

CAMP GILIGAN

MAPS SONGS SKITS YELLS GRACES GAMES ACTIVITIES



Camp Barnard

Mar 28/29, 2015

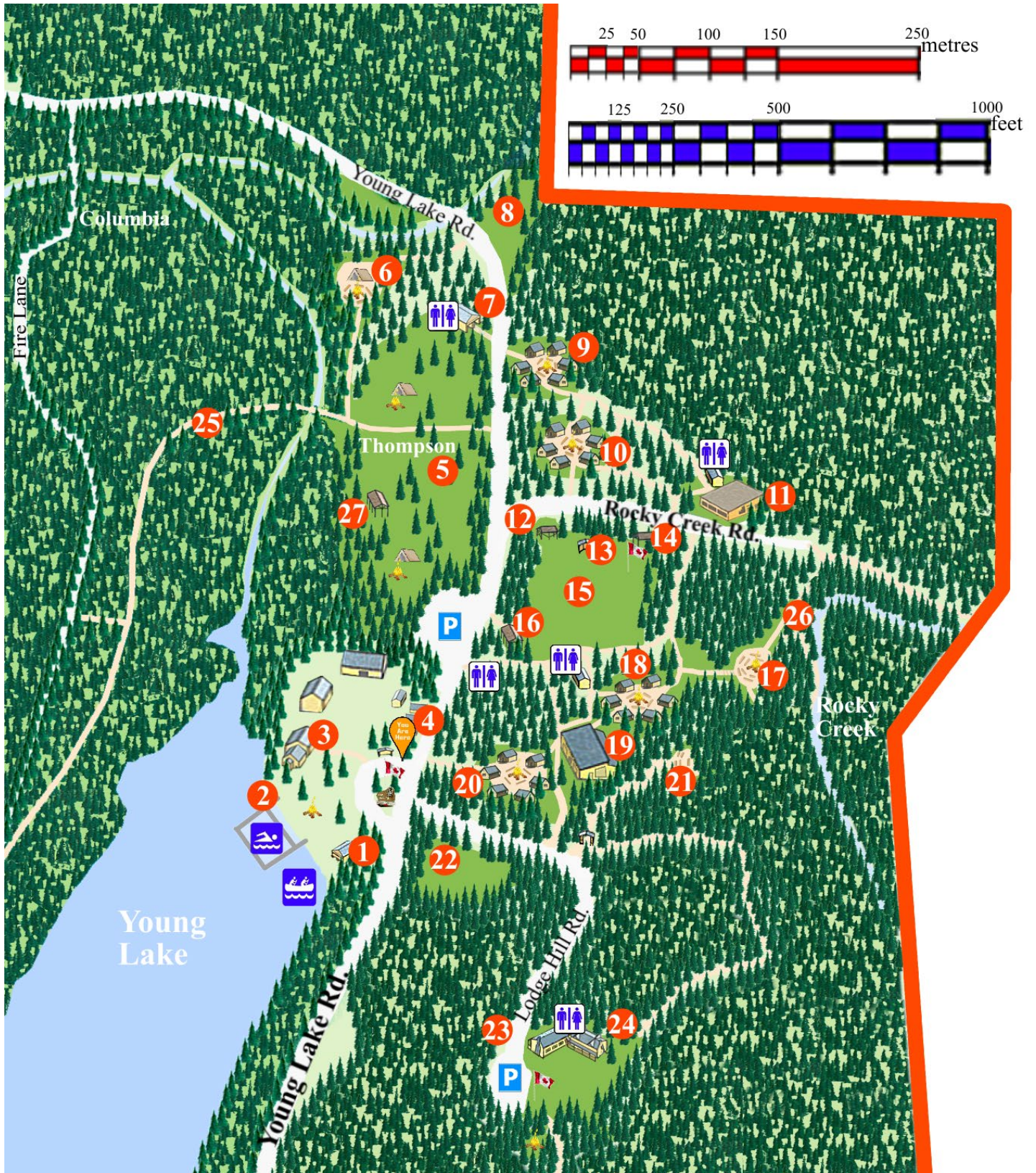
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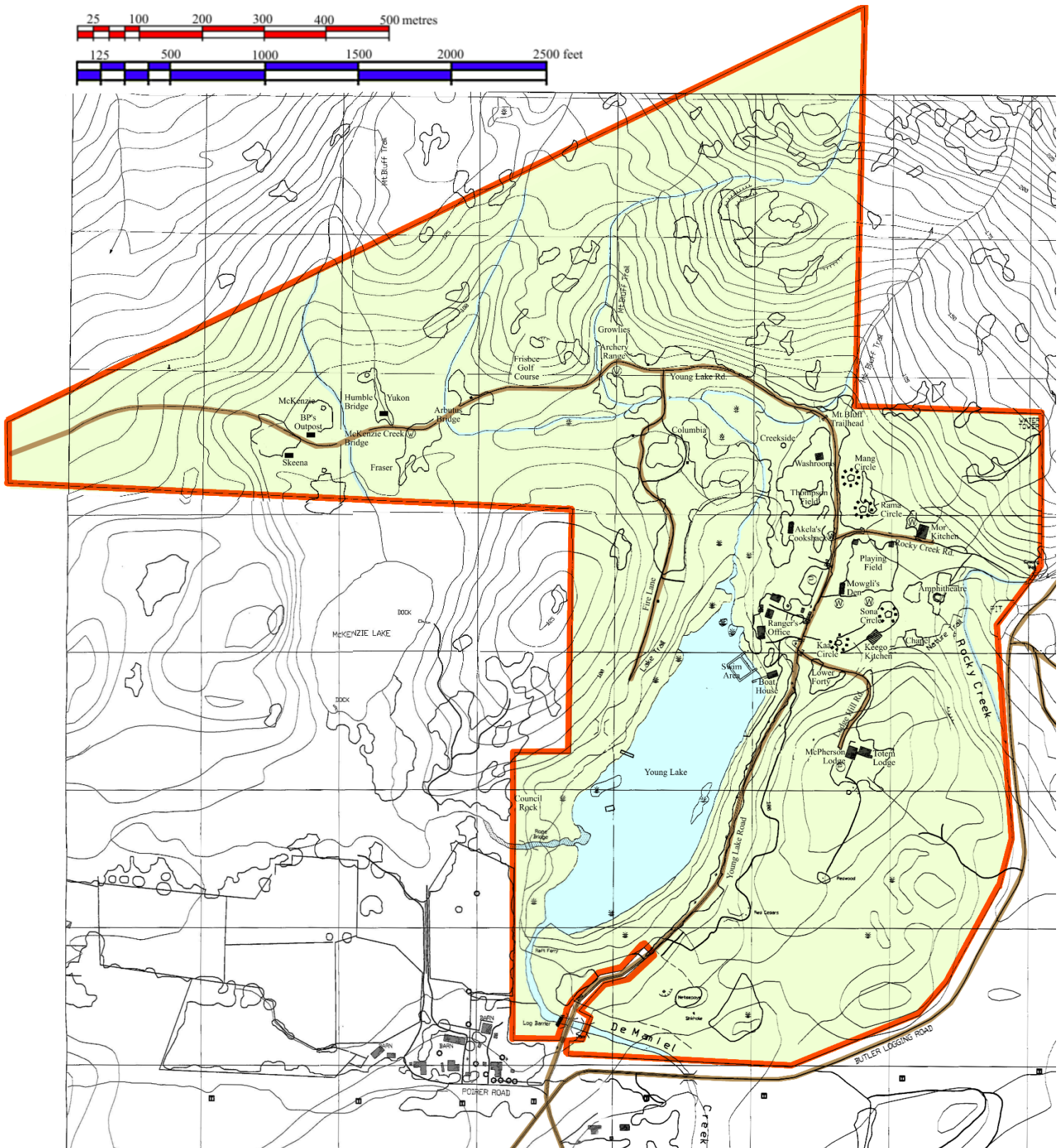
Map Key

