

Youth Staff Handbook

Camp Tomahawk

2017

1.0 Schedule

1.1 Monday through Friday

7:30 a.m.	Staff/Station leaders arrive (sign in)
8:00 a.m.	Den Leaders arrive (sign in)
8:15 a.m.	Cub Scouts begin to arrive (take attendance)
8:30 - 8:50 a.m.	Opening Ceremony
8:55 - 9:45 a.m.	Rotation 1
9:50 - 10:40 a.m.	Rotation 2
10:45 - 11:35 a.m.	Rotation 3
11:35 - 12:35 p.m.	Lunch
12:35 - 1:25 p.m.	Rotation 4
1:35 - 2:25 p.m.	Rotation 5
2:35 - 3:25 p.m.	Rotation 6
3:35 - 4:25 p.m.	Rotation 7
4:30 - 4:45 p.m.	Closing Ceremony

Please plan to help Cub Scout Day Camp at the end of the day, in addition to folding tarps and packing materials, the grounds have to be "policed."

2.0 Youth Aide's Rules and Responsibilities at Camp Tomahawk

2.1 Be Prepared

1. Boy Scouts ages 11-13 will be with a den; Boy Scouts and Venturers 14 and older can volunteer at a station or with a den.
2. Wear current year's day camp t-shirt or "Class A" uniform each day. Boy Scouts/youth volunteers will receive two day camp t-shirt, additional t-shirts can be purchased at the camp Trading Post or via the on-line registration system
3. Bring a sack lunch each day (no sodas).
4. Arrive early and sign in at the Administration area
5. Be at your assigned Den area by 8:15 a.m. or your assigned Station by 7:45 a.m. each morning. Be prepared to have the first group at the station by 8:55 a.m.

2.2 Every Day

1. Help take attendance. Please make sure all visitors sign in at Admin.
2. Welcome the Scouts. Assist the Den Leader or the Station Leader.
3. Sign in each morning – Den Aides with their den; Staff Aides in the Admin area.
4. Be at the Opening Ceremony by 8:30 a.m. and the Closing Ceremony at 4:30 p.m. each day, ready to participate
5. Follow the daily schedule, keeping to the rotation times. A signal (one blast on the air horn) will sound when it is time to change stations.
6. Assist at each station as needed. Pay attention to the instructions so that you can help the Scouts with their projects.
7. Remember the buddy system. No Scout should walk through camp by himself.
8. Lead the Scouts in cheers, songs, etc. between stations.

9. Give the boys equal time to feel special - alternate who carries the flag, leads the line, etc.
10. Make sure the Scouts and adults drink water at every station. Don't forget to drink yourself!
11. Have lunch and quiet time in your Den area (or if Staff, in the Craft area). Use this time to practice your skits, songs, cheers, etc. We may have quiet time at a different location if a special event is scheduled.
12. In case of an accident or injury, escort the Scout and his buddy to the First Aide Area. If he cannot be moved, notify a staff person to contact Admin for emergency transportation. All injuries must be logged in, even if it only requires a band-aide.
13. Notify a Camp Director of any problems.
14. Please review the "Emergency Procedures" and remember that ALL injuries must be seen by the Cub Scout Day Camp Medic, even minor injuries.
15. If an emergency arises that prevents you from attending, please inform one of the Camp Directors as soon as possible.
16. If you need someone to yell at, please see one of the Cub Scout Camp Directors.
17. If you need a letter for service hours for your school, please let one of the Cub Scout Camp Directors know.
18. Have the Scouts and Leaders turn in their hats, chains, and name tags each night and store them in the Den box.
19. Make sure the Scouts are released only to authorized adult(s).
20. Straighten up the Den area or Station before leaving each evening.
21. Return the Den box and clipboard to the Admin area each evening.

2.3 Beads and Den Coups

1. Each Scout will receive a participation bead at each station. These beads are to be placed on their totem.
2. Den Coups are obtained for different activities the Den participates in, such as singing a song for opening or closing, picking up trash, leading the flag ceremony, skits, etc. These coups are hung on the Den flag pole.
3. At closing on Friday, give each Scout in the Den a coup from your Den flag pole. If you discover Friday morning, you will not have enough, let Marcia Payne know. We will make sure you have enough by the end of the day.

