

1st Merrickville Spring Camp May 2004

Objectives

- Have fun!
- Get all the Cubs psyched up for returning in the fall.
- Introduce new games and activities.
- Earn the Jamboree on the Trail badge.
- Take the theoretical work from the meetings nights and apply it in practice. Show the Cubs why we teach them these items.

Overview

- Cubs will be camping from Friday night through to Sunday lunch.
- White tail Beavers will be joining from Saturday morning through to either Saturday night or Sunday lunch.
- Saturday will be hiking, activities, and games.
- Sunday morning will tree planting.
- Parents are scheduled to arrive near the end of tree planting to help and participate in Scouts Own and camp teardown.
- The Valley Highlands Scout NiteVent will be in progress on Friday night. They will using the main field, but will have it vacated by Saturday noon.

Activities

- Split into two groups on Saturday morning. One group will do the hike with it's associated activities, the other group will do the local activities. The groups will switch after lunch.
- The morning and afternoon activity sessions should take about two hours each.
- There is a wide game, a catapult contest, and an assault course scheduled as combined activities.

Weather Plans

- Most of the activities can be run regardless of the weather
- A tarp will need to be strung to protect the fire lighting from any rain. This is located in the one of the adjacent campsites.
- If needed, the wide game (Nigel's Navy) could be played in the forest instead of the main field if some shelter is required.
- The bungee running might have to be canceled if it is too cold as the activity results in the youth getting wet.

Parent Volunteers

- Several of parents are planning on attending the camp to be with their White Tails.
- These parents must have clean Police Record Checks submitted.
- The parents should be asked to help out where ever possible and included in all discussions.

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Hike and Hike Incidents

Total time is two hours.

The hike will occur up the emergency exit lane and will also follow the perimeter trail. The perimeter trail forms a loop from the road near the pump and returns to the road near the camp entry.

Start of Hike

- Discuss pre-hike activities
 - Tell people where you are going.
 - Dress for the weather.
 - Use the buddy system.
 - Whistle on a lanyard.
 - Stay on the trails.
 - Bring first aid/survival kit. It should not be safe at home!
- What to do if lost
 - Stay calm, remain in one spot.
 - Find sheltered place.
 - If night comes, make a survival shelter.
 - Attract attention.
 - Will not be punished for getting lost.
- Make boot print in tinfoil for tracking.

Tracking Signs

- Tracking signs will have be laid out at certain points on the emergency exit portion of the trail. The youth should be noting these signs and following them appropriately.

Orienteering

- The Cubs will be given a card with two bearings and objects. They need to use a compass to get to the first object, then from there use the next bearing to get to the next object. At the second object there will be symbol that is used to ensure they got to the correct place.
- A set of bearing cards and answers will be provided.
- Cubs should go separately unless they don't know what they are doing. The Beavers can also be paired up with the Cubs
- Each Cub should use a different card, or at least don't use the same card again and again.

Tree Identification

- Identify a number of common trees by their bark, shape, and location.

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Hike and Hike Incidents (continued)

First Aid Scenarios

- The Cubs will encounter several people on the trail that need help. They need to determine what to do and then demonstrate. Don't let one Cub monopolize all the patients.
- The casualty will do a combination of acting out the situation, telling the Cubs the symptoms, or a card of symptoms will be used if the person is unconscious.
- All incidents should include
 - Someone staying with the casualty.
 - Somebody getting help (don't forget buddies!).
 - Treatment for shock – keep person warm.
- Injuries will include:
 - Severe wound – must be bandaged, elevate.
 - Broken bone – don't move person.
 - Burn – cold water, don't remove clothing, don't break blisters, no creams.
 - Nose bleed – pinch nostrils and drop head.
 - Insect sting & difficulty breathing – Look for epi-pen.
 - Person on fire – roll over and smother with blanket.
 - Unconscious person – rescue position.

Attracting Attention

- A box of items will be present on the trail for the youth to show how they would attract attention.
 - Blow whistle three times.
 - Spread three pieces of cloth forming a triangle in an open area.
 - Light three fires in a triangle.
 - Put on bright shirt or garbage bag.
 - Signal with a mirror.

Blindfolded course (optional)

- Time permitting
- The Cubs should be sent out blindfolded around a simple course. The blindfolded Cub should be directed by the others.
- Enhancement is to have the Cub pick an item at a half way point and drop it in a container at the far end of the course.

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Local Activities

Total time is two hours.