1. Boat House
2. Swim Area
3. Camp Ranger's Office
4. Recycling, & Wood Sheds
5. Thompson Field
6. Creekside
7. Thompson Field Washroom
8. Mt. Bluff Trail Head
9. Mang Circle
10. Rama Circle
11. Mor Kitchen
12. West Field Shelter
13. Gone Home Board
14. East Field Shelter
15. Playing Field
16. Mowgli's Den
17. Amphitheatre
18. Sona Circle
19. Keego Kitchen
20. Kaa Circle
21. Chapel
22. Lower Forty
23. McPherson Lodge
24. Totem Lodge
25. Lakeside Trail
26. Nature Trail
27. Thompson Shelter

Maps – Heart of Camp



Maps – Overall



Songs

Wetspers

Softly falls the rain today
As our campsite floats away.
Silently each Cub should ask
Did I bring my scuba mask?
Have I tied my tent flaps down?
Learned to swim so I won't drown?
Have I done, and will I try
Everything to keep me dry?

It's A Long Way To Our Campsite (tune: Tipperary)

It's a long way to our camp site, it's a long way to go.
It's a long way to our camp site, to the best in life we
know. Goodbye television, farewell old armchair. It's
a long, long way to our camp site, but we'll soon be
there.

Ooni, Ooni, Wani Walki

Ooni, ooni, wani, walki,
Ooni, ooni, wani, walki,
Ay, ay, ay, iddie, ay, ay, ay, ay,
Ay, ay, ay, iddie, ay, ay, ay, ay,
Ay, ay
Ay, ay
(actions)

Moving to the right first, place both hands on your
neighbour's knees; then both hands on your own
knees; then both hands on the knees of your left
neighbour. Continue through the song.

Beginning with the arms folded Indian style, stretch
out left arm. Touch left wrist with right hand. Touch
left elbow with right hand. Go back to folded
position. Repeat with right arm. Continue through the
song.

