



BOY SCOUTS OF AMERICA
CAPITOL AREA COUNCIL

North Shore District

TWILIGHT CAMP 2019



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CONTENTS

Letter from the camp director3

Scout Oath, Law, Slogan, Outdoor Code, and Leave no Trace Pledge4

Philosophy of Cub Scout Day Camp:5

Map of the facilities6

Schedule of Events.....8

Friday Night Picnic and camp fire program9

Cub Scout Day Camp Rules10

Unauthorized Person Procedures11

Emergency Procedures:12

First Aid and Medications14

Position Responsibilities and Duties:17

Discipline19

Tips for Leaders20

Den Cheer Ideas.....21

Song Ideas.....22

Skit Ideas.....25

Camp Games.....26

Welcome Under the Sea Explorers,

Thank you for volunteering to help out for this camp year. I am so excited to meet everyone. You are an inspiration to all our scouts. You are their guides and soon you will find out why. We have so many fun things to do this year.

While this is my first year as Camp Director, I've been having fun in scouting for over 7 years. Cubs deserve a fun, quality program where they can grow and create life lasting memories.

I will be at the camp and will be there to help you make sure you have everything you need. Please let me know any concerns or questions you might have. Please bring any frustrations you might have to my attention. I am here to help.

Yours in Scouting,

Maggie Summers

Maggie Summers

North Shore Day Camp Director

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512-784-8972

Scout Oath

On my honor I will do my best
to do my duty to God and my country
and to obey the Scout Law;
to help other people at all times;
to keep myself physically strong,
mentally awake, and morally straight.

Scout Law

A Scout is trustworthy, loyal, helpful, friendly,
courteous, kind, obedient, cheerful, thrifty,
brave, clean, and reverent.

Cub Scout Motto

Do Your Best

Outdoor Code

As an American, I will do my best to -
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

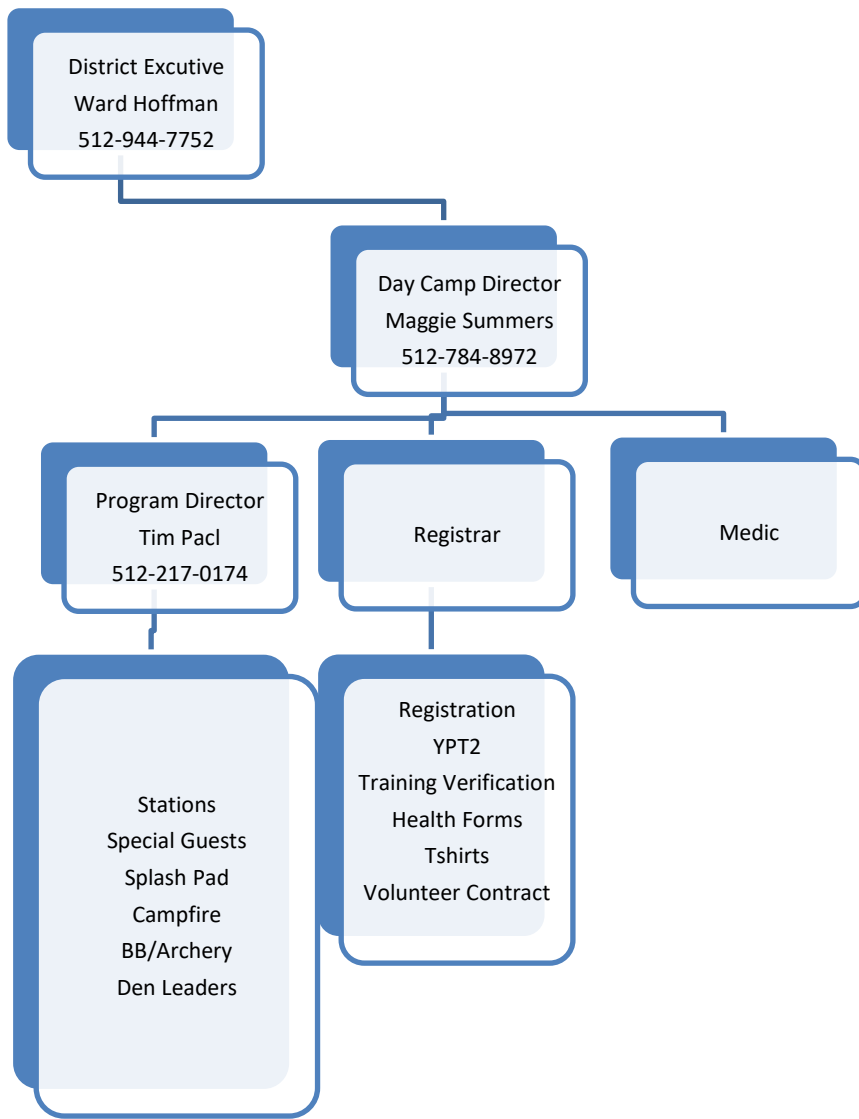
Leave No Trace Pledge

I promise to practice the Leave No Trace front country guidelines wherever I go: Plan ahead;
Stick to trails; Manage your pet; Leave what you find; Respect other visitors; and Trash your
trash.

