

# Valley Highlands Area Cub Camp Impeesa Plan

## Overall

### First Aid

- First aid kits at each activity.
- Medic arm bands for those adults with first aid training.

### Attendance

Group	Registered		Estimated		Actual	
	Kids	Leaders	Kids	Leaders	Kids	Leaders
2 <sup>nd</sup> Almonte	9	5	11			
1 <sup>st</sup> Beckwith	9	1	7+6	2		
1 <sup>st</sup> Drummond	8	2	6			
1 <sup>st</sup> Elmsley	10	2	11	2	0	0
1 <sup>st</sup> Merrickville	33	5	24	6		
4 <sup>th</sup> Perth	5	2	4			
2 <sup>nd</sup> Smiths Falls	23	6	16	4		
1 <sup>st</sup> Portland	3	1	2			
3 <sup>rd</sup> Carleton Place A	12	9	10			
3 <sup>rd</sup> Carleton Place B	24		0	0	0	0
1 <sup>st</sup> Spencerville					6	2
Area	N/A	9	N/A		N/A	
<b>Total</b>	<b>136</b>	<b>33</b>	<b>97</b>	<b>8</b>	<b>86</b>	

### Contacts

- 2<sup>nd</sup> Almonte, Kirby Koster, 256-0241, yes, 10-12  
Reminder: Message left May 16 with his wife
- 1<sup>st</sup> Beckwith, Ray Johnston, 257-5029, yes, 7, 1 leader, some Scouts as well  
Reminder: Voice mail left May 16
- 3<sup>rd</sup> Carleton Place A, Charles Courtland, 253-0206, yes, 10, kids really like boot camp idea  
Reminder: Call back 9:10pm
- 3<sup>rd</sup> Carleton Place B, Wendy Fyfe, 257-1803, leader meeting Wed 12<sup>th</sup>, doesn't like guns, not attending
- 1<sup>st</sup> Drummond, Jerry Dowell, 267-4536, yes, 6  
Reminder: Talked with on May 16. Has Cub with allergies, will make special pack for him with his name.
- 1<sup>st</sup> Elmsley, Susan Van Slooten, 284-1053, yes, 11. may have leader shortage at camp. Kids no longer coming to camp. 2 Cubs coming with Merrickville.
- 4<sup>th</sup> Perth, Alan Vickers, 264-2917, maybe, not sure if can manage organizing it  
Reminder: Voice mail left May 16.
- 1<sup>st</sup> Portland, Cynthia Banks, 272-2019, wed 6pm, msg left, yes  
Reminder: Voice mail left May 16, May 21 Cubs not coming.
- 2<sup>nd</sup> Smiths Falls, Debra Hull, 283-2469, yes, 15-18 kids, wants crests for 24 and 6 leaders  
Reminder: Talked to May 16.

### Equipment

- Clipboard, 10

### Schedule

- Friday**  
7:00pm

# Valley Highlands Area Cub Camp Impeesa Plan

## Aerial Runway

### Prime

Mike

### Operated by

Mike and two other leaders.

### Materials

- Stainless steel aircraft cable, 150'
- Pulley for cable
- Karabiner, 6
- Rope
- Bungee cord, 30'
- Slings, blue/red/green, 6
- Tow straps, 2
- Bosun's chair
- Extension ladder, telescopic
- Safety harnesses, 6
- Caution tape
- Pylons

### Location

Witches Peak

### Preparation

- None.

### Setup

- Setup per UK fact sheet.
- Ensure Cubs can disembark at the bottom of the run via an adult lifting them off the bosun's chair.
- The bungee cord is the primary arrest mechanism, the safety brake is the secondary arrest mechanism.
- Test run.

### Procedure

- Cubs must wear a safety harness that is tethered via a sling and separate Karabiner to the main pulley.
- Safety harness must be checked by an adult before descent.
- Adults may use the runway, but note that they will not stop as nicely a Cub since the system is balanced for a Cubs lighter weight.

## Valley Highlands Area Cub Camp Impeesa Plan

### Stretcher Carry

#### Prime

Robert

#### Operated by

Robert

#### Materials

- Spar, 6', 2
- Jacket, old, 2
- Bucket, 2
- Water container, 4
- Water
- Super Soakers, 4
- Flagging tape
- Red cross medic armband, 2
- Safety pins
- Funnel, 2

#### Location

Old logging road near Witches Peak.

#### Preparation

- None.

#### Setup

- Layout course. The course needs to be reasonably flat and clear so the stretcher party is not likely to trip and drop their wounded Cub on a rock or stump.
- Set location for the enemy. They can't be too close to the course, as the stretcher platoon needs a chance of finishing the course. The enemy should be hidden so as to ambush the stretcher party and to be able to hide from the Super Soaker suppressing fire of the stretcher party.
- Obtain a large quantity of water in containers and buckets.

