



Fall Cub Camp

September 30 - October 2, 2005

Whispering Pines

Attendance

Name	Category	Tenderpad	Tent	Six
Bacon, Lillian	Cub		1	Blue
Bacon, Mackenzie	Cub	Yes	2	Red
Barr, Warren	Cub		5	Yellow
Brennan, Meghan	Cub	Yes	2	Red
Cass, Kyle	Cub	Yes	3	Blue
Catton, Sam	Cub		6	Green
Cunningham, Keanu	Cub	Yes	6	Red
Gale, Calvin	Cub		5	Green
Hood, Brook	Cub	Yes	1	Black
Houston, Austin	Cub	Yes	3	Green
Jackman, Gregory	Cub		4	Black
Jackson, Samantha	Cub	Yes	1	Blue
Jorgensen, Magnus	Cub	Yes	6	Green
Kinch, Aaron	Cub	Yes	4	Black
Koch, Mitchell	Cub	Yes	6	Red
McFarlane, Cameron	Cub	Yes	5	Yellow
Pilon, Corinne	Cub		2	Red
Reade, Alana	Cub		7	Yellow
Ritchie, Devon	Cub	Yes	4	Black
Sargent, Stacey	Cub		7	Yellow
Smith, Chris	Cub	Yes	5	Yellow
Stewart, Michael	Cub	Yes	4	Black
Tedford, Gregory	Cub	Yes	5	Black
Trusty, Mitchell	Cub	Yes	6	Blue
Watson, Molly	Cub		7	Blue
White, Nathan	Cub	Yes	3	Blue
Yates, Heather	Cub	Yes	7	Yellow
Yates, Laura	Cub		1	Black

Name	Tent
Bacon, Lillian	1
Hood, Brook	1
Jackson, Samantha	1
Yates, Laura	1
Bacon, Mackenzie	2
Brennan, Meghan	2
Pilon, Corinne	2
Cass, Kyle	3
Houston, Austin	3
White, Nathan	3
Jackman, Gregory	4
Kinch, Aaron	4
Ritchie, Devon	4
Stewart, Michael	4
Barr, Warren	5
Gale, Calvin	5
McFarlane, Cameron	5
Smith, Chris	5
Tedford, Gregory	5
Catton, Sam	6
Cunningham, Keanu	6
Jorgensen, Magnus	6
Koch, Mitchell	6
Trusty, Mitchell	6
Reade, Alana	7
Sargent, Stacey	7
Watson, Molly	7
Yates, Heather	7

Stull-Lang, Keldon	Beaver
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Name	Position	Qualification
Jackman, Mike	Leader	First Aid
Lang, Sean	Leader	
McKay, Amy	Leader	First Aid
Sargent, Robert	Leader	First Aid
Yates, Allan.	Leader	First Aid
Reade, Steve	Adult	
Watson, Joanne	Adult	

Six	Count	Leader
Red	5	Allan
Green	4	Mike
Black	7	Robert
Blue	6	Sean/Joanne
Yellow	6	Amy/Steve
Total	28	

Percent of Pack: 90%

Tent	Count
1	4
2	3
3	3
4	4
5	5
6	5
7	4
Total	28

Financial

Item	Cost	Notes
Food	\$333.02	
Belay device	\$27.60	Crate stacking
Matches (2 boxes)	\$2.63	
Clip boards (10)	\$17.20	Learn the camp game, program
Small Smartie / Kit Kat bars	\$9.13	Orienteering prizes
Safety goggles (5)	\$29.85	Pellet shooting
First Aid badges (28)	\$19.00	
Brake fluid	\$3.65	Magic fire start
Garbage tags (2)	\$1.00	
Photographs	\$40.17	
Propane (6 x 1 lbs)	\$26.89	
Borax	\$6.61	Coloured flames
Tent repair		
Propane (y x 20 lbs)		
Total	\$516.75	
Revenue	\$683.33	
Net Profit (Loss)	\$166.59	
Net Profit (Loss) / Cub	\$5.95	

Menu

Day	Meal	Menu	Ingredients
Friday	Mug-up	Hot Chocolate Smares	Hot Chocolate Graham crackers Chocolate bars Marshmallows
Saturday	Breakfast	Aluminum Eggs	Sausage Eggs Home fries / hash browns Toast Peanut Butter / Jam
	Lunch	3-minute Pizza	Pita pockets Spaghetti sauce Mozzarella cheese Sliced pepperoni Carrot / celery sticks Ranch dressing
	Supper	Cannon Balls Potatoes	Ground beef Large onions / green peppers Seasoning for ground beef Potatoes Onions / seasoning Butter / margerine
	Mug-up	Hot Chocolate Muffins in Orange	Hot chocolate Marshmallows Oranges Muffin mix
Sunday	Breakfast	Pancakes Bacon	Pancake mix Bacon Maple syrup
Miscellaneous			1/2 & 1/2 cream Tin foil Cooking spray Coffee Icing sugar Sugar Trail mix Juice crystals Milk

Recipes

Aluminum Eggs

Ingredients: Sausage, Egg, Hash brown potatoes, Salt, Pepper, Spices

Place potatoes, scrambled egg (doesn't need to be cooked), sausage patty, and spices in foil. Wrap securely. Place on coals for 15 minutes.