PHILOSOPHY OF CUB SCOUT DAY CAMP:

To encourage participation of den and pack leadership to strengthen packs so their scouts benefit and grow with a good outdoor experience. The daily program should be centered on having a fun positive Cub Scout experience while completing electives as they relate to the outdoor program. Most important, is for our scouts to have fun in a safe environment.

Day Camp Organization Chart



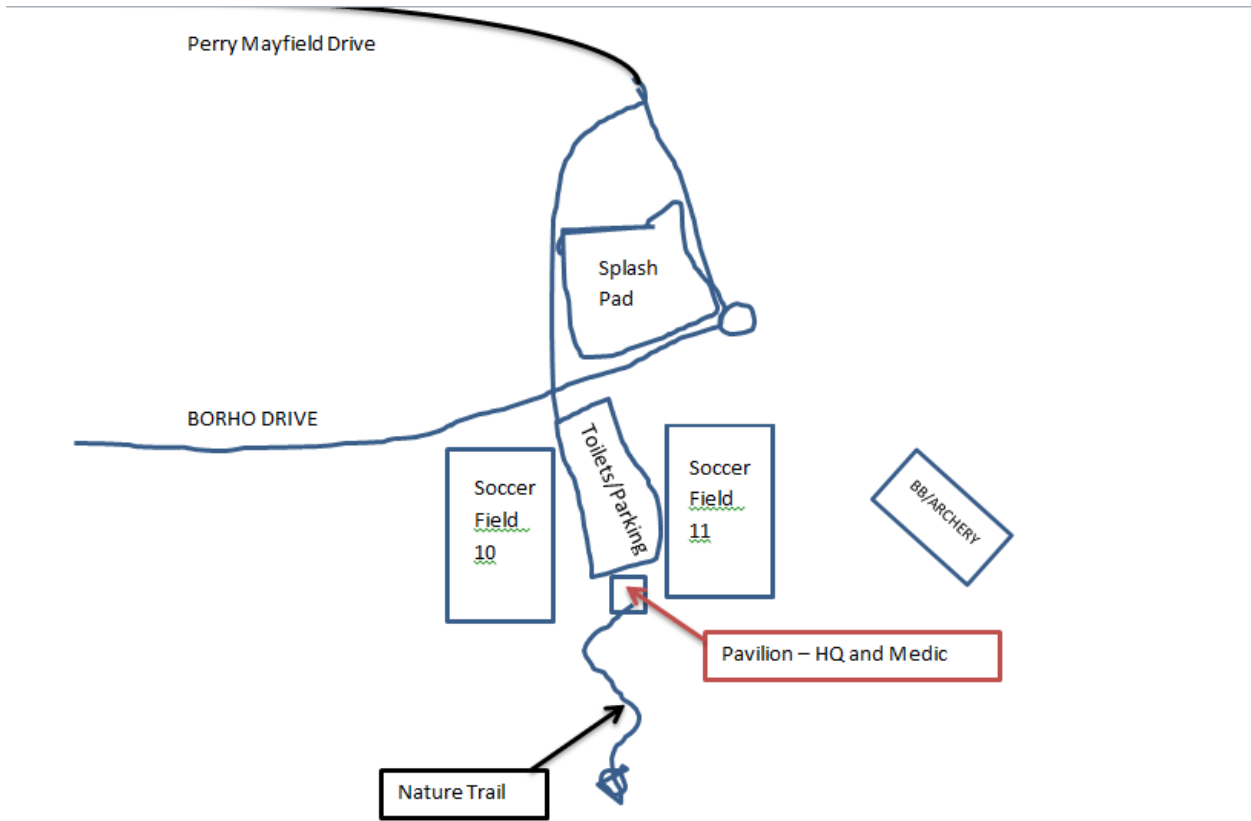
MAP OF THE FACILITIES



Camp will be held at:

3005 Co Rd 175, Leander, TX 78641, we will be in the back of the park, with Head Quarters at the Pavilion between Soccer Fields 10 and 11 and near the Cricket Pitch.

All Scouts must be signed in and out with their den leader at drop off and pick up; for the safety of the campers only registered scouts/participants and adult volunteers will be allowed in the Activities Area.