2.4 Youth Protection Guidelines

1. Always maintain two-deep leadership.
2. Scouts should always travel with a buddy
3. If you are stressed, asked to be relieved and take a break.
4. Please do not exercise physical discipline

3.0 Check In / Out Process

3.1 Check In Process

1. A Parent Orientation Meeting will be held on Sunday, June 25, 2017 at the Anne Arundel County Fairgrounds.
2. On the first day of camp, there will be a listing of all Day Camp Scouts with their Cub Scout Day Camp Den Name in the Admin Area.
3. As each Scout arrives, he proceeds to his Den Site. If the he needs help, please see the staff in

the Admin area. Once at the Den Site, parents must check-in the Scout with the Day Camp Den Leader.

3.2 Check Out Process

At the end of the day, the check out procedure is similar. The den leader has the check out sheet and the parent or adult transporting the Scout home signs out the Scout. Any Scout not having transportation at the close of the day is brought to the Admin area and the Camp Director will make the necessary arrangements.

4.0 Discipline

The most common problem of the Den is discipline. It's natural for a Scout to be a little rambunctious when he comes to Day Camp. He will have plenty of energy with the anticipation of the fun he will have here. Try to give him a challenge such as being one of your assistants. Discipline is the setting of limits to help the Scout understand and adopt a set of values so that his character is shaped rather than his behavior merely controlled temporarily.

4.1 Discipline Techniques

1. Be fair.
2. Treat each Scout as an individual.
3. Be consistent.
4. Establish rules and stick to them (if the Scouts help make the rules they are more likely to abide by them).
5. Do not warn, threaten, or take action. Advise the Scout that if it happens again, he will have "time out". (please do not exercise physical discipline).
6. Time out at the Trading Post is often an effective time out location
7. Let the Scout know what is acceptable behavior.
8. If this does not work, have an adult take the Scout to the Admin Area.

4.2 Methods of Maintaining Control

1. Don't try to out shout or yell louder than the Scouts.
2. Use the Cub Scout sign.
3. Give the Scouts a chance to let off steam. Be prepared with alternative activities, such as songs, stunts, quick games, etc.
4. Don't smother the Scout. Maintain balance. Give him room to "move."

4.3 Staff Stress-Out

The Camp Director, Program Director, Cubmaster, Scoutmaster, and Den Leader Coach will be making rounds periodically to make sure everything is running as planned. If you feel stressed-out, or that you might explode at any minute - please inform us and we will make sure you are relieved for a break. The schedule is a busy one and some people need to take a breather. So please do not let the stress make you and your Scouts miserable. Keep us informed. We are here to assist you.

4.4 Tag-a-Long Camp

Please understand that yours is a special job, probably one of the most important in camp. These children must never be out of sight. Take attendance and count heads every hour, on the hour. Make a game of it. Check it off on the log.

5.0 Severe Weather

5.1 Hot Weather

If the temperature reaches 90 degrees have the dens leave the activity 5 minutes early, allowing extra time to travel and cool off in the sprinklers. If the temperature exceeds 100 degrees remove an additional 5 minutes from the beginning of an activity allowing time to travel at a slower pace and cool off in the sprinklers.

(For Example: Each activity session is normally 40 minutes long plus 5 minutes of travel time. In 90-degree weather the activity session lasts 35 minutes with 10 minutes of travel time. In extreme heat the activity session lasts 30 minutes with 15 minutes of travel time.)

5.2 Rainy Day Plan

Our "Rainy Day Program" is our "Sunny Day Program" in slickers, ponchos, or garbage bags and hats. Liquid sunshine is part of the adventure!

In a light summer shower or drizzle, the program continues. If the drizzle is continuous and puts the staff and campers at risk, the Activity Director should contact the Camp Director with a recommendation to close the area.

If at any time, the Camp Director and Program Director declare "Severe Weather Program" due to heavy wind, rain, or lightening then the activity closes. Three things happen at the same time:

1. The Den Leaders move their Den to the safety area previously designated and check in with the Program Director / Registrar.
2. The Activity Director confirms by radio with the Camp Director that the Dens are moving and who is left at the site. The Activity Director then joins the staff.
3. The Activity staff moves the equipment to safety (under cover) to eliminate damage to the equipment (bows, arrows, guns, targets) and paper work. When the range is secure, they head for the safety area.