3 Minute Pizza

Ingredients: Pita bread, spaghetti sauce, grated Mozzarella cheese, sliced pepperoni, other toppings as desired.

Cut pita in half and spoon spaghetti sauce into pocket spreading evenly. Add mozzarella and pepperoni and any other "toppings" you wish.

Wrap in heavy duty foil and place in coals. Cook for 1 1/2 minutes on each side. You just want it to get warm and to melt the cheese. For really hot coals this is plenty of time.

Muffin in an Orange

Cut off the top quarter of an orange. Scoop out the insides, being careful to leave the orange "shell" intact. Use the edible parts of the fruit that you have removed for a snack later.

Fill the orange "shell" 2/3 full of pre-mixed cake or muffin batter. Make sure there is room for the batter to rise.

Place orange in the middle of a 10 inch square of tinfoil, bring sides up and twist foil on the top. Place in hot coals and bake for 15-20 minutes.

Tinfoil Potatoes

Ingredients: 1 envelope Lipton Soup mix, 8 potatoes, 2 onions, 1 1/2 sticks for butter.

Slice potatoes and dice onions. Mix in a bowl with your favorite packet of Lipton onion soup mix. Take a piece of tinfoil about 10 x 12 inches. It helps to take a slab of butter and spread it all over the tinfoil (this will help to avoid the potatoes sticking while cooking). Then, scoop some potatoes in the tinfoil. Put 2-2 tabs of butter in each serving as well. (approximately one tablespoon per packet) Fold the tinfoil until it is completely sealed. Place on your coals when you are ready to cook them. Cook for about 15-20 minutes.

Cannon Balls

Ingredients: 1 lbs ground beef, 4-6 large onions, seasoning for ground beef

Cut onions in half and remove the centers. Fill each onion with seasoned ground beef. Wrap each filled onion with foil so that it will not leak.

When ready to cook, place on top of hot coals and bake for 15-20 minutes.

This recipe can also be used with green peppers instead of onions. Remove the top of green pepper, clean out insides, stuff with ground beef. Seal in tinfoil and bake as above.

Schedule

Date	Time	Activity	Who	Where
Friday	7:00pm	Arrive Whispering Pines	All	
	7:00pm - 7:30pm	Setup tents	All	Campsite
	7:30pm - 7:45pm	Opening, white chum neckers, rules, schedule, jungle laws	All	Campsite
	7:45pm - 8:15pm	Learn the camp game	Cubs	All
	8:30pm - 9:30pm	Free time	Cubs	Common areas
	9:30pm - 9:30pm	Scareathon	Cubs	Common areas
	9:30pm - 10:00pm	Communication Module Search	Cubs	Outside campsite
	10:00pm	Astronomy (clouds permitting)	All	Main field
	9:30pm - 10:30pm	Campfire, Mug-up	All	Campsite
	10:30pm - 11:00pm	Brush teeth	Cubs	Campsite
	11:00pm	Bed	Cubs	Tents
Saturday	7:00am	Wakeup	All	Campsite
	7:30am - 8:30am	Breakfast, wash dishes, brush teeth, hang sleeping bags	All	Campsite
	8:30am	Tent inspection	Leaders	Campsite
	8:45am	Rules, schedule	All	Campsite
	9:00am - 11:15am	Activities, by sixes, rotate every 45 minutes - Crate Stacking - First Aid - Shelter building - Orienteering - Hike	All	All
	11:30am - 12:00pm	Make cardboard ovens	All	Campsite
	12:00pm - 1:00pm	Lunch & wash dishes	All	Campsite
	1:00pm - 2:30pm	Activities, by sixes, continue	All	All
	2:30pm - 3:30pm	Free time	Cubs	All
	3:30pm - 4:00pm	Split group in 1/2, rotate after 45 minutes: - Stalk the Dragon - Archery, pellet rifles, sling shots	All	All
	4:00pm	Bring sleeping bags in (put in shelters for those sleeping outside)	Cubs	Campsite
	4:00pm - 5:00pm	Free time	Cubs	All
	5:00pm - 6:00pm	Supper, wash dishes	All	Campsite
	6:30pm - 7:30pm	Water collection wide game	All	All
	7:30pm - 7:45pm	Practice skits	All	Campsite
	7:45pm - 8:30pm	Free time	All	All
	8:30pm - 9:00pm	Capture the flag	Cubs/All	All
	9:00pm - 9:30pm	Campfire, skits, songs	All	Main campfire
9:30pm - 10:30pm	Campfire, Mug-up	All	Campsite	
10:30pm - 11:00pm	Brush teeth	Cubs	Campsite	
11:00pm	Bed	Cubs	Tents	
Sunday	7:00am	Wakeup	All	Campsite
	7:00am	Archery, pellet rifles, sling shots	Those awake	Main field
	7:30am - 8:00am	Kit pickup	Cubs	Campsite
	8:00am - 9:00am	Breakfast, wash dishes, brush teeth	All	Campsite
	9:00am - 9:30am	Complete kit pickup		
	9:30am - 10:15am	Pairs game	All	Outside campsite
	10:30am - 10:45am	First Aid review/test by six	All	Campsite
	11:00am	Closing, badge handout	All	Campsite
	11:00am	Parents arrive	All	Campsite
	11:00am - 12:00pm	Complete camp cleanup	All	Campsite
	12:00pm	Departure	All	Campsite