#### Procedure

- Half of the platoon is the allies, the other half is the enemy.
- One of the allied Cubs is volunteered as a medic and given a red cross armband.
- One of the allied Cubs is volunteered as the wounded soldier. They are placed on the ground at the far end of the course.
- The enemy Cubs are hidden behind rock piles part way through the course.
- On the word go, the rest of the allied platoon needs to build a stretcher using the jackets and spars, carry the stretcher to the far end of the course, retrieve the wounded Cub, and retreat back to the start line.
- Two of the Cubs in the stretcher party are armed with Super Soakers. They use these to provide suppressing fire against the enemy.
- The medic stays behind in case he is needed to attend to a wounded Cub.
- The enemy is armed with porcupine balls. Their job is to hit the other platoon as they make their way through the course with the stretcher.
- If a person is hit with a porcupine ball, they need to drop down wounded, but the rest of the team can continue. The wounded Cub calls 'Medic!' to get help.
- Once a Cub drops down wounded (and calls for the medic), the medic can race in and revive the Cub. The Cub can then rejoin his team and help with the stretcher carry.
- If the medic is hit by a sponge, he cannot be revived but must remain wounded on the ground, and he can no longer revive other wounded Cubs.
- A leader should follow the stretcher party discretely to call down wounded Cubs.
- The allies and enemies switch roles and the activity is repeated.
- Cubs collect the porcupine balls and ready them for the next platoon.

# Valley Highlands Area Cub Camp Impeesa Plan

# Valley Highlands Area Cub Camp Impeesa Plan

## **Weaponry**

### **Prime**

Robert

### **Operated by**

Murray Jackson, Steve Reade

### **Materials**

- Slingshots, 6, Kevin/Mike/Robert
- Clay targets
- Tarp
- Rope
- Twine
- Marbles
- Binder clips

### **Location**

Near overhead sign

### **Preparation**

- None.

### **Setup**

- Hang clay targets, several rows, with tarp behind.

### **Procedure**

- Shell casings for each target smashed.

# Valley Highlands Area Cub Camp Impeesa Plan

## Semaphore

### Prime

Peter

### Operated by

Kevin

### Materials

- Semaphore flags, 4
- Weapons cache (Smarties)
- Clipboard, 2
- Paper, 32
- Pencil, 4
- Semaphore instruction sheet, 4
- Code decryption sheet, 2
- Code encryption sheet

### Location

Beach

### Preparation

- Make semaphore flags
- Write and encrypt messages.

### Setup

- Hide weapons cache in four pre-determined places: Under bridge, main campfire, stumps at end of beach, chapel.

### Procedure

- Instruct platoon in semaphore.
- Platoon is split in two teams, and each team split in half again as senders and receivers.
- The senders from each half of the platoon are given a message (in code) along with the semaphore flags and sent to separate spots that are within sight (but out of hearing) of the rest of their half platoons.
- Senders send their messages.
- Receivers decode the message and find the weapons cache. Only give the decryption sheet as a last resort.
- One the message is decoded, the Cubs race to find (and eat!) the cache.
- Switch senders/receivers and repeat with different messages.

# Valley Highlands Area Cub Camp Impeesa Plan

## Stealth Hunt

### Prime

Peter

### Operated by

Peter and two other leaders

### Materials

- Porcupine balls, 50
- Bucket
- Water container, 4
- Funnel
- Super Soakers, 2
- Kim's game mobile
- Flagging tape

### Location

Behind campsite #3.

### Preparation

- Construct Kim's game board.

### Setup

- Build pioneering tripod from which to hang Kim's game mobile.
- Obtain large quantity of water.

### Procedure

- Teach platoon about hand signals and how to sneak quietly in the bush. There are three high spots overlooking the location of the mobile.
- Platoon tries to sneak up on GHQ to read and memorise the Kim's game board.
- Any Cubs that are heard or spotted by the leader at GHQ can be repelled with porcupine balls. Those Cubs need to retreat and try again. Any Cubs not spotted can continue trying to approach.
- Once Cubs think they have all the items memorised, they can retreat and write down what they remember.

# Valley Highlands Area Cub Camp Impeesa Plan

## Dog Tags

### Prime

Allan

### Operated by

Leader

### Materials

- Bead chains, 24", 85
- Blank dog tags, aluminum or brass, 85
- Identity discs, brass, 85
- Punches, get from Beavers
- Hammers, 8
- Picnic tables, 2
- Engravers, 4
- Inverters, 2
- Car battery, 1

### Location

Main field, near GHQ.

### Preparation

- Purchase bead chain and blank dog tags
  - [www.inlandproducts.com/dog\\_tag\\_blanks.htm](http://www.inlandproducts.com/dog_tag_blanks.htm)
  - [www.laserengravedkeychains.com/dog-tag-supplies.htm](http://www.laserengravedkeychains.com/dog-tag-supplies.htm)
  - Oriental trading
- Punch serial numbers on brass identity discs.