If the camp is operating in the rain, most program areas will continue their program under cover; however, some areas cannot continue unless they tarp their area (everyone needs to be under cover). The Dens will continue to change stations and attend the activities under cover. At that time the Scouts will get a short review of safety rules or techniques (5-6 minutes) and then they can work on:

1. The special indoor activity planned for the activity.
2. Knot skills (check the knot book).
3. Sing - check pow wow books for songs relating to the theme.
4. Play indoor games (check pow wow books for games relating to the theme) led by the appropriate Activity staff.

The Program Director and the Activity staff should have the list of suggestions so if any equipment is needed, it can be on hand.

If the rain continues for more than one day shooting sports should have an alternate target type game for the Scouts.

6.0 Spare Time Activities

When you are moving from one activity to the next, you can:

1. Practice your Den cheer
2. Sing
3. Play 'I Spy' or Awareness game (who can find the most....)

When you are waiting at a station or in your Den area, you can:

1. Play quiet games
2. Sing
3. Work on skits, songs cheers etc.

6.1 Quiet Games

Head Autograph - Give each person a pencil and paper. On signal, everyone places the paper on top of his head and writes his full name. This done, he passes the paper to his neighbor who, when called upon, tries to read the signature.

Zip! Zap! - Form a circle with the leader in the center. When he points to someone and says "Zip" the player must give the name of the person on his right before the leader counts to 10. If the leader says "Zap" the player must name the person on his left. Anyone who gives the wrong name or is too slow drops out.

Prisoner's Escape - Provide two pieces of string, each about 3 feet long, for each pair in the group. Tie the ends of one string around the wrists of one of the pair, just tight enough to prevent him from slipping his hands through the loops. Tie the second "prisoner" in the same way, thereby linking the two people. Tell them to free themselves. Solution: Take the center of one of the strings and slide its bend up under one of the wrist loops of the opposite prisoner. Then bring the bend over his hand and down the opposite side of his wrists.

Betcha Can't

1. Tell anyone to place his right hand where his left hand can't reach it. After considerable commotion, solve the dilemma by placing your right hand on your left elbow.
2. Ask if anyone can walk out of the room with two legs and return with six legs. If there is no response, leave the room and come back with a chair or dog or cat.
3. Call a member of the audience and make an issue of the fact that he can't remove his coat alone. When he accepts the challenge, take your coat off too.
4. Boast that you can push a quarter through a ring. Ask if anyone can do it. Demonstrate by putting your finger through a ring and then push a quarter.

Wiggle Your Tummy - Tell the group to stand. Then ask, "How many of you can wiggle your tummy?" Try for some response. Then show the group by holding up your thumb and wiggling it.

Stick Out Your Tongue and Touch Your Nose - Ask how many can stick out their tongues and touch their noses. Have them try. Then show how it's done by sticking out your tongue and touching your nose with your finger.

Champion Hummer - Have the group pair off. On signal, each person is to look his partner in the eye and start humming a tune. Continue until one laughs or has to take a breath. Each winner finds another winner until one person is the champion hummer.

The Magic Pencil - Explain that you have a magic pencil that writes any color. Ask what color they would like it to write. When the victim names his color, write the name of that color: green, red, etc.

Jump Over the Pencil - Lay a pencil on the floor and ask someone to stand close to it. Tell him to bend over, grasp his toes, and jump over the pencil.

Camping Trip Name Game - Players sit in a circle. The leader starts by saying "my name is Tom and I'm going to take a towel on my camping trip." Other players follow using an item with the same letter as their first name and must repeat all that has been said before them.

Guess Who the Leader Is? - Players sit in a circle. Choose someone to be "it" and have him move away from the group so a "leader" can be chosen. The "leader" originates various actions for all to copy. When "it" comes back all the players follow the motions of the leader. "It" must try to guess who the leader is. When he does, the leader becomes "it."

Wiggles - Give everyone a pencil and paper and have him draw a wavy or zigzag line. Then tell the Scouts to exchange papers and make their line into a picture.

Initials - Den Leaders ask a question of each Scout in turn. Answers must be in two words that begin with his initials. (ex: Q. What is your favorite snack? Chuck Parker would answer Cherry Pie). If a Scout answers incorrectly he is out of the game. Last one remaining wins.