Activities

Friday Evening

Activity	Description	Equipment	Location
Learn the Camp	Each six to be given a map of the camp with a number of features marked on it. The six has to go to each feature and write down a clue. Once they have all the clues they can use a decoding chart to solve the mystery. First six finished wins! Clues are pre-pinned at each location. Answer: Do Your Best	Clip boards (6), maps (6), pencils (6), decoders (6), Pins (10), Clues (10), Answer sheets (6)	All
Communication Module Search	Hang CDs in the woods outside the campsite. Spin story about lost communication modules. Cubs search in the dark with their torches. Six with the most modules wins!	CDs with 12" loop of string (46)	Outside campsite

Saturday Morning & just after lunch activity bases, rotate every 45 minutes

Activity	Description	Equipment	Location
Crate Stacking	A pair of Cubs try to build the tallest possible stack of milk crates. Either a single or double stack may be used. One cub, belayed with climbing harness, climbs up the stack, the other hands up crates with a pole. Cubs to wear bicycle helmets. Belayer to wear harness and to receive belaying instruction. Pulley fastened to tree above with sling and locking carabiner. Double figure eight knots on rope with stopper knots.	Milk crates (50), climbing harness (3), helmets (2), climbing rope, pulley, sling, belay device, gloves, locking carabiner (3), extension ladder	TBD Port Elmsley?
First Aid	Teach first aid badge. Ensure each Cub demonstrates each part.	Triangular bandages	Beckwith
Shelter Building	Each pair (or more) of Cubs to build a shelter of natural materials. Debris shelter preferred, but a bit of twine can be used if desired. Objective is to stay warm and dry. Cubs have the option of sleeping in shelters overnight (Canadian Camper Award #5a)	Twine, ground sheets (to keep sleeping bags clean)	Outside campsite
Hike	Hike two trails around the camp. A map is in the box car. The trails are colour coded. Talk to Cubs about planning a hike and what to bring: water, snacks, first aid kit, rain gear, map, whistle, buddies, tell someone where you are going.	Whistles, water, first aid kit	All
Orienteering	Follow orienteering course. Each Cub to take bearing and note the target. Don't let the older Cubs proceed until the younger ones have found the bearing. Get older Cubs to help younger ones. Targets marked with yellow flagging tape. Trail signs will be present at certain locations. Secret message at the end with prize.	Compasses (6), small smarties boxes (30), ziplock bag (large)	All

Activities

Saturday Before Lunch Activity

Activity	Description	Equipment	Location
Cardboard Box Oven	Build Cardboard Box oven to cook lunch. Line cardboard box with tinfoil, shiny side out. One per six.	Cardboard box (6), tinfoil (lots)	Campsite

Saturday Afternoon Activities

Activity	Description	Equipment	Location
Archery Pellet Rifles Sling shots	Archery, pellet gun shooting, sling shots, Safety goggles for pellet shooting. Keep non-shooters well back from the shooting line; use spars to demarc shooting and safety lines.	Bows (2), archery targets (2), arrows, safety glasses for riflery, pellet rifle (2), pellet pistol, CO2 cartridges (6), pop cans (12), paper rifle targets (30), fall down rifle targets (4), bucket of pea gravel	Main field
Capture the Flag	Cubs each have a coloured clothes peg 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. Line between sides is the road. One flag at Beckwith campsite, the other at 3CP.	Clothes pegs (two colours), flags (2)	All
Stalk the Dragon	Two adults hide in the woods. Each six is told clues as to the location of their dragon. They must locate their dragon and steal his treasure before the other six. Dragon's can't see very well, but they can hear; so the Cubs must sneak up quietly. If they make too much noise, and the dragon catches them, they must stay quietly with him until the treasure is recovered.	Jingly treasure (2), mesh bag (2)	Main field
Water Collection	Divide Cubs into two teams. In the woods, hide a number of pots filled with water. At a central location, have an empty pot for each team. Cubs have to find the hidden pots, transport water from them, using their cups, to their central empty pot. Spilling each others cups of water is acceptable. At the end of the game, have the Cubs sitdown in a straight line behind their pot. The leaders then swap pots (so the team which collected the most water has the leader with the *least* water in front of them.) The leaders then prove how much water there is in the pots.	Pots (many), water, cup per Cub	Outside campsite

Activities

Sunday Morning Activities

Activity	Description	Equipment	Location
Archery Pellet Rifles Sling shots	See above.	See above.	Main field
Pairs	Distribute pictures at random around the woods. Working in sixes, the Cubs have to find the cards, remember where they are, and collect pairs. They are not allowed to carry a single picture with them unless they are going straight to it's pair and know where it is. When they have a pair, bring it back to base, so the game can be halted when all pairs have been found.	Animal pictures (14 pairs)	Outside campsite