### Setup

- Locate and position picnic tables.
- Lay out hammers and punches on the tables.

### Procedure

- Cubs arrive independently or as a pack during the hour the activity is run.
- Check identity disc number against master list to ensure Cub has not already made a dog tag. There are not enough supplies for Cubs to make more than one. Though there are a few extras if a Cub makes a mistake.
- Give the Cub a dog tag blank and set them to work. The idea is that they punch their name on the dog tag and then hang it on the bead chain with their identity disc.



## Valley Highlands Area Cub Camp Impeesa Plan

### Field Gun Race

#### Prime

Mike

#### Operated by

Steve

#### Materials

- Field gun, 2
- Rope for aerial runway.
- Pulley, 2, for aerial runway
- Karabiner
- Straw bales, 40
- Baler twine

#### Bonus

Add potato cannon capability to one field gun. Use for salute at camp closing.

#### Location

Main field

#### Preparation

- Construct two field guns that can be dismantled by Cubs with no tools.

#### Setup

- Layout course. Two required for teams to race against each other.
- Build two small aerial runways
- Build obstacles from straw bales that the Cubs (and field gun parts) must squeeze through and go over.

#### Procedure

- Demonstrate how the field guns are taken apart and put back together.
- Walk the Cubs through the course.
- All the platoons a practice try at dismantling and putting the field gun back together.
- Practice run through the course.
- Official race. Addition races can be done if time permits.
- All members of the winning platoon are given a shell casing.

# Valley Highlands Area Cub Camp Impeesa Plan

## Assault Course

### Prime

Allan

### Operated by

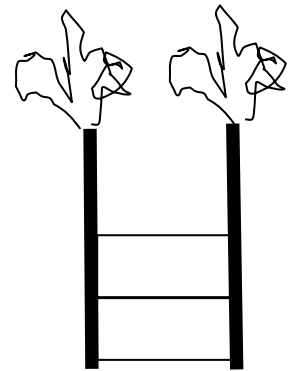
Chris Tyler, Roger Nuttall

### Materials

- Plywood, 4' x 8' x 1/2", 2
- Spruce 2"x4"x8' for top of wall to give strength and for hand to grab.
- Cordless screwdriver with spare batteries.
- Rope for lashing
- "Barbed wire", from Roger Nuttall?
- Camouflage netting
- Barrels, with bottom cut off, in tractor trailer
- Barrels, with bottom intact, in tractor trailer
- Screws, 1", flat head
- Come-along, 2, from Chris Tyler
- Scramble net

### Elements

- Commando bridge.
  -
- Scaling wall.
  - 6' high
  - Needs platform behind for the Cubs to stand on (lashed spars).
  - Two sheets of plywood lashed to a pair of trees.
  - Plywood screwed together at overlap, top sheet in front of bottom sheet.
- "Barbed" wire to crawl under.
- Barrels to climb over.
- Barrels to climb through.
- Scramble net to climb over



### Location

Ravine behind 2<sup>nd</sup> Smiths Falls and above chapel.

### Setup

- Two courses need to be made so the two platoons can race each other.
  - A single 8' wide scaling wall will suffice.
- The scaling wall should be the first element as it is a team effort.

### Procedure

- Walk Cubs through the course.
- When the race is started they have to scale the wall as a platoon. Once the first Cub is over the wall, they can continue with the course while the others finish with the wall. The rest of the platoon has to then wait until the first Cub finishes the rest of the course, then they can continue relay fashion.
- Leaders, including the platoon leader, are not to help the Cubs with any obstacles including the wall.
- A shell casing is awarded to each Cub in the winning platoon.

# Valley Highlands Area Cub Camp Impeesa Plan

## Ration Pack Lunch

Prime  
Robert

### Materials

- Food
- Plastic utensils
- Paper lunch bags, 30
- Masking tape, 2
- Marker, 2

### Contents

Item	# Per Pkg	Cost		
		Per Pkg	Per Item	Total
Tuna	1	\$1.49	\$1.49	\$47.68
Melba Toast	4	\$2.29	\$0.57	\$18.32
Fruit Cup	16	\$8.99	\$0.56	\$17.98
Granola Bar, Nature Valley	32	\$10.49	\$0.33	\$10.49
Juice	10	\$2.99	\$0.30	\$11.96
Chocolate bar				
Hard candy				

Cost per ration pack: \$3.25

Total cost: \$106.43

### Preparation

- Purchase items
- During weekly meeting layout all items and have Cubs pack the ration kids, tape them shut, and write '1<sup>st</sup> Merrickville' on each one. Talk about the key points for a ration pack: self contained, nutritious, energy, doesn't go bad, no refrigeration.