Place left hand on nose. Place right hand on left ear.
Change positions throughout the song.

Gee, Ma, I Wanna Go Home

They say at Gilwell the tea is mighty fine.
It's good for cuts and bruises, and tastes like iodine.
Chorus
Oh, I don't want no more of camping life, Gee, Ma, I
wanna go, but they won't let me go, Gee, Ma, I
wanna go home.
They say that at Gilwell the food is really fine, A bun
rolled of the table and killed a friend of mine.
Chorus
They say that at Gilwell they teach the Leaders real
good, you go in like an angle and come out like a
hood.
Chorus

I Have Lost My Underwear

(tune: Bye Bye Blackbird)
I have lost my underwear, I don't care.
I'll go bare, Bye, bye longjohns!
They were very good to me, tickled me.
He, he, he, Bye bye longjohns!
How I'll miss that little trap door behind me,
If you see it, you'll know where to find me.
I have lost my underwear, I don't care.
I'll go bare, Bye, bye longjohns!

Yogi Bear

I know someone you don't know, Yogi, Yogi,
I know someone you don't know, Yogi, Yogi Bear,
Yogi Yogi Bear, Yogi Yogi Bear
I know someone you don't know
Yogi Yogi Bear
Yogi has a girlfriend Cindy, Cindy,
Yogi has a girlfriend Cindy, Cindy Bear
Cindy etc.
Yogi has a little friend, Booboo, Booboo
Yogi has a little friend, Booboo, Booboo Bear
Booboo etc.
Yogi has an enemy, Ranger, Ranger
Yogi has an enemy, Ranger, Ranger Smith
Ranger etc.
Yogi lives in Jellystone, Jelly, Jelly
Yogi lives in Jellystone, Jelly, Jelly Jellystone
Jelly etc.

Bug Juice

(tune: On top of old smokey)
At camp with the Cubs, they gave us a drink,
We thought it was Kool-aid, because it was pink.
But the thing that they told us, Would've grossed out
a moose, For that great tasting pink drink, was really
bug juice.
It looked fresh and fruity, like tasty Kool-aid,
But the bugs that were in it, were murdered with
Raid!
We drank it by gallons, we drank it by tons,
And the next morning, we all had the runs.
So the next time you drink bug juice, and a fly drives
you mad, he's just getting even,
'Cause you swallowed his dad.

I Had A Little Chicken

Oh, I had a little chicken and it wouldn't lay and egg,
So I ran hot water up and down her leg.
Up and down her leg (x3)
And the dumb, dumb chicken laid a hard
boiled egg.
Verses:
Hot grease Fired egg
Hot chocolate Easter egg

A pig Bacon and egg
Vinegar Pickled egg
Gun powder Hand grenade

My Dead Dog Rover

(tune: I'm looking over a four-leaf clover)
I'm looking over my dead dog Rover,
That I over-ran with the mower.
One leg is missing the other is gone,
The third one is scattered all over the lawn.
No need explaining the one remaining,
It's splattered on the kitchen door,
I'm looking over my dead dog Rover,
That I over-ran with the mower.

Henriette

(tune: Alouette)
Chorus
Henriette, ugly Henriette,
Henriette, oh she was a boot!
Verses: (Leader sings, all repeat each line)
Does she have the stringy hair
Yes she has the stringy hair
Stringy hair
Ohhhhhhhhh
Chorus
Does she have the crossed eyes
Does she have the crooked nose
Does she have the bucked teeth
Does she have the hairy chin
Does she have the swingy things
Does she have the big fat bum
Does she have the knocked knees

Shark Attack

Baby shark, doo doo doo doo doo doo
Baby shark, doo doo doo doo doo doo
Baby shark, doo doo doo doo doo doo
Baby shark
(Hold hand at shoulder height, open and close fingers
and thumbs like jaws)
Mama shark..... (hold hands together at chest height,
wrists together for jaw hinge, open and close hands)
Daddy shark.....(elbows together as jaw hinge, open
and close arms)
Grampa shark....(same as daddy, but make hands into
fists for gums, curl lips around teeth while singing)
Goin' swimmin'....(do breast stroke motion)
Here they come...(hands at chest height, left hand flat
to make water, right hand vertical like fin, move right
hand back behind left hand)
Swimmin' faster....(breast stroke motion, much
faster)
Shark attack...(both hands at shoulder height, make
biting motions)
Heart attack...(tap left chest with right fist)

CPR...(twine hands together, make "pushing" motion
into chest and back out)
Didn't work...(use two fingers to check pulse at each
wrist, then each side of the neck)
Goin' to heaven...(flap hands at shoulder height like
flying)
The end...(Jump half way around so back is into
circle, wiggle bottom back and forth)

I Wish I Was A Little Bar Of Soap

Oh I wish I was a little bar of soap (x2)
I'd slippy and I'd slidy over everybody's hidy. Oh I
wish I was a little bar of soap.
Verses
I wish I was a Little bitty frog.(x2)
I'd go hoppy, hoppy, hoppy. In the water I'd go
ploppy. Oh I wish I was a little bitty frog.
I wish I was a little garter snake (x2)
I'd go wriggle, wriggle, wriggle. And make all the
Wolf Cubs giggle. Oh, I wish I was a little garter
snake.
I wish I was a little mosquito (x2)
I'd go bitie, bitie, bitie. Under everybody's nightie.
Oh, I wish I was a little mosquito.