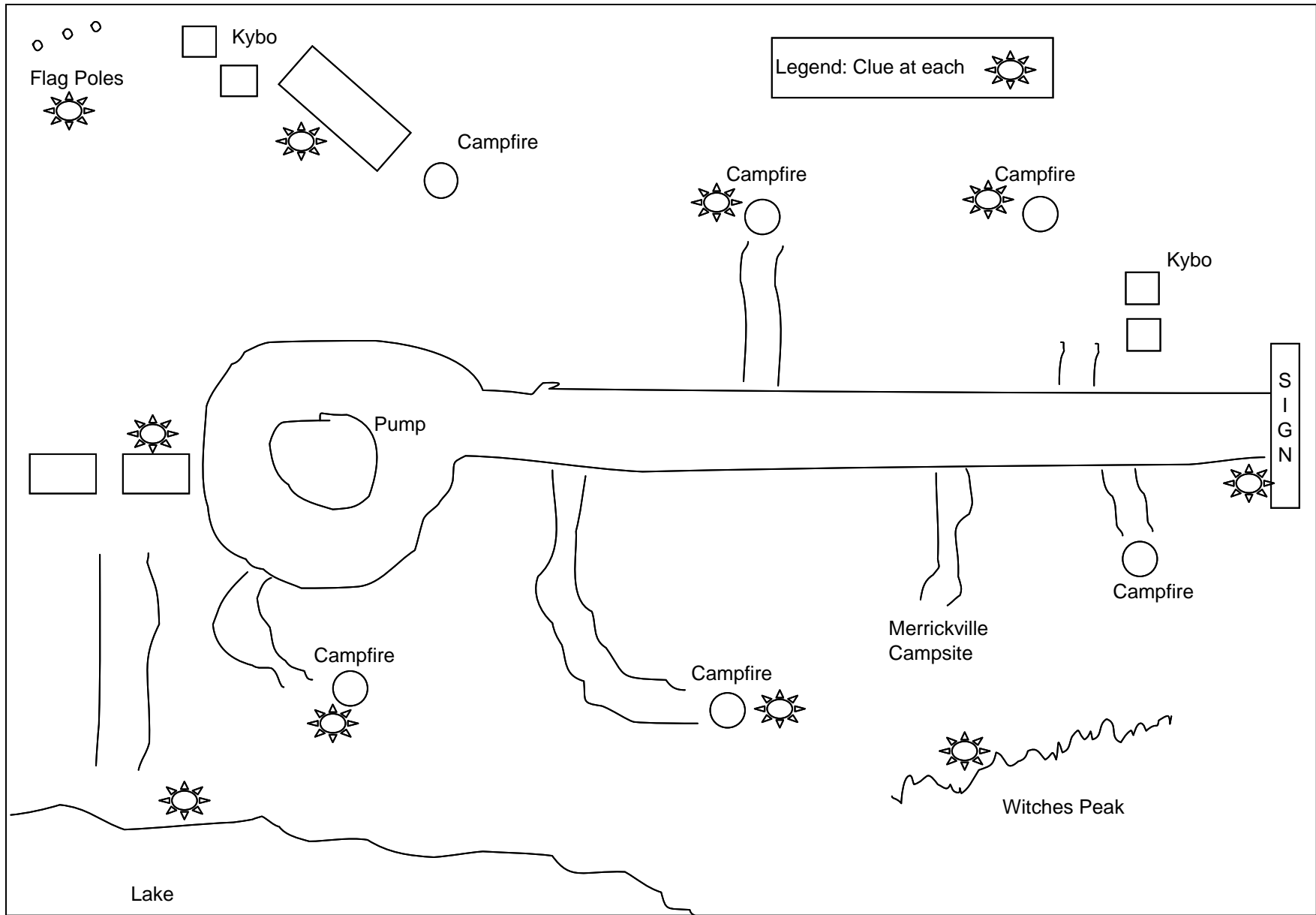
Activity by Six Rotation

Six	9:00am to 9:45am	9:45am to 10:30am	10:30am to 11:15am	1:00pm to 1:45pm	1:45pm to 2:30pm
Red	Orienteering	Crate Stacking	First Aid	Shelter Building	Hike
Green	Crate Stacking	First Aid	Shelter Building	Hike	Orienteering
Black	First Aid	Shelter Building	Hike	Orienteering	Crate Stacking
Blue	Shelter Building	Hike	Orienteering	Crate Stacking	First Aid
Yellow	Hike	Orienteering	Crate Stacking	First Aid	Shelter Building

First Aid Badge

Item	Answer
Explain the meaning of first aid	Preserve Life, Prevent illness or injury getting worse, promote recovery
Explain the meaning of medical aid	Diagnosing illnesses and injuries
Explain the three most important measures you must learn to save a life	Airway, Breathing, Circulation
Demonstrate rescue breathing	Tilt head (chin lift), pinch nose, breath, watch chest rise/fall
Demonstrate first aid for a severe wound	Keep clean, bandage
Show how to care for an unconscious person	Rescue position, keep warm, mindful of spinal injuries
Show hoe to give first aid for a burn or scald	Cold water, no butter/creams/grease, bandage lightly
Show how to give first aid for a wound that is bleeding	Compression, elevation, bandage
Show how to stop a nose bleed	Sit, head between knees, pinch nose
Show what to do if your clothes or another person's clothes catch on fire	Roll on ground, roll in blanket
Describe the signs of frost-bite and how to treat it	White, waxy spots on extremities, tips of nose/ears. Warm with a hand, do not rub with snow
Describe what to do if an insect or animal bites you or another person	Stay away from animal. Remember what it was. Look for a stinger. Wash bite. Watch for difficulty breathing. Epi-pen. Doctor.
Explain how to prevent and treat hypothermia and overheating	Hypothermia: Severe shivering, stops shivering, slurred words. Warm drinks, warm with body heat, two people in a sleeping bag, not in front of a fire. Heat stroke: Face/body hot & red, dizzy. Shade, cool wet cloths, cool drink