# Valley Highlands Area Cub Camp Impeesa Plan

## Mug-Up

### Prime

Mike to purchase ingredients, Allan to setup, other Pack leaders to serve.

### Materials

- Ziploc bag, sandwich size, 150
- Spoon, plastic, 150
- Box for spoons
- Cream cheese, 8 oz blocks, 6
- Icing sugar, 8.5kg
- Cocoa powder, 1.3kg
- Butter, sticks, 5 lbs
- Vanilla, bottle
- Picnic table, 4
- Knife
- Lantern, propane, 4
- Stove
- Matches
- Spice apple cider, 32 litres
- Stock pot, 2
- Ladle, 2
- Styrofoam cups, 50

### Recipe

- ½ cup icing sugar
- 2 teaspoons cream cheese
- 1 tablespoon cocoa powder
- 1 tablespoon butter
- Few dashes of vanilla

### Preparation

- Purchase ingredients for 130 people (100 Cubs + 30 adults)
- Icing sugar : ½ cup = 65g
- Cocoa powder: 1 tablespoon = 10g
- Cream cheese: 8oz = 16 tablespoons = 48 teaspoons
- Butter: 1 lbs = 32 tablespoons

### Setup

- Do before/during formal campfire.
- Erect four picnic tables.
- Four propane lanterns on tripods (re-use from field gun race).
- Setout ingredients.
- Slice cream cheese into portions.
- Heat apple cider.

### Procedure

- Cubs line up for ingredients for fudge.
- They are given ingredients in their bag, they then squish it for five minutes until it is homogenous.
- It is eaten out of the bag with fingers or a spoon.

## Valley Highlands Area Cub Camp Impeesa Plan

### **Leader Meeting**

- Other leaders waiting in GHQ, General Baloo arrives, one of the other officers shouts 'Atten Hut!'. Once all the leaders have jumped to attention, the general says 'As you were'. The point being to emphasise that the leaders need to live the theme so the Cubs will live it too.
- Collect attendance figures, money, and ration packs from each pack.
- Get volunteer names for positions.
- Handout camp packages (includes schedule, map, event rotation).
- Review schedule and activities.
- Handout identity discs.
- Handout platoon leader packages. Review job description.
- Questions?
- Attention!

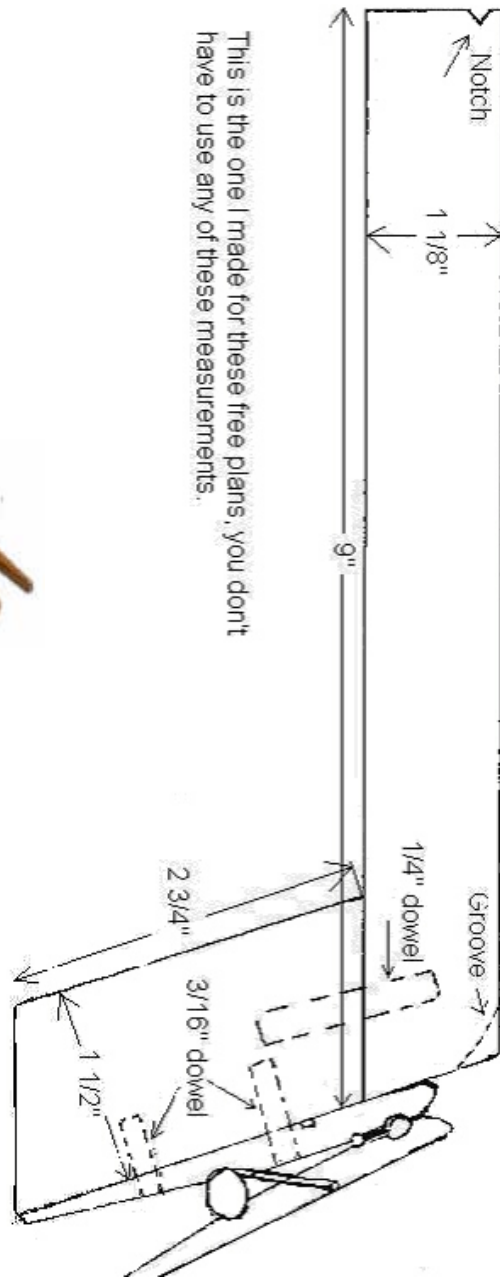
## Rubber Band Guns

Prime

Allan

### Materials

- Plywood,  $\frac{1}{2}$ ",  $1 \frac{1}{8}$ " x 9"
- Plywood,  $\frac{1}{2}$ ",  $1 \frac{1}{2}$ " x  $2 \frac{3}{4}$ "
- Clothes pegs, 85
- Glue
- Rubber bands, yellow, #64, 500 from AeroTrend via LarkSpur Line. Product # 1180/Y.



This is the one I made for these free plans, you don't have to use any of these measurements.