The Bear Song

Leader: Group (echoing)
The other day (The other day)
I saw a bear. (I saw a bear)
A great big bear (A great big bear)
A way up there. (A way up there)
Everyone:
The other day I saw a bear. A great big bear a way up
there.
· I looked at him, he looked at me. I sized him up. He
sized up me.
· He says to me. Why don't you run. I see you ain't
got any gun.
· I said to him. That's a good idea. So come on feet,
let's get out of here.
· And so I ran, away from there. But right behind me
was that bear.
· But ahead of me there was a tree. A great big tree
Oh, Glory Be!
· But the lowest branch was ten feet up. I'd just have
to trust my luck and jump.
· And so I jumped into the air. But I missed that
branch a way up there.
· Now don't you fret now don't you frown. 'Cause I
caught that branch on the way back down.
· That's all there is there ain't no more. Unless I meet
that bear once more.
· The other day I saw a bear. A great big bear a way
up there.

Baby Bumble Bee

I'm bringing home a baby bumble bee. Won't my mommy be so proud of me. I'm bringing home a baby bumble bee, Oo,ee, it stung me!

I'm squishing up a baby bumble bee. Won't my mommy be so proud of me. I'm squishing up a baby bumble bee.

Oo,ee, it stung me!

I'm wiping off a baby bumble bee. Won't my mommy be so proud of me. I'm wiping up a baby bumble bee.

Oo,ee, it stung me!

I'm licking up a baby bumble bee. Won't my mommy be so proud of me. I'm licking up a baby bumble bee. Yum-ee, it's strawberry.

If You're Happy And You Know It.

If you're happy and you know it, clap your hands.
If you're happy and you know it, clap your hands.
If you're happy and you know it, and you really want to show it.
If you're happy and you know it, clap your hands.

Verses:

Stamp your feet

Shout Hooray

Do all three

The Little Skunk

Oh, I stuck my head in the little skunk hole and the little skunk said, "Well bless my soul! Take it out! Take it out! Remove it!"

Oh, I didn't take it out, and the little skunk said, "If you don't take it out you'll wish you had. Take it out! Take it out! Pheww! I removed it!"

Ren Sen Sen

A Ren Sen Sen, A Ren Sen Sen
Gooli Gooli Gooli Gooli Gooli, Ren Sen Sen
A Ren Sen Sen, A Ren Sen Sen
Gooli Gooli Gooli Gooli Gooli, Ren Sen Sen.
Areeba, Areeba.
Gooli Gooli Gooli Gooli Gooli, Ren Sen Sen

Actions

Ren Sen Sen - slap thighs

Gooli - Tickle top of head and chin

Areeba - pinch fingers and thumbs together

Boom Chicka Boom

Say boom chicka boom

Say boom chicka boom

Say boom chicka-rocka-chicka-rocka-chicka-boom

Uh-hum

Oh yeah

Same thing

Here you will give directions about how each line is to be repeated, eg under water, it a tough voice, in a baby voice, in an English voice, etc. then end with:

No more times.

We're All Together Again

We're all together again,

We're here, we're here.

We're all together again.

We'er here, we're here.

Who knows when we'll be all together again.

Singing "All together again, we're here".

McTavish Is Dead

Oh, McTavish is dead and his brother doesn't know it, his brother is dead and McTavish don't know it. They're both of them dead and in the same bed, and neither one knows that the other is dead.

Tom The Toad

Oh Tom the Toad, oh Tom the Toad

Why are you lying on the road?

Oh Tom the Toad, oh Tom the Toad

Why are you lying on the road?

You did not see the car ahead, and now you're marked with tire tread.

Oh Tom the Toad, oh Tom the Toad

Why are you lying on the road?

Oh Fred the Fish, oh Fred the Fish. Why are you lying on the dish? You did not see the hook ahead, and now your head is stuffed with bread.

Oh Kitty Cat, oh Kitty Cat. Why does you tongue hang out like that. Why were you running from the mutts? Now that truck spread out your guts.

Oh Teddy Bear, oh Teddy Bear. Why are you lying over there? You did not see the gun ahead, and now your head is filled with lead.

Here Comes A Cowboy

Here comes a cowboy, all dressed in red.

Slipped from his saddle, bashed in his head.

Blood on the saddle, blood on the ground.

Great big globs of blood all around.

Second verse the same as the first,

A little bit louder a little bit worse.

