

Executive Summary

The camp, held May 26-28, was a stunning success. The many hours of planning and activity construction by the Merrickville Cub leaders resulted in the most exciting, and well organised area Cub camp in many years. 72 Cubs from eight Packs both inside and outside the Valley Highlands area competed in Operation Bootcamp. The camp started with an informal campfire and straw bale maze on Friday evening. Saturday saw platoons of Cubs, rotating through eight activities, most of which they had never experienced before. A wide game of Smugglers & Spies, mug-up, and a formal campfire completed the day. The camp closing occurred on Sunday morning, with 1st Drummond winning the trophy. And to top it all, the weather was beautiful. A photographer from the Perth EMC visited the event on the Saturday.

We believe the success of the camp was due to several key factors:

- The dedication of the organising leaders wanting to ensure the camp was a success as it reflected on themselves, their Pack, and their group.
- The attention to detail in the operation and organisation. E.g. shell casings for points, camouflage netting, maps for the platoon leaders, full details of the event distributed ahead of time, custom banner on the entrance sign.
- The role playing by the leaders.
- That most of the activities had never been seen before by any of the Cubs, and a number of them were very exciting and challenging.
- The activities were structured such that Cubs that might not have good skills in one area, could shine in another area. E.g. an athletic Cub could shine in the assault course, while a quiet Cub could shine in the stealth hunt.

Many Thanks

To 1st Merrickville:

For the organisation, preparation, setup, event running, teardown, cleanup:

Steve Anderson, Kevin Bacon, Peter Cornelisse, Mike Jackman, Murray Jackson, Robert Sargent, Allan Yates

For the field gun construction: Mike Jackman

For the rubber band gun construction: Allan Yates

For leading platoons and helping with the activities:

Mack Cornelisse (Scout), Elizabeth Jackman (SIT), Alex McKay (Scout), Steven Roachford (Scout),

For constructing and operating the assault course:

Roger Nuttall, Ken Richardson, and Chris Tyler from the Valley Highlands area

For getting the axle from a field gun re-welded during the camp: Stan Lasanba

And to the leaders from the other groups who led platoons or helped with the various activities and games.

Attendance**Actual**

Group	Adults	Scouts	Cubs	Beavers	Total Kids in Program	Extra Crests
2 nd Almonte						
2 nd Arnprior	1		1		1	1
1 st Beckwith						
Carleton Place 'A'	3		5		5	1
Carleton Place 'B'						
1 st Drummond	9		6	2	8	9
1 st Elmsley	1		2		2	
1 st Merrickville	9	4	22		22	11
96 th Ottawa	10	1	7	6	13	10
4 th Perth						
1 st Portland						
2 nd Smiths Falls	6	1	17		17	16
1 st Spencerville	2	2	1	1	4	4
Total	41	8	61	9	72	52

Estimated versus Actual for Participating Kids

Group	VH Registered	Estimate #1 (VH)	Estimate #2	Actual
2 nd Almonte	9	11	11	
2 nd Arnprior			1	1
1 st Beckwith	9	13	13	
Carleton Place 'A'	12	10	10	5
Carleton Place 'B'	24			
1 st Drummond	8	6	6	8
1 st Elmsley	10	11	11	2
1 st Merrickville	33	24	24	22
96 th Ottawa			17	13
4 th Perth	5	4	4	
1 st Portland	3	2	2	
2 nd Smiths Falls	23	16	16	17
1 st Spencerville			6	4
Total	136	97	121	72

45% (61/136) of the Cubs in Valley Highlands participated in the camp. Of the Valley Highlands Packs that participated, 66% of their Cubs participated. It would be beneficial to compare these participation rates against previous area Cub camps, however no records have been kept in the past.

Points and Trophy

The Packs competed for the Impeesa trophy. Shell casings, 5.56mm donated by the Eastern Ontario Handgun Club, were awarded throughout Saturday in some of the activities and by leaders that observed good military behaviour by the Cubs. The points shown below include the five points awarded to the Packs that passed the secret leader test. As with Hobbies and Wheels, those Packs with less than three Cubs were not eligible for the trophy.

Group	# Kids Participating	# Points	Average Points	Place
Carleton Place 'A'	5	20	4.0000	
1 st Drummond	8	42	5.2500	1 st
1 st Merrickville	21	102	4.8571	2 nd
96 th Ottawa	13	57	4.3846	
2 nd Smiths Falls	18	51	2.8333	
1 st Spencerville	4	19	4.7500	3 rd

Note that Merrickville's kid count is down by one from registration as one Cub was sent home partway through Saturday and his shells were not included in the total.

Activities

Informal Campfire & Maze

The camp started Friday evening with an informal campfire at the area campfire circle. The intent was for the kids and leaders to socialize. Only 2-3 Packs participated, and it turned into a singing session by the Cubs rather than leader socialization. This should be tried again with the focus of the Cubs on the main field and just the adults at the main campfire. The Cubs had a straw bale maze to crawl through in the dark on the main field. The Merrickville Cubs also took the opportunity to practice their stealth training by sneaking into other Pack's camps and sitting by their campfire to see how long it would take before they were noticed!