Animal Sound Hunt - Give each Scout paper and pencil. Whisper a different animal name to each Scout. On cue, each Scout makes the sound of his animal for one minute. When time is up, each Scout writes down as many animal sounds as he heard.

Kim's Game - Arrange 20 objects on the table. Have Scouts study the objects for 60 seconds. Cover the items. The Scouts write the names of as many objects as they can remember. The one with the longest list wins.

Pantomime - Give each boy a simple animal or object to pantomime. The first person to guess correctly gets to perform the next pantomime.

Back to Back - Arrange all the Scouts except one in pairs, standing back to back with elbows locked. When "it" calls - "All Change" each player must seek a new partner including "it" and lock elbows. The one without a partner becomes the new "it."

Squirrel in the Trees - Form small circles of three or four Scouts. They hold hands to form "trees with hollow trunks." A Scout representing a squirrel stands in each tree. Have one more squirrel than trees. On signal the squirrels must change trees. The one left out calls the next signal, starts the next game, etc.

Eat the Fishtail - Have the Scouts line up in a single file, holding each other around the waist. The first

Scout is the fish head and the last Scout, the tail. On signal, the head tries to catch the tail, while the tail tries to avoid being caught. All must continue to hold on to each other. The longer the fish, the better.

Get There First - Divide the players into teams and form parallel lines in a row. Then call for specific items to be placed at a designated spot. For example, when you call for a black shoe, the team that can place the black shoe in the designated spot first gets the point. Be sure to select items that the Scouts will have in their possession.

Pets For Sale - Each Scout is given the name of a pet. The pets sit in a circle with the Pet Shop Owner outside the ring. The owner walks around the circle and calls out the pets in any order. As they are called the pets leave the circle and follow him, imitating their pet. When the shop owner shouts "Sold" the pets and the owner rush to find seats. The last one standing is the next shop owner.

Crazy Relay - Boys form two teams facing a goal about 50 feet away. They must reach the goal by walking two steps forward and one step back. First team done is the winner.

Human Knot – gather in circle, everyone reaches in with left hand, grabs hand of one person across from them; everyone then reaches in with right hand, grabs hand of a different person. Then try to untangle the knot.

Birthday Lineup – everyone lines up in order of their birthday (month and day) – no talking!

Loop de Loop - Have the Scouts stand in a circle and hold hands. Start one hula hoop hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over him/herself and on to the next person - WITHOUT letting go of hands. Can do this with 2 or 3 hoops going at the same time in different directions.

Keep the Ball Up - Using a beachball, have Scouts start hitting it around and trying to keep it off the ground. Then challenge them to keep it in the air for 20 hits, or 30 hits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

Brownsea Island – Have all boys stand on a tarp, object is to turn the tarp over without anyone getting off the tarp

Zulu Toss – Scouts form a circle, begin tossing one ball from one to another, never repeating the person until everyone has touched the ball. Once one ball is moving around, then introduce a second ball, then a third, etc...

Fingertip Hula Hoop - In groups of around four, have students all put the tips of two (fingers of each hand) under the hula hoop. The object is for the group to be able to lower the hoop to the ground without anyone's fingertips coming off. Their fingertips MUST be in contact with the hoop at all times. To make this even more challenging, you can have the students try it WITHOUT ALLOWING ANY TALKING. This activity takes a lot of team work and cooperation. It is also a lot of fun for the kids.

7.0 Cub Scout Day Camp Den Yells

7.1 Why Den Yells

1. It gives every Scout a chance to participate as you do it.
2. It builds Den spirit and morale.
3. It gives the Scouts a chance to let off steam in an organized manner.
4. If the Den yells are created by the Den, it affords a chance for cooperative effort.
5. It helps keep the Scouts together while moving between stations.

7.2 Sample Den Yells (This is only to help your Den create their own)

Pop, pop, fizz, fizz

Den ____'s the best there is.

One, two, three, four,

Who are we for?

Den _____, Den _____.

Yeah!

United we stand.

Divided we fall.

Den _____

Is best of all.

Tutti- Fruitti! Punch and Judy!

Den _____ will do its duty!

Don't you worry! Don't you fret!

Den _____ will get you yet!

Strawberry Shortcake.

Eskimo Pop.