Daily Schedule

3:30 PM - Den Leaders, Station Leaders, and Volunteers arrive and check in at Pavilion

3:45 PM - Check In - Campers may start arriving and be signed in with Den Leaders at Pavilion

4:00 - 4:10 PM – Opening Ceremony at island in Parking Lot

4:15 – 4:45 PM – Rotation 1

4:50 – 5:20 PM – Rotation 2

5:25 – 5:55 PM – Rotation 3

6:00 – 6:30 PM – Rotation 4

6:35 – 7:05 PM – Rotation 5

7:10 – 7:40 PM – Rotation 6

7:45 – 8:00 PM – Closing Ceremony at island in Parking Lot

8:00 PM - Pick Up - Parents sign out scouts with Den Leaders

A detailed den schedule will be posted at each station and given to each Den Leader every day.

Each evening there will be a short closing program. Please make sure your dens are in their assigned places in time for the program. Do not let parents pick up from the assembly unless they are escorted by a staff member. Parents may pick up from the Den Leaders at 8:00 p.m. Do not leave until all children have been picked up or delivered to the Admin Staff at the Pavilion.

FRIDAY NIGHT PICNIC AND CAMP FIRE



Friday night will be the Family Picnic, and closing campfire (virtual if burn-ban in effect).

- Each den needs to prepare a song or skit to present at Friday's Campfire Program. All songs and/or skits must be pre-approved by the Program Director. BSA guidelines for songs and skits do not permit the use of name calling, put downs or hazing, references to undergarments, nudity, or bodily functions, cross gender impersonation, derogatory references or stereotyping of ethnic or cultural backgrounds, economic situations or disabilities, sensitive social issues (alcohol, drugs, gangs, guns, suicide, etc.), wasteful or improper use of food or water, cultural exclusion, or changing the lyrics to patriotic songs, hymns, or other spiritual songs.
- Samples of skits and songs are included in the leaders guide

CUB SCOUT DAY CAMP RULES

- 1) Have Fun!!
- 2) Be Kind and Considerate of all Campers and Volunteers at all times.
- 3) All staff and scouts must have the camp T-shirt on at all times.
- 4) Only close toes shoes allowed. Protect your feet! (except in the splash pad area)
- 5) Buddy System - ALWAYS!
- 6) Follow the principles of Leave No Trace.
- 7) Axes, Knives, Firearms, Slingshots, Matches, or Fireworks may not be brought into camp. NO KNIVES AT CAMP, even if scouts have earned their whittling chip.
- 8) Question anyone you might see that may not belong to camp and notify Camp Director of any intrusion.
- 9) If you need a break at any time notify the Camp Director and Camp Director will find a replacement until needed. Adults must also sign in and out of camp. Do not leave without notifying the Camp Director.
- 10) Camps main focus is on the children's safety, if you see any risk hazard please report it to the Camp Director.
- 11) No one is to go to the Splash Pad, BB gun, or Archery areas, unless it is your designated time for these activities.
- 12) Splash Pad time is not a break time for Den Leaders. It is very important that Den Leaders remain on alert as our scouts are playing in the water, there are many hazards in the Splash Pad Area and we need to keep everyone safe.
- 13) No Smoking or Drinking of Alcohol.
- 14) Stay Hydrated and keep the kids hydrated as well.
- 15) Keep yourself healthy; you can't lead if you do not take care of yourself.
- 16) When the going gets tough, SMILE!! Talk to the Camp Director with any issues you might have.

UNAUTHORIZED PERSON PROCEDURES

Since the Cub Scout Day Camp is being held in a public park, people other than those attending camp may come into the camp areas. We are guests of the park, BUT the protection of our campers is our foremost responsibility. Please follow these procedures:

Upon sighting: All campers, volunteers and tots are required to wear the camp uniform T-shirt for easy identification. If someone is sighted not in a camp shirt or full BSA uniform, please contact the Camp Director immediately.

Investigation: A minimum of two adult staff members, one of whom will be the Camp Director or the District Executive, will approach the individual(s), inquire about their reason for being near the campers, and inform them that a Cub Scout Camp is in progress.

Action: If the individual(s) is merely enjoying the park, they will be asked nicely to not interrupt the camp program. All staff will then be alerted to the non-camp personnel. Non-intrusive visual contact will be maintained for the duration of their stay in the park.

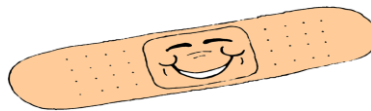
If for any reason, staff members are not comfortable with the situation, the Camp Director will contact the park manager and they will ask the individual(s) to move to another area of the Park.

If the individual(s) becomes aggressive or abusive, local police will be called. Do not engage in a verbal or physical manner in response to individual's behavior. Remove Scouts from the general area in order to protect the Scouts.

