

1st Merrickville

Spring Cub Camp

May 6th - 8th, 2005

Attendance

Name	Category	White Chum	Tent	Notes
Cameron, Nicholas	Cub	Yes		
Stewart, Justin	Cub			
Stewart, Michael	Cub	Yes		
Yates, Heather	Cub	Yes		
Yates, Laura	Cub			
Bacon, Kevin	Leader			
Cornelisse, Peter	Leader			
Jackman, Mike	Leader			
Sargent, Robert	Leader			
Yates, Allan.	Leader			
Stewart, Greg	Adult			
Catton, Ben	Scout			
Stewart, Bradly	Scout			

Tent	Leader	Meal
1		
2		
3		
4		
5		
6		

Financial

Item	Cost	Notes
Water balloons	\$9.20	
Food	\$59.04	
Food		
Arrows		
CO2 cartridges		
Pellets	\$0.50	
Total	\$68.74	
Revenue	\$0.00	
Net Profit (Loss)	-\$68.74	

Day	Meal	Menu	Ingredients	Quantity	Notes	
Friday	Mug-Up	Hot chocolate	Hot chocolate			
		Marshmallows	Mini-marshmallows			
		Fruit dipped in chocolate syrup	Milk			
			Marshmallows			
			Chocolate syrup (left over from banquet)			
			Apples, cored and segmented			
Saturday	Breakfast	Porridge	Oatmeal			
		Sausages	Brown sugar			
		Eggs	Eggs			
		Toast	Sausages (flat)			
			Bread			
			Jam			
	Lunch	Soup	Chicken noodle soup (cans)			
		Hotdods w/fried buns	Hotdogs			
		Apples	Hotdog buns (sliced)			
		Bananas	Butter			
			Ketchup			
			Mustard			
			Mayonaise			
			Relish			
	Supper	Chilli	Chilli (left over from previous camp)			
			Corn chips			
			Shredded cheese			
			Ground beef			
			Onions			
	Mug-Up	Hot chocolate	Hot chocolate	Hot chocolate		
Marshmallows			Mini-marshmallows			
Brown Bears			Milk			
			Marshmallows			
			Pillusbury dough			
			Cinnanmon			
			Granulated sugar			
			Butter			
			Tinfoil			
Sunday	Breakfast	Porridge	Oatmeal			
		Sausages	Brown sugar			
		Eggs	Eggs			
		Toast	Sausages (flat)			
			Bread			
			Jam			
	Lunch	Subs	Sliced meat			
			Lettace			
			Mayonaise			
	All	Snacks	Juice	Fruit crystals (left over from previous camp)		
			Fruit	Apples (red & green)		
			Trail mix	Bananas		
			Coffee	Trail mix (left over from previous camp)		
			Vegetables	Coffee		
				Cream		
	Carrot sticks					
	Oreo cookies (left over from previous camp)					