Map of Whispering Pines for Learn the Camp Game



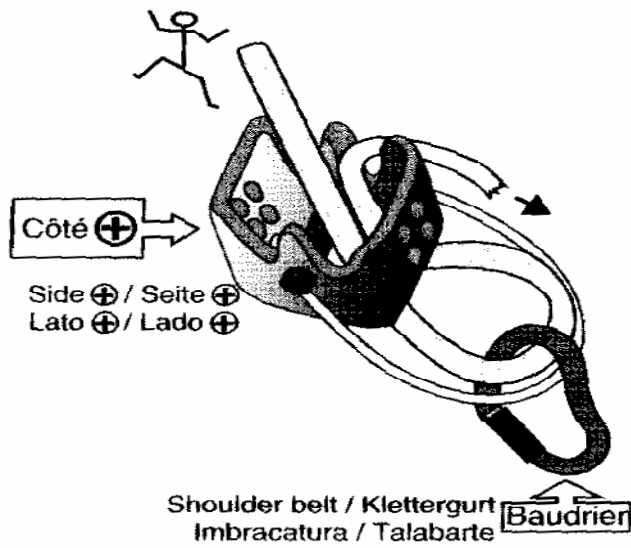
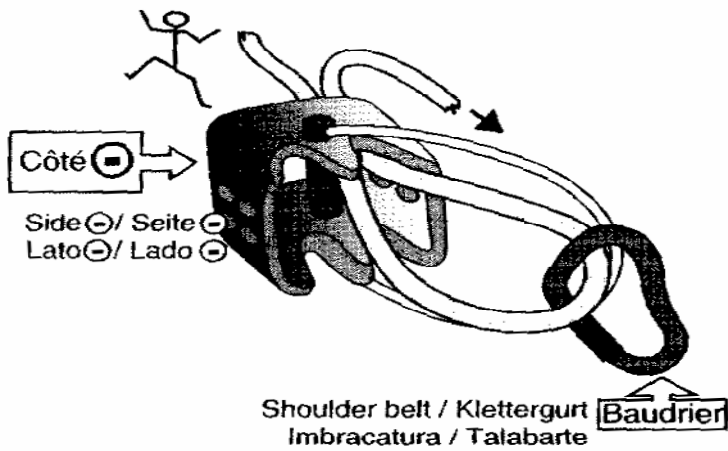
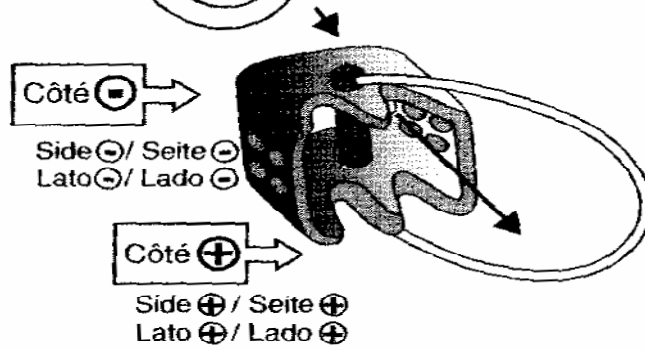
Answer Sheet for Learn the Camp Game

	Clue	Decoded
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unscrambled Answer: _____

Belay Instructions for Crate Stacking

CORDE A SIMPLE Single-strand rope Seil mit einfacher Corda semplice Cuerda sencilla



