

# FALL CAMP 2007 • JUNGLE BOOK THEME

19TH OF OCTOBER, 2007			
TIME	EVENT	HOST	NOTES
19:00	ARRIVE & UN-PACK		
20:00	EXPECTATIONS	AKELA	STARTS OUTSIDE THE WASHROOMS
20h30	CHALLENGE OF THE BAT - GLOW STICKS	MANG	
21H15	CAMPFIRE - MUG UP	RAKSHA	HOT CHOC- MELLOWS
22:00	GET READY FOR BED		
22:30	TO BED ...HOPEFULLY		
20th OF OCTOBER, 2007			
TIME	EVENT	HOST	NOTES
7H00	WAKE-UP	ALL	
7H30	BUNK INSPECTION		
8H15	BREAKFAST	PER CABOOSE	PANCAKES, SAUSAGES, OJ
9H00	CLEAN UP		
9H30	CHALLENGE OF THE PANTHER	BAGHEERA	KNOTS
	CHALLENGE OF THE KITE	CHIL	TRAILBLAZING, OBSERVATION BADGE
10H45	ROTATION & SNACK		APPLES
12H00	GET LUNCH READY		
12H30	LUNCH -CHALLENGE OF THE MOTHER WOLF	RAKSHA	CROC MR- SOUP, JUICE & MILK
14H00	CHALLENGE OF THE WOLF	AKELA & SIXERS	PREDATOR & PREY
15H30	CHALLENGE OF THE BEAR	BALOO	SKITS, SONGS AND A ASSIGNED CHEER
16H30	PREP TO GO SEE THE SCOUTS		
17H30	SUPPER	SCOUTS	SPAGHETTI
18H30	GET READY FOR THE CAMPFIRE	ALL	

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19H30	CAMPFIRE	ALL	MELLOWS, CHOCOLATE, GRAHAM CRACKERS
20h30	MUG UP	ALL	
22:00	BED TIME		
<b>21st OF OCTOBER, 2007</b>			
<b>TIME</b>	<b>EVENT</b>	<b>HOST</b>	<b>NOTES</b>
7:30	WAKE-UP	ALL	
8:00	BREAKFAST	ALL	CEREAL, OATMEAL, OJ
9:15	CLEAN-UP		
9H30	CUBS OWN	AKELA	
10H00	PARENTS ARRIVE	KAA GREETES	
10H45	HIKE TO THE WATER FALLS	ALL	
12H00	INVESTITURE	ALL	
12H30	LUNCH - HOT DOGS		HOT DOGS, JUICE, POP
14H00	DEPART FOR HOME	ALL	
	HEADING BACK TO KIRKLAND	ALL	
<b>JOBS</b>			
	FOOD	CHIL & RAKSHA	
	EQUIPMENT & SUPPLIES	AKELA	
	LEADERS SNACK	BALOO	
	IN CHARGE OF THEIR OWN CHALLENGES	ALL	
	SCOUTS	KAA	

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[illegible]

Game Box	
Frisbee	
Cones	
Soccer ball	
Law Puzzle	
Glow sticks	

[illegible]

Misc Items	
Dish Bin	
Lantern	
Propane canister	
Neckerchiefs	
Badge box	
First aid kit	
Walkies	

To buy	AKELA
Glowsticks	
Camp crest	
Epaulets	
A few woggles	
Quebec	
Link badge	
Year bar	

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## **CHALLENGE OF THE BAT • Mang**

**Equipment required:** Glow sticks, lantern. First aid kit

**space:** Plays in the evening, wide field with hiding spots

**Prep:** hide Sixers or leaders. Snap a few glow sticks.

**How to play:** Welcome the group to the Challenge of the Bat, Mang (the Bat), loved fruit, and bugs. He loved to eat, he liked bugs , but loves fruits. Like many Bats, Mang taught Mowgli to see and hunt in the dark , use echo location to find his food , and to identify his environment.

Echolocation works like active [sonar](#), using sounds made by an animal. Ranging is done by measuring the time delay between the animal's own sound emission and any echoes that return from the environment.