Den _____, Den _____,

Always on top.

Rah- rah- rah! Mud or dust!

We're Den _____!

Shout we must!

Razzle-dazzle! Never frazzle!

Not a thread but wool!

All together! All together!

That's the way we pull!

Den _____!

Look out! Here we come!

Den _____ is on the run!

We're from Den _____

Couldn't be prouder.

If you can't hear us,

We'll yell a little louder.

(repeat 3 times, louder each time.)

Bing-a-lacka; bing-a-lacka;

bing-bing-bing.

Ching-a-lacka; ching-a-lacka;

ching-ching-ching.

Bing-a-lacka; Chinga-a-lacka,

Who are we?

Den _____, Den _____.

Yes sir-r-ree-ee-eee!

Clap your hands.

Slap your thigh.

Den _____'s flying high.

Oooooooooooooooooo! Hey, Hey!

We're Den _____, Up and away!

Skinna-ma-rink! Skinna-ma-ree!

We like Den _____?

We! WE! WE!

8.0 The Scout Oath, Law, and Outdoor Code

8.1 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.

8.2 Scout Law

A Scout is:
Trustworthy, Loyal, Helpful, Friendly
Courteous, Kind, Obedient, Cheerful
Thrifty, Brave, Clean, and Reverent.

8.3 The Outdoor Code

AS AN AMERICAN, I WILL DO MY BEST TO --
BE CLEAN IN MY OUTDOOR MANNERS

I will treat the outdoors as a heritage.

I will try to improve it for myself and others.

I will keep my trash and garbage out of America's waters, fields, wood, and roadways.

BE CAREFUL WITH FIRE.

I will prevent wildfire.

I will build my fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS

I will treat public and private property with respect.

I will remember that use of the outdoors is a right that I can lose by abuse.

BE CONSERVATION - MINDED.

I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy.

I will urge others to do the same.

9.0 Outdoor Flag Ceremonies

9.1 Colors And Retreat

When the flag is raised in the morning, it is spoken of as "Colors." When it is lowered at the end of the day, it is called "Retreat."

9.2 Formation

The whole camp stands at attention, usually in a horseshoe formation around the flagpole.

9.3 Colors

1. "Color Guard Advance" - the flag bearer and guards advance by twos to the flag pole (or flag stand) and stand at attention during the whole ceremony. The whole camp comes to attention.
2. "Camp Salute" - the whole camp salutes, EXCEPT the Color Guard, when the flag on the rope is ready to be raised.
3. "Display the COLORS" - the flag is raised (or placed in the stand). The camp salutes as the flag is being raised and during the Pledge of Allegiance.
4. "Join me for the Pledge of Allegiance" - (all repeat the pledge).
5. "Tu" - the camp drops the salute and stands at attention.
6. "Color Guard Dismissed" - the Color Guard retreats when the ceremony is over and the camp relaxes from attention.

9.4 Retreat

This is just like "Colors" but in reverse.

1. "Color Guard Advance" - Color Guard goes to the flagpole by twos.
2. "Camp Salute" - the camp salutes.
3. "Retire the Colors" - the flag is lowered (or removed from the stand).
4. "Tu" - the camp drops salute but stands at attention while the flag is folded.
5. "Color Guard Dismissed" - the Color Guard leaves with the flag and the camp relaxes.

9.5 Ceremony

Usually consists of the Pledge of Allegiance, the Promise, and the Law, suitable poetry, or songs.

9.6 Folding

The flag is held by the Color Guard with the BLUE field nearest the flagpole. It is folded lengthwise in half, then again lengthwise in half, folding the blue field UNDERNEATH toward the outside. The last couple (farthest from the pole) begins folding the flag in a triangle from the stripes to the blue field. When the flag is folded with the blue field and stars showing the Color Guard resumes its original position. One member of the first couple steps up in front of the Color Bearer with the folded flag. It is placed in the bearer's outstretched hands, so that it can be carried, POINT forward, then returned to position.

9.7 Saluting

If not in a Scout uniform, a Scout salutes by placing the right hand over the heart. A Scout in uniform may use his right hand to his forehead. If he has on a hat, his finger should touch the end of the brim of the hat. At Cub Scout Day Camp, a Scout t-shirt and shorts is considered a "uniform."