Split group into 2-3 groups of 4-5 Cubs each. We won't have enough pots to build all the fires at once. Depending on group size the fire lighting and pioneering activities could be done first, and then have the whole group move to the assault course as time permits.

Fire Lighting

- Each Cub should be lighting their own fire and boiling a cup of water.
- Kindling and tinder will be provided. The aim is use the time lighting the fire not collecting wood.
- Review rules and how to light a fire.
 - How will the fire be extinguished.
 - Use dead dry sticks. Demonstrate sharp snap.
 - Fire needs fuel and air.
 - Build small teepee, log cabin style or other preferred style.

Pioneering

- Build a catapult from broom sticks or garden canes and twine.
- Japanese square lashings are easier than regular square lashings.
- There is enough material for one catapult for every five Cubs.
- There will be a contest at the end of the day. It will be either shooting wet sponges at each other, or a distance contest.

Assault Course (optional)

- The Cubs should be adding obstacles to the assault course that has been started.
- They will be running the course in teams at the end of the day.
- Getting the Cubs tying lashings is encouraged.
- Possible obstacles
 - Crawl under tarpaulin.
 - Postman's bridge.
 - Swinging log.
 - Inclined log.
 - Rope hung from tree.
 - Climbing wall from poles lashed to trees.
 - Single pole lashed at head height between two trees.

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Scout's Own

This sheet to be handed out to six Cubs and their parents. Silence upon entering Scout's Own, knives in knife block.

The theme is different people seeing different things from different view points. Connecting to what Scouting is all about.

- Leader: I would like you all to listen to what is being said and think about it's meaning and how this will affect you all as you lead you daily lives.
- Parent 1: When I look at a patch of dandelions, I see a bunch of weeds that are going to take over my garden.
- Cub 1: I see flowers from Mum and blowing white fluff that you can wish on.
- Parent 2: When I look at an old drunk and he smiles at me, I see a smelly, dirty person who probably wants money – and I look away.
- Cub 2: I see someone smiling at me, and I smile back.
- Parent 3: When I hear music I love, I know I can't carry a tune and I don't have much rhythm, so I sit, self-consciously, and listen.
- Cub 3: I feel the beat and move to it. I sing out the words. If I don't know them, I'll make up my own.
- Parent 4: When I feel wind on my face, I brace myself against it. I feel it messing up my hair and pulling me back when I walk.
- Cub 4: I close my eyes, spread my arms and fly with it, until I fall to the ground laughing.
- Parent 5: When I pray, I say thee and thou and grant me this, give me that.
- Cub 5: I say, "Hi God! Thanks for my toys and my friends. Please keep the bad dreams away tonight. Sorry, I don't want to go to Heaven yet. I would miss my Mummy and Daddy."
- Parent 6: When I see a mud puddle I step around it. I see muddy shoes and dirty carpets.
- Cub 6: I sit in it. I see dams to build, rivers to cross, and worms to play with.
- Grumpy Old Man: I see a bunch of dirty noisy kids always getting into trouble.
- Leader: I see a pack of Cubs having fun, learning lots, and getting reading for journey into Scouts.
- Leader: We will sing "Kum by ya", and then exit humming the tune. This means "Come by here" in African.

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Nigel's Navy – Wide Game

Equipment:

- Lengths of wool in four different colours, for tying around Cubs arm.
- Four sets of cards. Each set containing six destroyers, four submarines, and two battleships.

Method of Play:

Divide the Cubs into three or four fleets. Each has an adult Leader as an Admiral and Quartermaster. Each also has a base in which the Admiral/Quartermaster sits. There are three types of ships; battleships, submarines and destroyers. There should be three destroyers to every two submarines and to every one battleship. Each Cub should be given one of the cards, to show which ship they represent. Each fleet has its' own colour of wool, and each Cub in that fleet has a piece of that colour wool tied around their arm.

During the battle, a battleship takes a destroyer; a destroyer takes a submarine, and a submarine takes a battleship. At a given signal the fleets are released from their bases to the central fighting area, where every member challenges any other member of another fleet by tagging them. Each then says what ship they represent. Nothing happens if they are the same, but when different, the loser must give up their piece of wool to the other, and return to base for a new piece of wool from the Quartermaster. They may not continue fighting without a piece of wool of their own colour.

Cubs may change cards at their base. Pauses in the game may also be called, usually via a whistle blast, to allow Cubs to change cards at their base.

The side collecting the most wool of the other colors wins.