Microbats generate ultrasound via the [larynx](#) and emit the sound through the nose or, much more commonly, the open mouth.

Microbat [calls](#) ([help-info](#)) range in frequency from 14,000 to well over 100,000 Hz, mostly beyond the range of the human ear (typical human hearing range is considered to be from 20 Hz to 20,000 Hz).

So to find our missing cubs, or leaders, you must whistle, and if you are close enough to one of our missing cubs, they will whistle back.. But you must listen listen right after you whistle. Once you found them, bring them back to me. (Standing at the lantern).

## **CHALLENGE OF THE PANTHER • Bagheera**

**Equipment required:** Rope, hatchet, First aid kit.

**Space:** Open space , near a forest.

**Prep:** None.

**How to play:** Welcome the group to the Challenge of the Panther, Bagheera , looked out for Mowgli, he taught Him how to survive in the Jungle. So let's build some shelters.

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## **CHALLENGE OF THE KITE • Chil**

**Equipment required:** Bird call recording, Bird bingo cards.

**Space:** Near a nature trail

**Prep:** look up some bird calls

**How to play:** Welcome the group to the Challenge of the kite, in the jungle it is important to be able to identify animal noises and calls. So go out and explore for some birds, bring bird bingo cards.

## **CHALLENGE OF THE MOTHER WOLF • Raksha**

**Equipment required:** BUddy Burner, food, lighter and Foil.

**space:** open space outdoors, somewhere near picnic tables.

**Prep:** prepare buddy burners, and lay out the food.

**How to play:** Racksha showed Mowgli how to eat in the Jungle. Cook some grill cheese on a buddy burner.

## **CHALLENGE OF THE PYTHON • Kaa**

**Equipment required:** Knotting ropes

**space:** sitting area, with a small open space.

**Prep:** none

**How to play:** Do knots.. Enough said.

## **CHALLENGE OF THE BEAR • Baloo**

**Equipment required:**

**space:**

**Prep:** none

**How to play:** Get the pack to prepare skits

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## **CHALLENGE OF THE WOLF • Akela**

**Equipment required:** 3 different colored Poker chips ( We had 120 white, 60 blue and 30 red), a perm. marker

**space:** Wide field, with many hiding spots.. Make sure to have clear boundaries.

**Prep:** Number white chips 1 through 4, number blue chips 1 through 2, red stay un numbered. Hide the chips as follows

White 1 - Near man, represents garbage, or items that man has place for food.

White 2, 3 & 4 Place near a tree or plant that can be uses by food.

Blue 1 & 2 near a source of water.

Red, place in different places that can be used as shelter by an animal.

**How to play:** Akela taught Mowgli about the law of the jungle, he explained about the delicate balance in the food chain.

But that every creature in the jungle have a function..

Explain to all the cubs that to survive in the jungle, you need certain item, food (white chips), water (blue chips) and shelter (red chips). Their mission is to find whites chip (1 through 4) blue chips (1 through 2) and 1 red chip to win the game.

BUT, being an animal, is tough.. Some animals are predators that eat smaller animal called prey.

Split the pack as so:

1/8 of your pack becomes predators

7/8 are prey ( I had 28 cubs, 22 prey, 6 predator)

**Prey** run free and continuously look for food , water and shelter.

**Predators**, also need food, water and shelter. BUT predators eat prey, so they can tag prey to catch them. Once a prey is tagged they must give up their White 1 chip. Prey will have to go back to the man camp to get a new white chip. One leader will remain at the man camp, designated as a home base for any injured cubs.

To make things more interesting, 2 leaders will become hunters.. They hunt prey , but they love the challenge of hunting predators. If they tag a predator, they get to take all their white #1 chips and if they do not have any white chips .. They must give up another colored chip (ouch). And one leader will be disease, he or she can tag anyone (except hunters), and take whatever chip they want.

Game ends once a cub finds all their chips. Extra prize for a predator that has the most white #1 chips.