Remember, we are all guests of the Park. Keep all contact with non-camp personnel non-confrontational and friendly while keeping the safety of our campers a priority.

In the event of any emergency, follow these general procedures:

- Where appropriate, find out **what, how** and **who**. We will need to make a detailed report for the doctor, the hospital and our records.
- Stay calm and reassure the scouts. Remember you are in charge and the scouts will look to you for security and comfort. If it's no big deal to you, it's no big deal to them.
- If a camp-wide alarm is sounded (three long air or car horn blasts, repeated) each den leader will assemble the den by having the scouts line up with their buddies. If a buddy is absent, his partner will stand by another buddy pair. Proceed in a quiet and orderly manner to camp gathering area to await further directions.
- Any camper, staff or visitor who becomes ill or is injured will report to the First Aid station, even if it's just a Band-Aid. This means that Den Leaders may not hand out Band-Aids.



● Weather Emergency

- Three long followed three short blasts: Weather dangers or rain may appear. All dens must meet at the pavilion. We will have all scouts inside the pavilion; if weather is severe the phone tree will begin to have parents pick children up.
- If weather is being reported by NOAA that there will be thunderstorms, then the Camp Director will begin the phone tree at 12noon to the Den Leaders. Den Leaders or the Director will then call their scouts of the cancelation of camp.
- The Camp Director or District Executive will monitor the weather radio if the weather conditions indicate observation is needed.

● Evacuation Procedure

- Evacuation is only called by the camp director
- In the event of an evacuation, den leaders should: Stay calm, assemble the den by having the scouts line up with their buddies. Proceed in a quiet and orderly manner to the pavilion to await further directions.
- Evacuation Location is to be determined.

● Lost Scout

- If the horn has four long blasts then a scout is missing. Have your den sit or kneel down. Have scouts pair with their buddies. Count all your scouts and report to Camp Director if you have the right amount of scouts. Remain seated until all clear is called.

- **Medical Emergency**

- If there is a medical emergency first: stay calm. If possible, take camper or volunteer to the medic station. If unable to get to the medic, notify administrative staff immediately. Stay calm. Have another den leader or station leader take the rest of the den to a safe place away from the emergency. The Camp Director will notify the emergency contacts and/or call 911.
- In the event of medical emergency, the camper will be treated at

**Cedar Park Family Emergency Room
3620 E. Whitestone Blvd.
Cedar Park, TX 78613
512-260-2732**

Every attempt will be made to contact parents and/or an emergency contact.



Tips for Avoiding Heat Exhaustion:

- **Drink water at every station**
- **No caffeinated drinks**
- **Rest between stations**
- **Wet down arms, legs, face, and back of neck when hot**
- **Make sure you and the boys are using the bathroom at least two to three times during the day**
- **Walk, don't run**



Signs and Symptoms of Heat Exhaustion

- **Headache**
- **Agitation and Restlessness**
- **Lack of sweating**
- **Listlessness**
- **Nausea**



Emergency First Aid

In the case of serious injury or illness, follow these guidelines WHILE sending for the First Aid Staff. After the following procedures are started, any adult leader not involved in helping the victims should move the den to another area.

- **Burns:** First- and second-degree burns should be submerged in clean, cold water, if available, and covered with a clean, dry cloth. **Third-degree burns:** do not remove any adhered particles of charred clothing and DO NOT apply cold water. Wrap area in a clean towel or sheet if available.
- **Choking:** If trained in the Heimlich maneuver, administer as taught. Call the camp medical staff immediately.
- **Convulsions/Seizures:** Do not attempt to restrain the victim. Position him so as to protect him from injuring himself.
- **Eye Injuries:** Chemicals in the eye --flush with clean water, flushing from the in-side to the outside corner of the eye. Keep flushing. Do not stop until a member of the First Aid Staff tells you to do so.
- **Heat Exhaustion:** Move victim to a cool, shady area. Loosen clothes, fan victim. Cover skin with wet, cool towels.
- **Fractures/Sprains:** Make the victim lie down and keep him calm. DO NOT MOVE THE VICTIM.
- **Insect bite/sting:** Make the victim lie down and keep him calm. Apply ice. Try to determine what bit or stung him. Do not try to remove a stinger.
Ticks: Do not try to remove them.
- **Nosebleeds:** Have the victim sit down with head bent slightly forward and press nostrils closed with thumb and index finger. Rest for 15 to 30 minutes.