Decoder for Learn the Camp Game



A



B



C



D



E



F



G



H



I



J



K



L



M



N



O



P



Q



R



S



T



U



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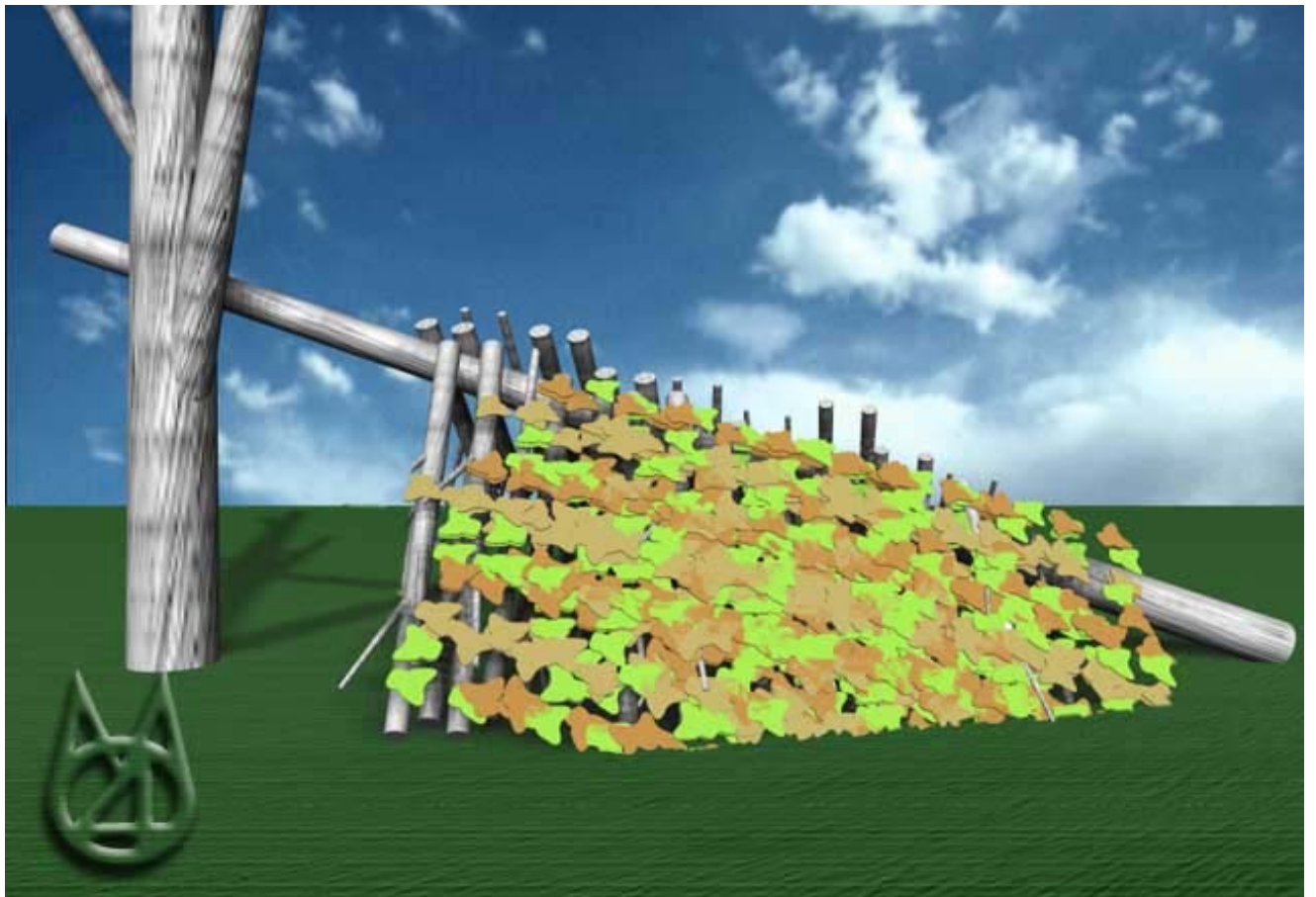
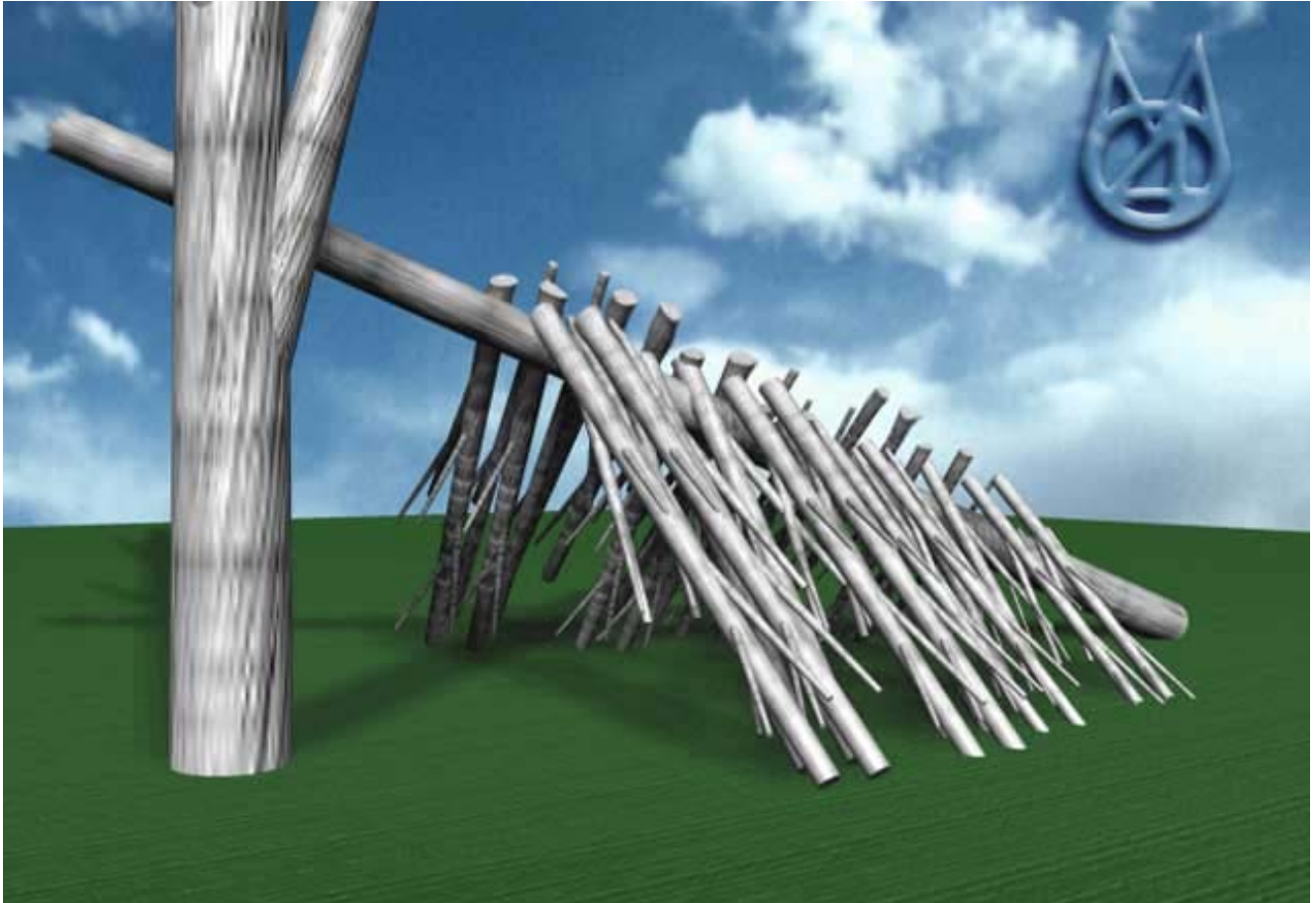
Orienteering Course