Leader Meeting & Registration

As there was a nice fire at the main campfire area, the leader meeting was held there rather than at GCHQ. Not all Packs remembered to bring their payment and had to go back get it. Sorting through mixed up dog tag chains by firelight and lantern light was a challenge. Having the registration during daylight at a table in GCHQ would have been better. However, some Packs from further a field weren't scheduled to arrive until 8:00pm. A separate leader meeting would then be held. Brass identity discs were handed out with platoon numbers; they leaders gave these to their Cubs on Saturday morning. The Packs were mixed across the platoons. Armbands were given to the platoon leaders for identification, however it was found that these were not really needed. Rubber band guns, and five yellow rubber bands, were also distributed for each Cub. Crests were given to the leaders for each kid registered.

Aerial Runway

This was probably the most exciting activity of the weekend. The Cubs took turns sitting on a bosun's chair and hurtling down 150' of cable from Witches Peak to the valley below. Most Cubs went down at full speed, while a few preferred a slower speed (at least for their first run). No accidents other than a leader cutting his finger while whittling a piece of wood while waiting at the bottom for the next Cub. With platoons of 9-10 Cubs, three runs each was easily done in the 45 minutes allotted. The United Kingdom fact sheet on aerial runways was used a guide for the construction.

Stealth Hunt

In this activity the Cubs had to sneak through the bush, individually and in small groups, to spy upon a Kim's mobile at a campsite that was guarded by several Scouts and a leader. If the Cubs were seen, they were repelled with porcupine balls. If hit they had to do three push ups before retreating and trying again. There was also a prison if they were captured in the campsite.

Semaphore

This activity introduced the Cubs to signaling via semaphore. The Cubs were divided into four teams and sent messages to each other giving the location of a weapon's cache (Smartie snack packs). Some platoons got excited with this method of communication, and started sending messages like 'go eat bugs'.

Stretcher Carry

The Cubs became very excited over this activity. A wounded Cub was placed at the end of a course. Half of the platoon had to make a stretcher from spars and jackets, then go and retrieve the wounded Cub. They had two water guns with which to suppress enemy fire. The other half of the platoon were positioned in hiding to ambush the stretcher party. They were armed with porcupine balls. The plan called for one of the Cubs to be designated a medic that could revive Cubs in the stretcher party that were hit by enemy fire, but the Cubs were too excited to make that work. When one platoon performed poorly, the concept of executions was introduced. After detailing the platoon's transgressions, the leader indicated they would be executed and jumped out of the way. Another leader, with a huge water gun, then hosed the platoon. This idea was extended with another platoon where two Cubs were blindfolded, placed against a tree, and executed. This was done with two Merrickville Cubs where it was known they could take the joke.

Weaponry

The Cubs took turns shooting marbles from sling shots at clay pigeon targets. The marksmanship was better than expected and the activity ran out of shell casings several times and had to start issuing IOUs.

Dog Tags

The Cubs were issued a dog tag and had fun engraving their name and adding designs. Some of the designs were quite artistic. The activity didn't take up the entire time allotted, so rubber band gun target practice was added (shooting at tin cans), along with runner band gun dueling, and a rubber band gun relay race. It was found that the platoon leaders and other adults traveling with the platoons engraved dog tags as well. Since this was not planned, only 11 dog tags were left at the end of the day out of the 135 purchased.

Field Gun Race

Two custom designed, take apart, field guns were constructed. The platoon was split into two teams. Cubs had to dismantle their field gun, carry the components through a narrow space (made from straw bales) over another set of straw bales, and then haul the components across a small aerial runway. The guns had to then be put back together and raced to the finish line. Shell casings were awarded to the fastest team. Unfortunately, the field guns took quite a beating from the Cubs and their operation had to be modified slightly throughout the day; this however did not detract from the event.

Assault Course

A challenging assault course was created. It consisted of the following elements: Two barrels to crawl through (suspended from trees), "barbed" wire to crawl under, a commando bridge to cross (scramble net for descent at end), two barrels to crawl over, a 12' high scramble net to climb over, and a 5' high scaling wall to climb over. A leader challenge on the assault course was scheduled, but the assault course was dismantled before this activity was held.