10.0 Hints on Song Leading

An audience expects six things from a good song leader:

1. *Leadership/control* - Plan your selections carefully. Choose songs that fit the crowd and occasion. Proper choice of song can create or sustain or change the mood of the group. Beware of parodies and

songs that might offend. Do not ask what song they want- tell them.

2. *The name of the song* - Announce each song clearly and name the tune if it is not an original song.

3 *Information about the song—the words—the tune* - Be sure your whole group knows the song. If they do not, then teach them. Songbooks are valuable in learning songs, but after the song is learned, have the group sing with the book closed- the results will be more enthusiastic.

4. *The pitch or key* - Sing a few notes to give the pitch. Be sure the whole group has it. If you are too high or too low, stop and start over again.

5. *The Tempo (beating time)* - Start everyone at the same time. Call out the rhythm with the time, or clap your hands or stomp your foot and start on the next beat. Use simple motions, an up and down, pump-handle motion will get you started. Don't try to imitate a symphony conductor.

6. *Pep and Enthusiasm* - Don't insist on volume, at least not at the start. Tell the crowd that it's singing you want, not noise or volume. If it does not go well, then no one will know the difference. If it looks promising, say "That was splendid for practice, now, let's sing."

Formal leadership is not always necessary. Sing in natural groupings - someone starts a song and everybody just sings. The occasion will dictate the procedure and methods to be followed on conducting group singing. Ordinarily, the first song on a program should be a well-known song. The crowd cannot go wrong, and the success of this first song will establish the success of the leader.

11.0 Patriotic Songs

America, (Rev. Samuel F. Smith)

My country! 'tis of thee,
Sweet land of liberty,
Of thee I sing;
Land where my fathers died,
Land of the pilgrims' pride,
From ev'ry mountain side
Let freedom ring.

Our father's God to Thee,
Author of Liberty,
To Thee we sing;
Long may our land be bright
With freedom's holy light;
Protect us by Thy might,
Great God, our King.

America the Beautiful, (Katherine Lee Bates)

Oh beautiful,
For spacious skies,
For amber waves of grain,
For purple mountain majesties
Above the fruited plain.
America! America!
God shed his light on thee,
and crown thy good
with brotherhood
from sea to shining sea.

You're a Grand Old Flag

You're a grand old Flag
You're a high flying Flag;
And forever in peace may you wave;
You're the emblem of the land I love,
The home of the free and the brave.
Every heart beats true,
Under the red, white and blue,
Where there's never a boast or a brag;
But, should old acquaintance be forgot,
Keep your eye on the Grand Old Flag.

Daytime Taps

Thanks and praise,
For our days,
'Neath the Sun,
'Neath the Stars,
'Neath the Sky.
As we go,
This we know,
God is nigh!

God Bless America, (Irving Berlin)

God bless America
Land that I love,
Stand beside her
and guide her
Through the night
with a light from above.
From the mountains,
to the prairies, To the oceans,
white with foam.
God Bless America,
My Home Sweet Home,
God Bless America,
My Home Sweet Home.

Star Spangled Banner, (F.S. Key)

O, Say can you see,
By the dawn's early light,
What so proudly we hailed at
The twilight's last gleaming?
Whose broad stripes and bright stars,
Thro' the perilous fight,
O'er the ramparts we watched
Were so gallantly streaming.
And the rockets' red glare,
The bombs' bursting in air,
Gave proof thro' the night
That our flag was still there!
Oh Say, does that Star
Spangled Banner yet wave
O'er the land of the free
and the home of the brave?

God Bless the USA, (Lee Greenwood)

[1]

If tomorrow all the things were gone, I'd
worked for all my life
and I had to start again with just my children
and wife.
I'd thank my lucky stars
to be living here today
'cause the Flag still stands for freedom and they
can't take that away -y.

[2][4][5]

I'm proud to be an American, where at least I
know I'm free.
And I won't forget the men who died who gave
that right to me.
And I gladly stand up next to you and defend
her still today.
'Cause there ain't no doubt I love this land.
God Bless the USA

[3]

From the lakes of Minnesota
to the hills of Tennessee,
across the plains of Texas
from sea to shining sea
From Detroit down to Houston
And New York to L. A.
well there's pride in every American heart and
it's time we stand and say.