Start Point: Middle flagpole at top of hill in main field

Targets marked with yellow flagging tape.

Bearing	Target	Notes
238°	Pump	
220°	Wolf Cub head	
340°	Bent birch tree	Not line of sight, in low ground
200°	Merrickville camp fire	Not line of sight
132°	Top of Path	
Follow path to road (trail sign at road to stop)		
20°	Big tire by box car	Not line of sight
20°	Corner of Fence	
289°	Tree at top of hill	
19°	Large fire pit	
340°	Tire by lake	Trail marker on tree by lake
250°	Big tree	
220°	Big pile of logs	
165°	Birch tree	
210°	Top of hill tree stump	Secret message trail sign to prize
162°	Merrickville camp	

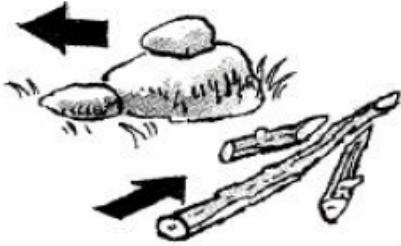
Debris Shelter



Tracking Signs for Orienteering Course

Tracking Signs

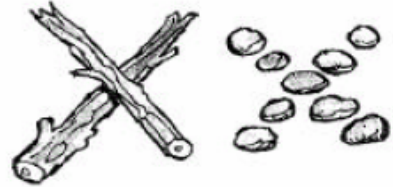
This Way



Make sure the arrow is clearly marked. You can use stones instead by placing a large stone with a small one on top, and then another small stone pointing in the direction of travel. You could use long grass by tying it in a knot and bending it into the direction of the trail. You could use a twig placed through a leaf on a tree pointing in the correct direction or even a simple stick to mark an arrow in the mud or ground.

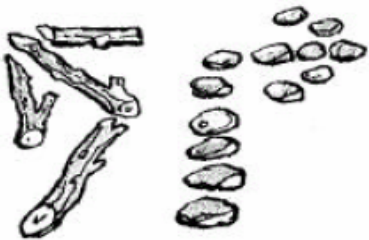
No Entry or Danger

A simple cross tells people to not follow that direction or to warn them of a dangerous area. Make sure the cross is clearly marked and can be easily seen.



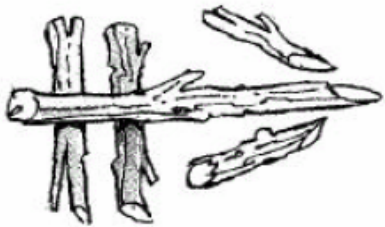
Turn Left or Turn Right

Very similar to the simple 'This Way' arrow. Make sure you have a clear bend in your arrow.



Water Ahead

The wavy lines represent waves on water. You must have a nice clear arrow showing which way the water is. Include at least three lines of waves so it is clear what the sign is supposed to be.



Obstacle Ahead

All you need is two lines with a line lying across them. You could even have a separate arrow (in this picture the arrow itself lays across the 'obstacle'). Again, make sure the arrow is clearly marked and the direction of the trail is obvious.



'Split Group'

'2 went left, 4 went right'

This sign will tell people following the trail that the group has split up. Begin an arrow and have it split into two directions, each with their own arrowhead. At the top of each arrowhead mark how many people went in that direction (it is probably better to use sticks as a 'tally' mark rather than trying to draw a number)

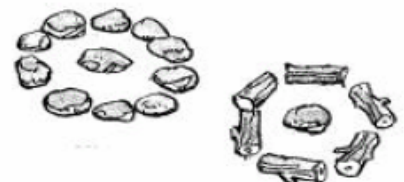


'Message 4 paces this way'

This sign will point the way to a hidden message. Mark out a box and place an arrow pointing in the direction of the message. Inside the box you mark how many paces (normal walking steps) you must walk in that direction to find the message.

Gone Home

This is a very important sign. This should always be the last sign you place as it signals that the trail has finished and you have to return home. It is a simple circle with a single marker in the centre. Once you see this sign you have finished!



Jungle Laws

Now this is the Law of the Jungle
as old and as true as the sky;
And the Wolf that shall break it may prosper,
but the Wolf that shall break it must die.

As the creeper that girdles the tree-trunk
the Law runneth forward and back -
For the strength of the Pack is the Wolf,
and the strength of the Wolf is the Pack.