Star Wars

(tune: Frere Jascues)

R2D2, R2D2

C3PO, C3PO

Obewan Kanobee, Obewan Kanobee,

Han Solo, Han Solo.

Mowgli's Hunting

(tune: Frere Jascues)

Mowgli's hunting, Mowgli's hunting.
Kill Shere Khan, kill Shere Kan.
Skin the cattle-eater, skin the cattle eater.
Rah Rah Rah, Rah Rah Rah.

Ole B. P.

Ole BP was a merry old soul, and a merry old soul
was he. He called for his staff, and he called for his
bowl, and he called for his Beavers three.

Share, share, share said the Beavers. Mighty fine
youth are we. There's none so fair as can compare to
the Scouting family.

Verses:

We shall do our best said the Wolf Cubs.
We shall be prepared said the Scouts.
We shall meet the challenge said the Venturers.
Serve, serve, serve said the Rovers.
We shall lead them all said the Leaders.

Swimming, Swimming

Swimming, swimming, in the swimming hole.
Sometimes it's hot, sometimes it's cold,
in the swimming hole.
Side stroke, back stroke, fancy diving too.
Oh don't you wish you never had anything else to do,
BUT!
(repeat dropping phrases, but keeping actions)

Long-Legged Sailor

Did you ever, ever, ever in your long-legged life, see
a long-legged sailer with a long-legged wife?
No I never, never, never in my long-legged life saw a
long-legged sailer with a long-legged wife.

Verses:

Short-legged sailor
Bow-legged sailor
Knock-kneed sailor
Pigeon-toed sailor
Knobby-kneed sailor

Did you ever, ever, ever in your long-legged life, see
a short-legged sailor with a bow-legged wife?
No I never, never, never in my knock-need life saw a
pigeon-toed sailor with a knobby-kneed wife.

Pirate Ship

When I was one I sucked my thumb the day I went to
sea. I climbed aboard a pirate ship and the Captain
said to me. "We're going north, south, east, west, and
up the Irish sea. A bottle of rum to fill my tum, and
that's the life for me."

Verses:

Two: tied my shoe
Three: scraped my knee
Four: shut the door
Five: did the jive
Six: picked up sticks
Seven: went to heaven
Eight: closed the gate
Nine: stood in line
Ten: did it again

The Sunny Side Of Life

Keep on the sunny side,
Always on the sunny side,
Keep on the sunny side of life.
We will drive you insane with the crazy refrain.
So, keep on the sunny side of life.

Alligator Song

You've got your Alligators and Orangutans,
A soaring eagle and an arctic trout.
A bunny, a beaver, and a silly elephant.
Na na na na na na na na na na
(Drop the words and just do the actions)

Coming Of The Frogs

(Tune of the Battle Hymn Republic)

Mine eyes have seen the horror of the coming of the
frogs,
They are sneaking through the swamps, they are
lurking under logs, you can here their mournful
croaking through the early morning fog, The frogs
keep hopping on.

Chorus:

Ribbit, Ribbit, Ribbit, Croak, Croak, Ribbit, Ribbit,
Ribbit, Croak, Croak, Ribbit, Ribbit, Ribbit, Croak,
Croak,

The frogs keep hopping on.

The frogs have grown in number and their croaking
fills the air,

There is no place to escape to cos' the frogs are
everywhere,

They've eaten all the flies now they're as hungry as a
bear,

The frogs keep hopping on.

Chorus

I used to like the bullfrogs, like to feel they're slimy
skin,

Like to put them in my teachers desk and take them
home again.

Now they're knocking at the front door, I can't let
those frogs come in, The frogs keep hopping on.

Chorus

They hopped into the living room and headed down
the hall,

They have trapped me in a corner and my back's
against the wall,

And when I open up my mouth to give a desperate call,
This is all that's heard.

My Stomach Has Had It

[Tune: My Bonnie Lies Over the Ocean]

My breakfast lies over the ocean,
My dinner lies over the sea,
My stomach is in a commotion,
Don't mention my supper to me.

CHORUS

Bring back, bring back,
Oh bring back my bucket to me, to me . . .

I really felt rotten this morning,
They tell me I really looked pale,
My stomach gave adequate warning,

CHORUS

To lean far out over the rail.
The sound of a stomach in motion,
A murmuring noise inside me,
I looked down and there on the water, was breakfast
& dinner and tea.

CHORUS

Ging Gang Gooli

Ging gang gooli, gooli, gooli, watcha,
Ging, gang, goo, ging, gang, goo.
Ging gang gooli, gooli, gooli, watcha,
Ging, gang, goo, ging, gang, goo.
Hey-la, hel-la shey-la,
Hey-la shey-la, hey-la ho.
Hey-la, hel-la shey-la,
Hey-la shey-la, hey-la ho.
Shalli-walli, Shalli-walli
Shalli-walli, Shalli-walli
Oompa, oompa, oompa, oompa....