- **Poisoning:** Save the container of the suspected poison. If the person has vomited, save a sample. Try to keep the victim calm.
- **Snakebite:** Have the victim lie down and keep him calm. Do not try to suck out any poison or cut crosses. Identify the snake or at least get a description. Do not try to catch the snake.
- **Wounds:** Stop bleeding with constant, direct pressure. If there is no fracture, elevate the extremity that is injured.
- **Anaphylaxis:** a life-threatening allergic reaction. Signs and symptoms include:
 - Skin reactions including hives, itching, and flushed or pale skin
 - Swelling of the face, eyes, lips or throat
 - Constriction of the airways, leading to wheezing and trouble breathing
 - A weak and rapid pulse
 - Nausea, vomiting or diarrhea
 - Dizziness, fainting or unconsciousness

If you're with someone having signs of anaphylaxis, don't wait to see whether symptoms get better. Seek medical help immediately.

Ask the person if he or she is carrying an epinephrine auto injector to treat an allergic attack (for example, EpiPen, Twinject). If the person says he or she needs to use an auto injector, ask whether you should help inject the medication. This is usually done by pressing the auto injector against the person's thigh. Have the person lie still on his or her back. Loosen tight clothing and cover the person with a blanket. Don't give the person anything to drink. If there are no signs of breathing, coughing or movements, begin CPR if trained. **If an auto injector is administered, 911 must be called.**

Medications

- If a Scout is required to take medicine while at camp:
 - Prescription drugs must be in their **original** pharmacy container and properly labeled with the student's name, current date, dose to be given, time to be given, and medication route to be administered.
 - Over-the-counter medications must be in the **original** container. This medication must be properly labeled, as stated above, and accompanied by a written request signed and dated by the parent.
 - A written request signed and dated by the parent must accompany the prescribed medication.
 - Medics will administer all medications. All medications provided by parents must be in a properly labeled bottle and checked into the Medic station, along with a completed dispensing form.
 - Campers are responsible for coming to the first aid station at the appropriate time for medication.

- Youth under the age of 18 may NOT carry their own medications except for "rescue" medications allowed by Texas state law (EpiPen, Inhalers, and Insulin). For any medications that need to administer while at camp, parents/guardians will need to **sign in** all medications at the medic station each morning. If you observe a Scout carrying a medication, it needs to be sent to the First Aid station and a parent should be notified.

- A **limited amount** of medicine for life threatening conditions (as noted on medical form by a physician) may be carried by a camper/staff for immediate care (epinephrine, inhalers, nitroglycerin, etc.). Any use of these medications or devices must be reported to camp medical staff.

Day Camp Director

The day camp director is the volunteer or professional on-site conducting the Cub Scout day camp.

The day camp director must be a man or woman 21 years of age or older of well-known good character and ability. In addition to being certified at National Camping School for day camp administration, the day camp director will do the following:

- Report to the day camp adviser.
- Supervise the personnel and operating details of the day camp.
- Recruit, interview, and train day camp personnel.
- Conduct, in cooperation with the program director, a camp staff training course before the opening of camp to familiarize the staff with the day camp program.
- See that standards for leadership, program activities, and health and safety are maintained.
- Be a freelance person at the day camp.
- Always have a plan B.
- Possess and display a maximum of the day camp director qualities shown on page 24.
- Evaluate.

Program Director

The program director is the volunteer or professional on-site responsible for the Cub Scout day camp program. Program directors plan the program with the help of the area directors or session directors.

The program director must be a man or woman 21 years of age or older of well-known good character and ability. In addition to being currently certified at National Camping School for day camp administrators, the program director will do the following:

- Report to the camp director.
- Promote day camp attendance at roundtables, pack meetings, and activities.

Camp Health Officer/Medic

The on-site health officer is a responsible adult holding a current certification required for the position (see current national standards). This person must also have current certification in CPR.

The camp health officer should be available at the day camp first-aid station during the hours of the day camp. When the health officer is out of camp, another adult with first-aid training must be available, or nearby emergency coverage provided.

Activity Station Leaders

The activity station leader must be a man or woman 18 years of age or older with a demonstrated ability to work with and instruct the activity.

Responsibilities of the activity station leader include the following:

- Report to the program director.
- Plan and carry out assigned activity program in cooperation with the program director and den leaders.
- Promote the camp theme during all activities.
- Review the requirements of the activity in advance and inform the program director of any questions or problems.
- Help the den leaders teach the skills necessary for scouts to complete selected projects.
- Supervise the use and storage of equipment and materials.
- Evaluate.

Tiger Cubs and Their Partners

Remember that this is most likely all new to them, so make them feel especially welcome and involved. Planning and activities should include the use of the adult partners. Registration forms should clearly indicate parental involvement. A scout and his adult partner who join Tiger Cubs at the end of kindergarten may attend Cub Scout day camp together. Take care to provide an age-appropriate program for these youngest members.