Taps

Day is done,
Gone the sun,
From the Lake,
From the Hill,
From the Sky,
All is well,
Safely rest,
 God is nigh!

Fading light dims the sight,
 And a star gems the sky,
Gleaming bright,
 From afar, Drawing nigh,
Falls the night.
So come on,
 Say goodnight,
As the shadows fade

 into evening light
With each living, glowing ember,
there are friendships to remember
As we say one last goodnight, goodnight,
goodnight.

Cub Scout Vespers

(Tune: Tannenbaum)

As the night comes to this land,
On my promise I will stand.
I will help the pack to go,
As our Pack helps me to grow.
Yes, I will always give goodwill.
I'll follow my Akela still.
And before I stop to rest,
I will do my very best.

This Land is Your Land, (Woody Guthrie)

Chorus:

This land is your land -- this land is my land,
From California --to the New York island.
From the redwood forest --to the Gulf Stream
waters
This land was made for you and me.

As I was walking --that ribbon of highway
I saw above me --that endless sky-way.
I saw below me --that golden valley.
This land was made for you and me.
CHORUS

I've roamed and rambled and followed my
footsteps
To the sparkled lands of her diamond deserts.
And all around me a voice was sounding,
This land was made for you and me.
CHORUS

The sun came shining and I was strolling
And the wheat fields waving and dust clouds
rolling,
As the fog was lifting, a voice was calling,
This land was made for you and me.
CHORUS

12.0 Cub Scout Day Camp Graces

Johnny Appleseed

The Lord is good to me
and so I thank the Lord,
For giving me the things I need,
The sun, the rain, and the apple seed,
The Lord is good to me.

Heavenly Father

(tune: Are You Sleeping)
Heavenly Father, Heavenly Father,
Once Again, Once Again
We will ask thy blessing, we will ask the blessing
Amen, Amen.

Thank You

(tune: Michael Row the Boat Ashore)
Thank you for the food we eat, Hallelujah
Thank you for the friends we meet, Hallelujah
Thank you for the birds that sing, Hallelujah
Thank you Lord for everything, Hallelujah

Other Graces

1. For health and strength and daily food, we give Thee thanks, O Lord.
2. For this and all Thy mercies, Lord, make us duly grateful.
3. For food and health and friendship, we give Thee thanks, O Lord.
4. We thank Thee, our Heavenly Father, for this food. Bless us as we partake of it that it may strengthen us for Thy service.
5. Be present at our table, Lord. Be here and everywhere adored, These mercies bless and grant that we may ever love and serve but Thee.
6. Be present at our table, Lord. Be here and everywhere adored, Thy creatures bless and grant that we, May feast in fellowship with Thee.
7. For health and strength and daily food, We praise Thy name, O Lord

The Scout Benediction

(usually said but can be sung)
And, May the Great Master of All Scouts,
Be with you 'til we meet again.

Scouting Family Grace

(tune: The Addam's Family)
We thank you Lord for giving,
the things we need for living.
For food, for fun, for friendship,
We thank thee now, O Lord.

Philmont Grace

For food, for raiment,
for life, for opportunity,
for friendship, for fellowship.
We Thank Thee, Oh Lord.

Cub Scout Day Camp Report Card - 2017

Please evaluate this year's Cub Scout Day Camp program and turn this form in at the Admin Area when you check out on Friday. Your opinions do count!!!

1. What I liked best about Cub Scout Day Camp

2. What I liked least about Cub Scout Day Camp _

3. Are the Cub Scout Day Camp meetings informative?

Explain:

4. What would you like to see added or removed from this program?

5. Are you in favor of continuing the Friday afternoon campfire as our family time? Explain:

6. Is there anything you would like to see changed or added to improve it?

7. Is there anything you would change about the Tag-A-Log program?

8. Are the promotional procedures adequate? _____ How would you improve them?

9. Is there anything you would change about the registration procedure?

10. If it becomes necessary to run an additional week of Cub Scout Day Camp next year, would you prefer a day, an evening, or a weekend program?

11. General Comments:

We are looking for a few FUN-LOVING Scouters. Would you be interested in being on Cub Scout Day Camp staff next year? If so please give your name, address, phone number and area you would like to work in. We'll contact you when we start planning next year.

Name: _____ Phone:

Address:

Area of interest (or put me anywhere):

Thank You