you’re happy and you know it”)

If you're hungry and you know it, clap your hands
If you're hungry and you know it, stamp your feet
If you're hungry and you know it
Then you really ought to show it
And we'll shout to the Lord
Thank you, THANK YOU.

SUPERMAN GRACE

(Tune “Superman” Theme)

Thank you God for giving us food!
Thank you God for giving us food!
Our daily bread!
We're goona get fed!
Thank you God for giving us food.

IF YOU'RE HUNGRY

(Tune “if you’re happy and you know it”)

If you're hungry and you know it, clap your hands
If you're hungry and you know it, stamp your feet
If you're hungry and you know it
Then you really ought to show it
And we'll shout to the Lord
Thank you, THANK YOU.

Campfire

TIME	LEADER	ACTIVITY
8.30		Lighting of Fire Explain Tradition of Camp Fire
8.35	All Leaders	Song "BP Feeling"
8.40	All Leaders	Song "The Old Fashioned Ford"
8.45		Poem "Man From Ironbark"
8.50	All Leaders	Song "Ruff The Tragic Maggot"
8.55	All Leaders	Song "Waltzing Matilda"

BP Feeling

I've got that B.P. feeling up in my head,
Up in my head, up in my head.
I've got that B.P. feeling up in my head,
Up in my head to stay.

I've got that B.P. feeling down in my feet.
Down in my feet, down in my feet.
I've got that B.P. feeling up down in my feet,
Down in my feet to stay.

I've got that B.P. feeling deep in my heart,
Deep in my heart, deep in my heart.
I've got that B.P. feeling deep in my heart,
Deep in my heart to stay.

I've got that B.P. feeling all over me,
All over me, all over me.
I've got that B.P. feeling all over me,
All over me to stay.

I've got that B.P. feeling up in my head,
Down in my feet, deep in my heart.
I've got that B.P. feeling all over me,
All over me to stay.

The Old Fashioned Ford

(Tune: Road to Gundagai)

There's an old fashioned Ford,
Made of rubber, tin and board

Along the road to Canungra

Oh, the radiator's hissing
And half the engine's missing.
The oil tank's running dry
There's water in the petrol.
And sand in the gears.
And it hasn't seen a garage
For more than forty years,
Oh, My Lord, hear her roar
When the pedal hits the floor
Along the road to Canungra

Waltzing Matilda

Once a Jolly Swagman camped by a billabong
Under the shade of a coolibah tree
And he sang as he watched and waited 'til his billy boiled
You'll come a-waltzing Matilda with me

CHORUS

Waltzing Matilda, Waltzing Matilda You'll come a waltzing Matilda with me.
And he sang as he watched and waited 'til his billy boiled
You'll come a-waltzing Matilda with me.

Down came a jumbuck to drink at that billabong
Up jumped the swagman and grabbed him with glee
And he sang as he stuffed that jumbuck in his tucker-bag
You'll come a-waltzing Matilda with me

Up rode the squatter, mounted on his thoroughbred
Up rode the troopers, one, two, three
"Where's that jolly jumbuck you've got in your tucker bag?"
You'll come a-waltzing Matilda with me
Up jumped the swagman and sprang into that billabong
"You'll never take me alive!" said he
And his ghost may be heard as you pass by that billabong
You'll come a-waltzing Matilda with me.

Ruff The Tragic Maggot

(Tune: Puff the magic dragon)

Ruff, the tragic maggot, lived in the meat,
And had to crawl away each time the folks sat down to eat.
Little Jimmy Wilson loved that rascal, Ruff
And brought him corn and peas and beans and other yucky stuff.

CHORUS

Oh, Ruff the tragic maggot, lived in the meat,
And had to crawl away each time the folks sat down to eat.
(Repeat 3 times)
Ruff, was fat and slimy, and white as white could be,
With two black eyes that stuck way out Oh, what a sight was he.
Little Jimmy Wilson kept feeding him each day.
And made him even fatter still, As in the meat he lay
(Repeat Chorus)

But maggots are so tasty. When served with bread and jam,
Ruff had eaten so much food. Much more than maggots can,
He had got so big and fat and Jimmy saw that he,
Would be so very very nice, For Jam's Sunday Tea.

FINAL CHORUS

Ruff, the tragic maggot, lived in the meat,
And had to crawl away each time the folks sat down to eat.
Yes, Ruff the tragic maggot lived in the meat,
But, Ruff won't crawl away no more, cause he tasted very sweet.
Yes, Ruff won't crawl away no more, (slowly) tasted very sweet.

THE MAN FROM IRONBARK by A.B.

"Banjo" Paterson

It was the man from Ironbark who struck the Sydney town,
He wandered over street and park, he wandered up and down.
He loitered here, he loitered there, till he was like to drop,
Until at last in sheer despair he sought a barber's shop.
"Ere! shave my beard and whiskers off, I'll be a man of mark,
I'll go and do the Sydney toff up home in Ironbark."

The barber man was small and flash, as barbers mostly are,
He wore a strike-your-fancy sash, he smoked a huge cigar;
He was a humorist of note and keen at repartee,
He laid the odds and kept a "tote", whatever that may be,
And when he saw our friend arrive, he whispered, "Here's a lark!
Just watch me catch him all alive, this man from Ironbark."

There were some gilded youths that sat along the barber's wall.
Their eyes were dull, their heads were flat, they had no brains at all;
To them the barber passed the wink, his dexter eyelid shut,
"I'll make this bloomin' yokel think his bloomin' throat is cut."
And as he soaped and rubbed it in he made a rude remark:
"I s'pose the flats is pretty green up there in Ironbark."

A grunt was all reply he got; he shaved the bushman's chin,
Then made the water boiling hot and dipped the razor in.
He raised his hand, his brow grew black, he paused awhile to gloat,
Then slashed the red-hot razor-back across his victim's throat:
Upon the newly-shaven skin it made a livid mark -
No doubt it fairly took him in - the man from Ironbark.

He fetched a wild up-country yell might wake the dead to hear,
And though his throat, he knew full well, was cut from ear to ear,
He struggled gamely to his feet, and faced the murd'rous foe:
"You've done for me! you dog, I'm beat! one hit before I go!
I only wish I had a knife, you blessed murdering shark!
But you'll remember all your life the man from Ironbark."

He lifted up his hairy paw, with one tremendous clout
He landed on the barber's jaw, and knocked the barber out.
He set to work with nail and tooth, he made the place a wreck;
He grabbed the nearest gilded youth, and tried to break his neck.
And all the while his throat he held to save his vital spark,
And "Murder! Bloody murder!" yelled the man from Ironbark.

A peeler man who heard the din came in to see the show;
He tried to run the bushman in, but he refused to go.
And when at last the barber spoke, and said "'Twas all in fun-
'Twas just a little harmless joke, a trifle overdone."
"A joke!" he cried, "By George, that's fine; a lively sort of lark;
I'd like to catch that murdering swine some night in Ironbark."

And now while round the shearing floor the list'ning shearers gape,
He tells the story o'er and o'er, and brags of his escape.

"Them barber chaps what keeps a tote, By George, I've had enough,
One tried to cut my bloomin' throat, but thank the Lord it's tough."
And whether he's believed or no, there's one thing to remark,
That flowing beards are all the go way up in Ironbark.

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