Date	Time	Activity	Who	Prime	Where
Friday	7:00pm	Arrive Whispering Pines	All		
	7:00pm - 8:00pm	Setup tents, get water, hangup uniforms Cub/Scout infiltration information	All		Campsite
	8:00pm	Rules, schedule	All	Peter	Campsite
	8:00pm - 9:00pm	Free time	Cubs		All
	9:00pm - 9:30pm	Scareathon	Cubs		Common areas
	9:30pm - 10:00pm	Wide game - Hares & Hounds	All	Allan	All
	9:30pm - 10:30pm	Campfire, Mug-up	All		Campsite
	10:30pm - 11:00pm	Brush teeth	Cubs		Campsite
	11:00pm	Bed	Cubs		Tents
	11:00pm - 11:30pm	Quiet talking	Cubs		Tents
Saturday	7:00am	Wakeup	All		Campsite
	7:00am	Archery, pellet rifles, pellet gun	Those awake	Allan	Main field
	7:30am - 8:30am	Breakfast, wash dishes, brush teeth, hang sleeping bags	All		Campsite
	8:30am	Tent inspection	Leaders	Peter	Campsite
	8:45am	Opening, rules, schedule	All	Peter	Campsite
	9:00am - 12:00pm	Activities, by sixes, rotate every 45 minutes	All		All
	12:00pm - 1:00pm	Lunch & wash dishes	All		Campsite
	1:00pm - 2:00pm	Campfire battle	All	Allan	
	2:00pm - 3:00pm	Assault course relay race	All	Allan	Near main field
	3:00pm - 4:30pm	Bungee running (weather permitting) or wide game (capture the flag)	All	Allan	Main field or All
	4:30pm - 5:30pm	Free time, bring sleeping bags in	Cubs		All
	5:30pm - 6:30pm	Supper, wash dishes	All		Campsite
	6:30pm - 7:30pm	Wide game - Mowgli's Card Game	All		Campsite
	7:30pm - 7:45pm	Practice skits & songs			
	7:45pm - 8:30pm	Free time	All		All
	8:30pm - 9:00pm	Scareathon	Cubs		Common areas
	9:00pm - 9:30pm	Campfire, skits, songs	All		Campsite
	9:30pm - 10:30pm	Campfire, Mug-up	All		Campsite
	10:30pm - 11:00pm	Brush teeth	Cubs		Campsite
	11:00pm	Bed	Cubs		Tents
	11:00pm - 11:30pm	Quiet talking	Cubs		Tents
Sunday	7:00am	Wakeup	All		Campsite
	7:00am	Archery, pellet rifles, pellet gun	Those awake	Allan	Main field
	7:30am - 8:30am	Breakfast, wash dishes, brush teeth	All		Campsite
	8:30am	Tent inspection	Leaders	Peter	Campsite
	9:00am - 10:30am	Build catapults & battle	All		Main field
	10:30am - 11:00am	Change into dry clothes	Cubs		Campsite
	11:00am - 11:30am	Tear down assault course	All		Near main field
	11:30am - 12:00pm	Lunch	Cubs		Main field
	12:00pm - 12:30pm	Pack personal gear, change into uniform, strike tents	Cubs		Campsite
	12:30pm	Parents arrive	Parents		Campsite
	12:30pm - 1:00pm	Complete camp cleanup	All		Campsite
	1:00pm	Closing, review infiltration	All	Peter	Campsite
	1:00pm	Departure	All		Campsite

	Description	Equipment	Location
Cub / Scout Infiltration	During the weekend, Cubs can try and infiltrate the Scout's campsite and memorise the objects in the centre. Be warned, the Scouts will be prepared to repel boarders (with water balloons!) if they see the Cubs.	Board with objects fasten to it (like a Kim's game), water balloons	Scout campsite (probably at the top of the hill above the lake)

Friday Night Wide Game - Hares & Hounds

Leaders and/or Scouts (hares) go off in the woods. Periodically they blow a whistle or set off a photographic flash and keep moving/hiding. The Cubs (hounds) try to find the hares. When found, the hare hands a piece of wool to the finding Cubs (buddies naturally). The hare then runs/hides again. Two whistle blasts to end the game. Cubs/sixes with the most wool wins.

Wool (from Nigel's Navy), whistles and/or photographic flashes

Saturday Morning activity bases, rotate every 45 minutes

Activity Bases	Description	Equipment	Location
Blindfolded course	One Cub is blindfolded, and the others need to direct him around a short course. An object has to be picked up half way and dropped in a container at the end of the course.	Blindfold, tennis ball, bucket	1st Elmsley campsite
Fire Lighting	Each Cub to light their own fire using matches. Use exploding paint cans.	Dry twigs, kindling, tinder, matches, water, tins, hammer	1st Beckwith campsite
Assault Course	Built so two Cubs can go at once in a relay race. Cubs to come up with ideas, the following are suggestions if needed. Build as many as time permits. Crawl under tarpaulin Postman's Bridge Swinging log Inclined log Tire hung from tree Climbing wall from poles lashed to trees Rope climb Scramble net Balance Beam Jacobs Ladder (inclined rope for climbing down)	Rope, tarp, pegs, mallet, car tires	Near main field
Orienteering	Follow orienteering course setup by Scouts	Compasses	All