Den Leaders

The den leader must be a man or woman 21 years of age or older of well-known good character and ability. Responsibilities of the den leader include the following:

- Report to the program director.
- Carry out duties as assigned by the program director.
- Assist and supervise the scouts in the den.
- Assist in program areas as needed so that scouts make the most of their opportunities.
- Be concerned for camper safety.
- Be knowledgeable of the Cub Scout and Webelos Scout programs.

Tot Lot Supervisor*

The tot lot supervisor must be a man or woman at least 21 years old, of well-known good character and ability. Responsibilities of the tot lot supervisor include the following:

- Be qualified to oversee dependent youth.

- Work with the program director to obtain craft and program supplies.
- Have a program with a flexible schedule for young campers, keeping in mind the differences in age.
- Be responsible for the children of staff members during the program hours of camp. (Also responsible during special evening events if the parent is involved in an activity.)
- Ensure young campers follow rules. For example:
 - Always walk with a buddy.
 - Don't run in camp.
- Understand that this is a special job-probably one of the most important in camp-and that these children must never, even for one second, be out of the leader's sight.
- Ensure the area has enough staff.
- Before the opening of camp, make a list of supplies needed in the area. After camp, prepare a list of supplies that must be restocked. This list goes to the program director.
- Prepare an evaluation of the area. Include likes, dislikes, needs, and program ideas that went well, and those that need improving. Also include thoughts to improve next year's wee camper program.



Handling discipline is not always easy. Remember to stay calm and try to redirect behavior by introducing an activity, having the scout drink water, or simply burn off some energy by exercise. Many scouts may have special needs such as ADHD, Autism, etc. Keep these needs in mind when dealing with difficult behaviors.

If a camper becomes disruptive or poses a safety threat to the other campers or himself, do the following:

1. Give the scout a verbal warning, let him know your expectations.
2. If the behavior continues, send the scout to HQ with a buddy for a “time out” session with the camp director. (The buddy will be taken back to the den so as not to miss any camp.)
3. If after the “time out” session, the behavior continues, send the scout to HQ with his buddy. The Camp Director will contact the scout’s parent and he will be sent home for the day.

If things start to get out of control - call for a Buddy Check. Have your den rest, drink water, and take a break. Ask for help if needed.

If YOU start to get out of control - ask another den leader, station leader or Camp Director for a break. Take a short walk, drink water, and take deep breaths. It is important as adults for us to stay calm and not lose our cool. We are the models for these young men and women.



TIPS FOR LEADERS

All Leaders

- Wear sunblock and bug spray. Do not apply sunblock or bug spray to any child other than your own.
- Wear close toed shoes. No crocs, flip flops, Keens, etc., except in the pool area.
- Wear your camp T-shirt every day.
- Camp Chair
- WATER BOTTLE!
- Arrive by 3:45 to sign in and receive your den sign in and out folder, or your station bucket.
- If for any reason you cannot come to camp as planned, phone the Camp Director as soon as possible. Let the Camp Director know who your replacement will be. They have to have YPT Online training, attended the camp training, and have a current background check.
- Read the Leaders Guide before the 1st day of camp.
- Bring a good attitude!

Den Leader Checklist

- Wagon to haul your den stuff.
- Pop-up for shade optional.
- Cooler to hold den lunches.
- Make sure parents sign your scouts in AND out every day.
- Make sure scouts are in their camp T-shirt and proper shoes BEFORE the parents leave.
- Hand out name tags, water bottles, neckerchiefs.
- Make a note of any scouts who need medication.
- Review camp rules with your den, daily.
- Help station leaders with the activities and controlling your den. **The stations are not break time!**
- Take turns taking a break during our "Super Guest" time. Get a snack, drink water, and relax.
- Perform buddy checks.
- Keep the scouts entertained during waiting times by singing songs, playing games, etc.
- At the end of the day, collect the name tags and neckerchiefs. Scouts may take these items home on Friday.
- You are in charge of the discipline of your den.

Station Leader Checklist

- Arrive at 3:30 pm to set up your activity area and review the project for the day. You will have a bucket/basket at your station with your supplies and instructions. Alert the program director if you need additional supplies.
- Follow the instructions for each activity to ensure all requirements for electives are being met.
- Den leaders are required to help during the activity sessions. Give them tasks to help you complete the activities.
- Utilize youth volunteers. They are there to help you.
- Promote the camp theme throughout your activities.
- Pack up your activities in your bucket at the end of the day and ensure your area is clean.

DEN CHEER IDEAS

A Den cheer is short, LOUD and exciting and directed at the Audience not the players.

Below are a few ideas. Feel free to add your own based on a Den mascot or patrol symbol. Cheers are always POSITIVE; they never put down another Den, level or individual. It's OK if your cheer is the same as someone else's. Just have FUN!