Fish & Chips & Vinegar

Fish and chips and vinegar, vinegar, vinegar
Fish and chips and vinegar,
Pepper, pepper, pepper, salt
One bottle of pop, two bottle of pop,
Three bottle of pop, four bottle of pop,
Five bottle of pop, six bottle of pop,
Seven bottle of pop, pop.
Don't through your junk in my backyard,
My backyard, my backyard,
Don't through your junk in my backyard,
My backyard's full.

Boom Chicka Boom

Boom chicka boom, (repeat)
I said Boom chicka boom, (repeat)
I said Boom chicka rocka chicka rocka
chicka boom (repeat)
That's fine (repeat)
Ok, (repeat)

Just one mo' time (repeat)

Make New Friends

Make new friends
But keep the old
One is sliver
And the other is gold

Black Socks

Black socks they never get dirty, the longer you wear
them the stronger they get. Sometimes I think I
should launder them. Something keeps telling me,
Don't wash them yet, not yet, not yet.

The More We Get Together

The more we get together, together, together, the
more we get together the happier we'll be.
For your friends are my friends and my friends are
your friends. The more we get together the happier
we'll be.

Reach Out And Touch Somebody's Hand

Reach out and touch somebody's hand, Make this
world a better place if you can.

On My Honour

Chorus
On my honour I will try,
There's a duty to be done and I say aye,
There's a reason here for a reason above,
My Honour is to try and my duty is to love.
No one needs to know my name,
If I hurt someone then I'm to blame;
If I've helped someone then I've helped me,
And that's the way that it should be.
Chorus
I've tucked away a song or two,
If you're feeling low, there's one for you.
If you need a friend, then I will come,
There's plenty more where I come from.
Chorus
Come with me where the fire burns bright,
We can even see better by it's own light,
We can find more meaning in a campfires glow,
Than we've ever found in a year or so.
Chorus
We've a promise to always keep,
And sing "Day is Done" before we sleep,
We are all Scouts together, and when we're gone,
We'll still be a-trying and singing this song.
Chorus

Beavers Vespers

Softly falls the light of day, as our campfire fades
away,
Silently each Beaver asks, have I done my daily task?
Did I give the world my care, remembering to smile

and share?
Beavers turn to God in prayer, knowing He will
always care.

Cub Vespers

Softly falls the light of day,
As our campfire fades away.
Silently each Cub should ask,
Have I done my daily task?
Have I kept my Cub Law too,
Taught to me by old Baloo.
Have I tried to do my best?
God grant me, a quiet rest.

Scouts Vespers

Softly falls the light of day, as our campfire fades
away,
Silently each Scout shall ask, have I done my daily
task?
Have I kept my honour bright? Can I guiltless sleep
tonight?
Have I done and have I dared, everything to be
prepared?

Venturers Vespers

Softly falls the light of day, as our campfire fades
away,
Silently each Venturer asks, have I done my daily
task?
Have I kept my challenge true? Side by side, we'll
see it through.
Have I turned to God today? Let Him help show us
the way.

Rovers Vespers

Softly falls the light of day, as our campfire fades
away,
Silently each Rover asks, have I done my daily task?
Have I served my fellow man, guided by our
Founder's hand?
Rovers try to do their best; God will help them with
the rest.

Leaders Vespers

Softly falls the light of day, as our campfire fades
away,
Silently each Leader asks, have I done my daily task?
Have I served our youth today, knowing we should
lead the way
Leaders try to do their best; knowing God will do the
rest.

Sing Hosanna

Give me oil in my lamp, keep me burning,
Give me oil in my lamp, I pray.
Give me oil in my lamp, keep me burning,
Keep my burning 'til the break of day.

Chorus
Sing Hosanna! Sing Hosanna!
Sing Hosanna to the King of Kings
Sing Hosanna! Sing Hosanna!
Sing Hosanna to the King.
Give me joy in my heart, keep me praising...
Keep me praising 'til the light of day.
Chorus
Give me peace in my heart, keep me resting...
Keep me resting 'til the light of day.
Chorus
Give me love in my heart, keep me serving
Keep me serving 'til the break of day
Chorus

Ezekiel Saw A Wheel

Ezekiel saw a wheel a-rolling,
Way in the middle of the air.
A wheel within a wheel a-rolling,
Way in the middle of the air.
The big wheel ran by faith,
And the little wheel ran by the grace of God.
Ezekiel saw a wheel a-rolling,
Way in the middle of the air.
Verses
Ezekiel saw a fire a-burning...
Ezekiel heard a bell a-tolling...