Saturday Afternoon Activities

	Description	Equipment	Location
Campfire battle	Each six builds a campfire in a corner of the field; as big as they can. They then try to put out each others campfire with styrofoam cups of water taken from a bucket in the middle of the field. Last campfire burning wins. Anything goes.	Matches, kindling, wood, buckets, water, styrofoam cups	Main field
Capture the Flag	Cubs each have a coloured clothes peg on pegged to them. If their clothes peg gets taken by the other team, they have to go back to their base to get a new one. A teams flag is worth 50 points. Each stolen clothes peg is worth one point. The team with the most points at the end wins.	Clothes pegs, two colours, two flags	All
Bungee Running	Cubs are attached to bungee cord and try and run along a soaped plastic sheet. When they eventually slip, they get pulled back by the bungee cord.	Polyethylene sheet (50' long), 30' bungee cord, climbing harness (2), Karabiners, anchor rope, water, dish detergent, sprayer, fact sheet	Main field
Mowgli's Card Game	Two teams. Leader one sets off with all the cards. Team A must find Leader one and get a card off him, this card must then be taken to Leader two who then keeps it, then Team A get another card and so on. Team B must try and stop Team A getting their cards to Leader two by tagging them or by a bit of force. Once team B have the card, team A can not get the card back. Team B must then take the card to Leader three who keeps it. All the leaders are constantly moving about so the teams find it difficult to find the Leaders. No guarding the leaders. A Cub can only possess one card at a time. Team A can't take cards off Team B. Team whose leader has the most points at the end wins.	100 squares of cardboard. Top cards have low values, bottom cards have higher values. One Mowgli trick card worth 15 points anywhere in deck.	All

Sunday Morning Activities

Pioneering	Each six builds a catapult. Battle follows with water balloons.	Broom sticks, twine, catapult elastic	Main field
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Stay with a buddy when off the campsite.

Wear a whistle at all times.

Turn in all matches, knives, and electronic equipment.
No penalty at the beginning of the camp, forfeiture if found later on.

Three whistles blasts multiple times if lost or in an emergency.

If lost, hug a tree.

First aid problems, come see a leader.

Uniforms to stay on hanger (provided).

No climbing the steep rocks at Witches Peak.

Cubs that just went up to Scouts have to respect Cub rules as this is a Cub camp.

Item	Quantity	Location	Notes
Cub Camping			
Container, Water	4	Scout Room	
Cooler, drink	1	Allan	
Cooler, large	2	Allan	
Flag, Canada	1	Scout Room	
Flag, Cub	1	Scout Room	
Griddle, 3 burner	1	Scout Room	
Lantern, propane	3	Scout Room	
Matches, box	2	Allan	
Patrol boxes	2	Scout Room	
Rope, for sleeping bags	1	Scout Room	
Rope, for tarps	3	Scout Room	
Stove, 3 burner	2	Scout Room	
Tank, propane, 1 lbs	8	Scout Room	
Tank, propane, 20 lbs	4	Allan	
Tarp	3	Scout Room	
Tent, Cub	6	Mike	
Twine, baler	1	Scout Room	
Marshmallow sticks	30	Scout Room	
Clothes hangers	30	Scout Room	
Scout Camping			
Stove, 2 burner	1	Scout Room	
Tank, propane, 1 lbs	4	Scout Room	
Lantern, propane	1	Scout Room	
Tent, Scout	1	Scout Room	
Frying pan	1	Scout Room	
Saucepan	2	Scout Room	
Matches, box	1	Allan	

Activities

Archery target	2	Allan	Archery
Arrows	36	Allan	Archery
Blindfold	1	Allan	Blindfold course
Bows	2	Allan	Archery
Broomstick	47	Scout Room	Catapults
Bucket	4	Allan	Campfire battle, blindfold course
Bungee running kit	1	Allan	Bungee running
Campfire skit	4	All	Campfire
Catapult elastic	4	Allan	Catapults
Clothes pegs, two colours	200	Allan	Capture the flag
CO2 cartridges	10	Allan	Pellet shooting
Compasses	Many	All	Orienteering
Flags	2	Allan	Capture the flag
Game, Nigel's Navy	1	Scout Room	Hares & Hounds game
Hammer	1	Allan	Fire lighting bombs
Hay	?	?	Archery
Kim's game board	1	Allan	Infiltration
Mowgli's cards	100	Allan	Mowgli card game
Paint can	30	Scout Room	Fire lighting bombs
Pellet knock down target	4	Allan	Pellet shooting
Pellet pistol	1	Allan	Pellet shooting
Pellet rifle	2	Kevin	Pellet shooting
Pellet rifle	1	Allan	Pellet shooting
Pellet rifle	1	Robert	Pellet shooting
Pellets, tin	1	Allan	Pellet shooting
Rope & peg box	1	Scout Room	Assault course
Ropes	30	Scout Room	Assault course
Styrofoam cup	50	Scout Room	Campfire battle
Tarp	2	Allan	Assault course
Tennis ball	4	Allan	Blindfold course
Tires	2	?	Assault course
Water balloons	800	Allan	Catapults, infiltration
Safety glasses	5	All	Pellet shooting