The Kill of the Pack is the meat of the Pack.
Ye must eat where it lies;
And no one may carry away of that meat
to his lair, or he dies.

Because of his age and his cunning,
because of his gripe and his paw,
In all that the Law leaveth open,
the word of the Head Wolf is Law.

Now Chil the Kite brings home the night
That Mang to Bat sets free -
The herds are shut in byre and hut
For loosed till dawn are we.

This is the hour of pride and power,
Talon and tusk and claw.
Oh, hear the call! - Good hunting all
That keep the Jungle Law!

Rules

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, use your survival kit or come see a leader.

Uniforms to stay on hanger (provided).

No food or drinks are permitted in the tents.

Return to camp upon hearing a whistle blast.

Ask a leader before leaving camp.

Stay away from the lake.

Watch for poison ivy.

Tender pads, stay with an older Cub until you know your way around the camp.

Equipment

2005

Cub Camping

Item	Quantity	Location	Notes	Packed
Container, Water	3	Trailer		
Cooler, drink	1	Allan		
Cooler, large	2	Trailer		
Flag, Canada	1	Scout Room		
Flag, Cub	1	Scout Room		
Griddle, 3 burner	1	Trailer		
Lantern, propane	3	Trailer		
Matches, box	2	Allan		
Patrol boxes	2	Trailer		
Rope, for sleeping bags	1	Trailer		
Rope, for tarps	3	Trailer		
Stove, 3 burner	2	Trailer		
Tank, propane, 1 lbs	8	Trailer		
Tank, propane, 20 lbs	4	Trailer		
Tarp	2	Trailer		
Tent, Cub	6	Trailer		
Twine, baler	1	Trailer		
Marshmallow sticks	30	Trailer		
Clothes hangers	30	Trailer		
First Aid Kit	1	Trailer		
Tent, Scout	1	Scout Room		
Spark Lighters	2	Allan		
Camera	1	Allan		
Chain saw	1	Allan		
Hat, shades	1	Allan		

Activities

Item	Quantity	Location	Activity	Packed
Archery target	2	Allan	Archery	
Archery target holders	10	Allan	Archery	
Arrows	36	Allan	Archery	
Bows	2	Allan	Archery	
Campfire skits	5+	Allan	Campfire	
Song books	30	Scout Room	Campfire	
Clothes pegs, two colours	200	Scout Room	Capture the flag	
Flags	2	Allan	Capture the flag	
Cardboard boxes	6	Mike	Cardboard Box Oven	
Tinfoil	Lots	Mike	Cardboard Box Oven	
CD's with 12" string loop	46	Allan	Communication Module Search	

Equipment

2005

Activities (continued)

Item	Quantity	Location	Activity	Packed
Crates, Milk	50	Trailer	Crate Stacking	
Pole with hook	1	Allan	Crate Stacking	
Climbing harness	3	Allan	Crate Stacking	
Bicycle helmets	2	All	Crate Stacking	
Climbing rope	1	Allan	Crate Stacking	
Pulley	1	Allan	Crate Stacking	
Sling	1	Allan	Crate Stacking	
Carabiner, locking	3	Allan	Crate Stacking	
Belay device	1	Allan	Crate Stacking	
Gloves	1	Scout Room	Crate Stacking	
Extension ladder	1	Allan	Crate Stacking	
Triangular bandages	Box	Scout Room	First Aid	
Clip boards	6	Allan	Learn the camp	
Camp maps	6	Allan	Learn the camp	
Pencils	6	Allan	Learn the camp	
Decoding charts	6	Allan	Learn the camp	
Push pins	10	Allan	Learn the camp	
Clues	10	Allan	Learn the camp	
Answer sheets	6	Allan	Learn the camp	
Compass	6	All	Orienteering	
Ziplock bag	1	Allan	Orienteering	
Smarties, box, small	30	Allan	Orienteering	
Flagging tape, yellow	1 roll	Allan	Orienteering	
Animal pictures, pairs	14	Allan	Pairs game	
CO2 cartridges	10	Allan	Pellet shooting	
Knock down target	4	Trailer	Pellet shooting	
Pellet pistol	1	Allan	Pellet shooting	
Pellet rifle	1	Allan	Pellet shooting	
Pellet rifle	1	Kevin	Pellet shooting	
Pellet rifle	1	Robert	Pellet shooting	
Pellets, tin	3	Allan	Pellet shooting	
Safety glasses	4	Allan	Pellet shooting	
Pellet paper targets	30	Allan	Pellet shooting	
Twine	1	Trailer	Shelter building	
Tarps, small	Several	Scout Room	Shelter building	
Gravel, pea, pail		Kevin	Slingshots	
Sling shots	1	Robert	Slingshots	
Sling shots	2	Kevin	Slingshots	
Treasure, jingly	2	Allan	Stalk the Dragon	
Pots	Many	Scout Room	Water collection	

Comments

It is dark at 7:30pm in the fall.

Learn the camp game should have been done Saturday morning.

Stalk the Dragon needed a little more oomph.

Cardboard ovens not done. Forgot cardboard boxes.

Debris shelters went really well as Cubs had option of sleeping in shelter overnight.

Only 2-3 wanted to come night time.

Did formal campfire at area campfire circle with 2nd Smiths Falls pack.