Zulu Farewell

Go well and safely (x3)
The Lord be ever with you.
Stay well and safely (x3)
The Lord be ever with you

This Little Light Of Mine

This little light of mine I'm gonna
let it shine. (x3)
Let it shine (x3)
Versus
2nd Hide it under a bushel, No
3rd Don't let anyone whiff it out, (x3)
4th Gonna take my light around
the world (x3)

Five Hundred Miles

If you miss the train I'm on, you will know that I am
gone. You can hear the whistle blow a hundred miles.
A hundred miles (x4)
You can hear the whistle blow a hundred miles.
Lord I'm 1, Lord I'm 2, Lord I'm 3, Lord I'm 4, Oh
Lord I'm 500 miles away from home.
Away from home (x4)
Lord I'm 500 miles away from home.
Not a shirt on my back, not a penny to my name.
Lord I can't go back home this a-way.
This a-way (x4)
Lord I can't go back home this a-way.

I Want To Linger

Mmhm I want to linger,
Mmhm a little longer,
Mmhm a little longer here with you.
Mmhm it's such a perfect night,
Mmhm it doesn't seem quite right,
Mmhm that it should be my last with you.
Mmhm and in September,
Mmhm we will remember
Mmhm, our camping days and friendships true.
Mmhm and as the years go by,
Mmhm I'll think of you and sigh,
Mmhm this is good-night and not goodbye.
Mmhm I want to linger,
Mmhm a little longer,
Mmhm a little longer here with you.

Taps

Day is done, gone the sun,
From the lake, from the hills, from the sky.
All is well, safely rest, God is nigh

Daylight Version By Lady Baden-Powell:

Thanks and praise, for our days,
'Neath the sun, 'neath the stars, 'neath the sky.
As we go, this we know - God is nigh.

The Quartermasters Store

There were mice mice, eating all the rice
In the stores (In the where?)
In the stores (Say it again)
There were mice mice eating all the rice
In the Quartermaster's stores (behind the doors)
Chorus
My eyes are dim I cannot see
I have not brought my specs with me
I have not brought my specs with me.
(or 'I left my specs in the lavatory)
This is another song where the rest of the verses
follow the same format and again there are lots of
them, with new ones made up all the time
Gravy . . . enough to sink the navy
Soup . . . supposed to feed the group
Chips . . . as big as battleships
Rats . . . as big as alley cats
Ventures . . . wearing plastic dentures
Bread . . . as hard as ?'s head
Snakes . . . as big as garden rakes.
Beans . . . as big as submarines.
Cakes . . . that give us tummy aches.
Eggs . . . with scaly chicken legs.
Butter . . . running in the gutter.
Lard . . . they sell it by the yard.
Cheese . . . that makes you want to sneeze.
Bees . . . with little knobby knees.
Owls . . . shredding paper towels.
Apes . . . eating all the grapes.

Turtles . . . wearing rubber girdles.
Bear . . . with curlers in its hair.
Foxes . . . stuffed in little boxes.
Flies . . . swarming 'round the pies.
Fishes . . . washing all the dishes.
Scouts . . . eating brussel sprouts.
Leaders . . . slapping at the skeeters.

I'm A Little Beaver

Tune: I'm a little teapot
I'm a little beaver short and stout
Here's my tail and here's my snout
If you pull my tail you'll hear me shout
Hey I'm a Beaver, CUT THAT OUT!

Bottle Of Pop

One bottle of pop, two bottles of pop,
Three bottles of pop, four bottles of pop,
Five bottles of pop, six bottles of pop,
Seven, seven, bottles of pop, pop!
Fish and chips and vinegar, vinegar, vinegar
Fish and chips and vinegar,
Pepper, pepper, pepper, salt!
Don't throw your trash in my backyard,
My backyard, my backyard.
Don't throw your trash in my backyard,
My backyard's full!

If I Weren't a Beaver

If I weren't a Beaver, There's something I'd be
If I weren't a Beaver, a

A bird watcher I'd be
There's a lark, there's a lark, SPLAT!

A carpenter I'd be
Two by four, nail it to the floor!

An Archer I would be
Shoot the bow the mighty mighty bow

A Scoutmaster I would be,
Do this, do that, I'm gonna take a nap.

Ant's Go Marching

The ants went marching one by one. Hurrah, Hurrah.
The ants went marching one by one. Hurrah, Hurrah.
The ants went marching one by one,
The little one stopped to chew some gum.
(Chorus)
And they all went marching,
Down to the ground to get out of the rain.
Boom, boom, boom, boom.
(Insert the following lines, replacing one by one/to
shoot his gun, etc.)
Two by two - to tie up his shoe.
Three by three - to climb a tree.

Four by four - to shut the door.
Five by five - for a piggy-back ride.
Six by Six - to pick up sticks
Seven by seven - to look at heaven.
Eight by eight - to shut the gate.
Nine by nine - to tell the time.
Ten by ten - to shout THE END.

It's A Good Time To Get Acquainted

(Tune: Tipperary)

It's a good time to get acquainted
It's a good time to know
Who is sitting close beside you
And smile and say "hello"
Goodbye lonesome feeling, farewell glassy stare
Here's my hand, my name is _____
So put yours right there.