Some short and sweet examples:

- Den 1 – is Lots of Fun!
- Den 2 – nice to meet you!
- Den 3 – If you're lost, then follow me!
- Den 4 – Looking for more!
- Den 5 – is alive!
- Den 6 – in the mix!
- Den 7 – the great Den 7!
- Den 8 – is really great!

For the below; swap out the words Tiger, Wolf or Bear for your own level. Or just insert "our Den" or "Den ___"

- We are Tigers, we couldn't be prouder! If you can't hear us now, We'll yell a little louder! (repeat twice, louder each time)
- North, South, East or West This Wolf den Is the Best!
- Stand 'em on their hands Stand 'em on their feet, Our Bear Den Can't be beat!
- Clap your hands! Stomp your feet! 'Cause the Webelos just Can't be beat!
- Den 4 We are the Bears in 4 Once More Den 4 . . .
- 1,2,3,4 Which Den do you cheer for? Which Den can you hear more? Tigers! Tigers! Tigers! Tigers!
- Strawberry shortcake Eskimo pop, Our Wolf Den will be on top
- 2-4-6-8 Who do we appreciate? Den 8! We're really Great!

- Leader: Everywhere we go (Cubs repeat each line)
 People wanna know
 Who we are,
 Where we come from
 So we tell them
 WE ARE DEN 2! (Or WE ARE THE BEARS! Or WE ARE CUB SCOUTS!) Mighty mighty Den 2! (or whatever you said in the line above)and if they can't hear us, we'll shout a little LOUDER!

SONG IDEAS

Goin' On a Lion Hunt

(Audience echoes each line and sets up clap/lap-slapping rhythm.)

Goin' on a lion hunt.
 Goin to catch a big one.
 I'm not afraid.
 Look, what's up ahead?
 Mud!
 Can't go over it.
 Can't go under it.
 Can't go around it.
 Gotta go through it. [Make sloshing sounds and move hands as if slogging.]

Following verses:

Sticks. [Snap fingers.]
 Tree. [Make gestures climbing up and down.]
 Gate. [Make gate-opening gestures.]
 River. [Make swimming gestures.]
 Cave. [Go in it and find lion. Reverse all motions quickly to get home.]

Boom Chicka Boom (echo chant)

I said a boom chicka boom
 (echo: I said a boom chicka boom)
 I said a boom chicka boom
 (echo: I said a boom chicka boom)
 I said a boom chicka-rocka=chicka-rocka-chika boom
 (echo)
 oh yeah? (echo: oh yeah?)
 uh-huh (echo: uh-huh)
 one more time (echo: one more time)
 janitor style!

I said a Broom chicka broom (sweeping motion)
 I said a broom chicka broom (sweeping motion)
 I said a broom chicka rocka-chicka-rocka-chicka broom

oh yeah?
uh-huh
one more time
astronaut style!

I said a zoom chicka zoom (jump up like a rocket taking off)
I said a zoom chicka zoom
I said a zoom, take a rocket, take a rocket to the moon!
I've Got Cub Scout Spirit

I've got that Cub Scout spirit,
Up in my head, Up in my head, Up in my head,
I've got that Cub Scout spirit, Up in my head, Up in my head to stay.

I've got that Cub Scout spirit, Deep in my heart
continue as in first verse

I've got that Cub Scout spirit, Down in my feet
continue as in first verse

I've got that Cub Scout spirit, All over me
continue as in first verse

I've got that Cub Scout spirit,
Up in my head, Deep in my heart, Down in my feet,
I've got that Scouting spirit, All over me, All over me to stay.

Baby Shark

Baby Shark do do, do do do do (use index and thumb together to mimic a sharks mouth)
Baby Shark do do, do do do do
Baby Shark do do, do do do do
Baby Shark!

Repeat verse, substituting each line:

Mama shark (use hands to mimic shark mouth)
Papa shark (use entire arms)
Grandpa shark (use knuckles)
Swimming scout (act like you are swimming)
See a shark (hand over eyes)
Hungry shark (one hand make a fin on your head, other hand rubs stomach)
Swim away (swim)
Swimmin' faster (swim faster)
Got away (happy dance)

Trustworthy Tommy

(This song is sung to the tune of Yankee Doodle)

Trustworthy Tommy was a Scout,
Loyal to his Mother,
Helpful to the folks about and
Friendly to his brother.

Courteous to a girl he knew,
Kind unto his rabbits
Obedient to his father, too and
Cheerful in his habits.