Secret Leader Test

This was intended to have a bit of fun with the leaders. It has been said an army used to travel on its stomach, it now runs on paper just like Scouting. Each Pack was visited and a Cub picked at random, and the leaders asked to produce the camp permission form and physical fitness form. Five of the seven Packs present passed the test. 1st Elmsley including in 1st Merrickville test as their two Cubs

Wide Game

The Cubs were introduced to a new wide game called Smugglers & Spies. The Packs were given the game instructions ahead of time so they could explain the game to their Cubs. This reduced the time and confusion of explaining the game to all the Cubs at once, though the instructions and rules were reviewed with all the Cubs at the start of the game. The Cubs were broken into two teams, identified by green and white clothes pegs. One team, the smugglers, had to carry contraband (items with point values written on small pieces of paper). The items had to be hidden in the outer layers of clothing. The smugglers then tried to reach a scorekeeper at the far end of the woods to hand in their papers. The spies were in the woods trying to catch the smugglers. If a spy tagged a smuggler, they had one minute to search for the piece of paper. If the spy found the paper, they took the paper to the scorekeeper and the points counted towards their team. The smugglers got quite creative, hiding the paper between pieces of Velcro on hats and shoes, but also got carried away sticking them in their ears, up their nose, and behind their lips. The game was so well received it was let run nearly twice as long as planned. Results:

	Game #1		Game #2	
Team	Points	Position	Points	Position
Green	10,550	Smugglers	2,950	Spies
White	5,005	Spies	6,300	Smugglers

One Cub was lost during the wide game. It had been indicated that the wide game area was bounded to prevent precisely this, but evidently this was not the case. A neighbour from an adjoining property found the Cub and returned him. Two Merrickville Cubs noticed that this Cub was heading in the wrong direction but were unable to convince him to stay with them. It is recommended that all Packs encourage and enforce the wearing of whistles by their Cubs and the buddy system.

Mug-Up

To make more efficient use of day light, and have it darker for the campfire, the communal mug-up on the parade ground was done before the campfire. Hot spicy apple cider and zip-lock spoon fudge was served. The ingredients for the fudge were placed in a zip-lock sandwich bag, and the Cubs had to squish everything together until they were all mixed; it could then be eaten with a spoon (or fingers!). The original intent was to have to Cub go down an assembly line to get each ingredient, but pre-made bags were introduced as a time saving measure. 24 litres of cider were made and consumed.

Formal Campfire

The smaller Packs were asked to contribute one song or skit, and the larger Packs were asked for a song and a skit. Each Pack providing a skit had to also provide a cheer. A magical campfire start was attempted using match heads and a rocket igniter. The igniter flared, but the match heads failed to light. It was recommended that in future, the igniter be placed inside a book of paper matches.

Closing

A review of the camp was held as part of the closing. Each Cub was asked to name something they were thankful for or to name a part of the weekend they liked. The "Seven Challenge Award" plaques were distributed by the area to several Cubs. The Prairie Flower dance was performed by half a dozen Cubs to regain possession of lost and found items. Ken Richardson joined the Cubs in the dance. The trophy was awarded to 1st Drummond. Unfortunately, the trophy was broken and was awarded in two pieces. It has been taken for repair.

Financial

Lower registration than estimated, and higher than budgeted costs for the crest, field gun construction, and mug-up resulted in a small loss on the event. If financial reports had been written for previous camps, more accurate budgeting would have been possible.

Item	Revenue		Expense		Notes
	Budget	Actual	Budget	Actual	
Field Gun			\$50.00	\$133.00	
Friday Campfire Treat			\$20.00	\$20.00	
Saturday Mug-up			\$50.00	\$159.13	
Bead Chain + Dog Tag, 135			\$162.00	\$160.22	
Pellets			\$5.00	\$0.00	
Smartie snack packs, 125			\$0.00	\$24.03	Semaphore
Crest, 150			\$345.00	\$460.58	
Cub Registration	\$679.00	\$504.00			
Leader badge sales	\$44.16	\$104.00			
Stop watch battery			\$0.00	\$5.72	Assault course
Clothes Pegs, 125			\$5.00	\$3.34	Rubber Band Guns
Rubber bands, 500			\$30.00	\$27.03	Rubber Band Guns
Sub Total	\$723.16	\$608.00	\$667.00	\$993.05	
Straw bales, 50				\$60.00	Merrickville contribution
Porcupine balls, 100				\$124.91	Merrickville contribution
Identity discs, 125				\$0.00	Allan Yates
Lumber for rubber band guns				\$0.00	Allan Yates
Total				\$1,177.96	

	Budget	Actual
Net Profit (Loss)	\$56.16	(\$385.05)
Net Profit (Loss) per kid	\$0.58	(\$5.35)

Attendance	Estimated	Actual
Cubs	97	72
Leaders	24	42
Total	121	114

		Area Total	
Fee per Cub	\$7.00	Net	(\$385.05)
Leaders buying crests	80%	Camp fee	(\$35.00)
Bead Chain/Dog Tag budget	\$1.20	Total	(\$420.05)
			96th Ottawa pre-pay
			Payable to Mike Jackman

Crests	Ordered	Sold	Remain
Quantity	150	124	26
Budget cost	\$2.30		
Price	\$2.00		
Actual cost	\$3.07		