Thrifty saving for a need
Brave and not a faker
Clean in word and thought and deed and
Reverent to his Maker

There are No Bananas In the Sky

(sung to the tune of "Head, Shoulders, Knees, and Toes")

There are no bananas in the sky, in the sky
No bananas in the sky, in the sky
There's a Sun and a Moon and a Coconut Cream Pie
But there are no bananas in the sky, in the sky



SKIT IDEAS

Emergency Broadcast System Skit

Everyone in the group hums a very high pitched note, similar to the tone on the radio just before an emergency broadcast is given.

The announcer says "this has been a test of the (Troop/Pack/Camp _____) emergency broadcast system. This has been only a test. If this had been an actual emergency, you would hear this"

The group then begins to scream and run around terrified and in panic, and then they all run away.

One minute skit

Scouts line up in a line. The first scout starts counting "1". Each scout continues counting down the line until they reach 60 (once the scout at the end of the line counts, the 1st scout starts over where he left off). After they are finished one of the scouts says "we have now just wasted one minute of your time".

Sock Soup Skit

One scout looks like he's cooking food (using a spoon to stir the brew in a pot). He leaves. A scout comes along and sees the pot and says "this soup smells good. I think I'll taste it" and does so. He says "scout is this good" and walks off the stage. Another scout comes along, smells the soup, tastes it, and walks off the stage. Each scout takes turns doing so...

The cook comes back and so does the group of scouts that tasted the soup. The group asks the cook what kind of soup he is making, because it tastes so good. The cook declares, "I wasn't making soup!" He reaches into the pot and pulls out socks and says "I was washing my socks!". The scouts who tried the soup then act sick.

JOKES

1. **Why don't clams give to charity?** Because they're shellfish!
2. **Why are there fish at the bottom of the sea?** Because they dropped out of school.
3. **What does a fish say when he makes a mistake?** It was just a fluke!
4. **What does a dolphin say when he's confused?** Can you please be more Pacific?
5. **What did the lobsterman say when his crate turned up empty?** It a-piers we have a problem.
6. **What does the fish say when she disagrees with her husband?** I don't quite sea it that way.
7. **What did one tidepool say to the other tidepool?** Show me your mussels!
8. **What is the best way to communicate with a fish?** Drop it a line!

- 9. Have you heard about the restaurant that caters exclusively to dolphins?** It only has one customer, but at least it serves a porpoise.
- 10. Where do shellfish go to borrow money?** The prawn broker.
- 11. What's a cetacean's favorite TV Game show?** Whale of Fortune.
- 12. What did the Ocean say to the shore?** Nothing. It just waved.
- 13. Where does seaweed look for a job?** In the kelp-wanted section.
- 14. What lies at the bottom of the ocean and twitches?** A nervous wreck.
- 15. What does seaweed say when it's stuck at the bottom of the sea?** "Kelp! Kelp!"
- 16. Why does it take pirates so long to learn the alphabet?** Because they spend years at C!
- 17. Why are seabirds so lucky in love?** Because one good tern always deserves another.
- 18. Did you hear about the red ship that collided with the blue ship?** All the sailors were marooned.
- 19. What did the wise papa fish tell his son?** Keep your friends close and your anemones closer.
- 20. Where does a killer whale go for braces?** The orca-dontist.

CAMP GAMES

Play these games during den time, wait time, or whenever you need something to fill time and keep the scouts entertained

Slap, Clap, Snap

Arrange your group into a circle, give everyone a numbered card from 1 - however many people you have, make sure you are handing them out consecutively. Have the entire group get rhythm of slapping their hands on their legs twice, clapping twice, and then snapping twice. Don't go too fast, you won't be able to play the game! Have everyone start doing the slap, clap, snap, sequence. Then start the game by having the person with the card number 1 say, on the first snap, "1" then another number on the 2nd snap. The person that had their number called then says their number on the first snap of the next time through the sequence, and another number on the second snap. The game goes on until one person makes a mistake by not saying the correct numbers or not being on time with the snaps. The person who makes a mistake must go to the end of the numbers and everyone after that person shifts up a number. The person who ends up having the first card at the end of the game gets a prize or a treat! This game can go on as long as you like. HAVE FUN!

Button , Button

One person sits in the middle of a circle of children. A button is passed around behind the backs of the children. The child in the center closes his eyes while the passing continues. When everyone says “button, button, who has the button?” He opens his eyes and has 3 chances to guess who has the button.

Indy 500

The group should be sitting in a circle and numbered 1-4. Give each number a name of a car. (EX: 1 is Porsche, 2 are Ferrari's, etc.) The game leader calls a car name and those cars have to get up and run around the circle. The first person back to their spot wins. There is a twist to this game. The cars can have things wrong with them as the leader chooses. Some ideas are;

Flat tire (hop around on one foot),

Run out of gas (crab walk),

Turbo boost (run fast),

No muffler (make lots of noise), etc.