Swimming

Swimming, swimming;
In my swimming hole.
When days are hot,
When days are cold,
In my swimming hole.
Breast stroke,
Side stroke,
Fancy diving too.
Oh don't you wish that you could have nothing else to
do
[Repeat, humming the first line, singing the rest.
Repeat again, humming the first 2 lines, singing the
rest,
and so on until the whole song is hummed. Then sing
through]

Skits

The Airplane

7-Scouts acts as the pilot, co-pilot and radioman on an airliner. 4 other scouts are on the wings as the engines, on the wings of the plane.

The pilot announces to co-pilot that engine one has failed. Engine one (ham this up) sputters, makes noise and dies, Co-pilot instructs radioman to inform tower and tell them they will be arriving 15 minutes late (radioman radios tower and repeats message). Soon after engine two fails, repeat the process again but this time tell the tower they will be 30 minutes late. Then engine three with more panic tell the tower we will be 1 hour late. Finally the pilot announces the fourth and final engine has failed. The radioman then says: "Boys I'd better radio the tower, we may be up here all day!"

The Bicycle Shop

(The scene begins with three players on their hands and knees, in a row, as bicycles.)

Shop Owner: Well, there we are, three brand new bicycles all set up for sale.

Customer : (Entering) Hi. I'd like to buy a bicycle.

Shop Owner: Sure thing. Why don't you try them on for size ?

(Customer sits on the first bike and it falls down. The second is too big, while the third is too small.)

Customer : I sure like the first one, let me try it again.

Shop Owner: Why not ? (Setting up bike again)

There you are, it's all set up again. (Customer sits on it, and again it falls down.)

Customer : I don't know. I really like this one but it keeps falling down. I'm afraid it's not made well enough.

Shop Owner: Our bicycles are all very well made. It was just assembled this morning, and it may need a little adjustment. Let me get some help.

(A volunteer is chosen from the audience, who is instructed to hold one 'wheel' of the now upright bicycle.)

Customer : (Sitting on the bike) That's perfect now. What was the problem ?

Shop Owner: Oh, we just need a big nut to hold it together !

Candy Store

A candy store owner enters carrying a long pole. He asks two members of the audience to hold the pole, draping a blanket or sheet over it, explaining that this is the candy store. One by one customers come in asking for different types of candy, to each, the owner replies that he doesn't have any. Finally, a customer asks what he does have. The owner states

he doesn't have any candy left except for these two suckers on a stick, pulling the blanket away at the same time.

Dinner Special

Characters: two customers, waiter. Let actors develop actions and dialogue from the situation
Props: table with tablecloth, candles, menus, etc.
Most important - a storybook

Two customers enter a fancy seafood restaurant, study the menus, etc. Waiter arrives to take orders
One customer orders shrimp, the second says, "I'd like a lobster tail, please."

Waiter says appropriate things, goes away, returns with a storybook, sits down near customer two but face audience and begins to read; "Once upon a time, there was a little lobster...."

Doggie Doo

Two friends are walking along the street, perhaps having a conversation about something, talking about a movie or the latest hockey scores, when all of a sudden --

John: Hey Frank! Watch out! That may be doggie doo! Smell it to see if it smells like doggie doo!

Frank: (Smells it) Yep! Smells like doggie doo!

John: Touch it to see if it feels like doggie doo!

Frank: (Touches it) Yep! Feels like doggie doo!

John: Taste it to see if it tastes like doggie doo!

Frank: (Tastes it) Yep! Tastes like doggie doo!

John: Well! It's a good thing we checked and didn't walk in it!

The Failed Reporter

"I'm a reporter. I have been for 12 years. And in all that time, I've never had a real scoop. Never. I'm a failure. I've done this long enough, so now I'm going to jump off this bridge and kill myself. One, two, ..."
"Wait! Wait! Why are you jumping?"

"I'm a failed reporter. I've never had a real scoop."

"Oh. You think you have it bad, I'm a truck driver, and I've got hemorrhoids. I think I'll join you."

"One, two, ..."

"Wait! What are you all doing?" "We're committing suicide." "Oh, I'm a grade school teacher. I just realized that I can't stand whiney little kids. I think I'll join you."

"One, two, ..."

"Wait! What are you doing?" "We're committing suicide." "Well I'm a florist, and I've got hay fever." "sneeze!" "I think I'll join you."

"One, two, ..."

"Wait! What are you doing?" "We're committing suicide." "I'm a dentist, hic and I've had the hiccups for the last hic five years. Would you like a tooth

removed hic?" He holds one of those pointy dentist things, and each time he hics his hands jerk around "No!" "Then I think I'll hic join you."
"One! Two! Three!!!" They all jump, except for the reporter.
"Four people jump to their grisly deaths! What a scoop!" He runs offstage, scribbling furiously on his notepad.

Fishing Success

Five or six fishermen sit on the end of the dock (chairs), casting and winding in their lines. One fisherman is catching all the fish: the others have no luck. In turn, the unlucky ones ask the successful fisherman why he's doing so well. Each time, he mumbles a reply without opening his mouth, and nobody can tell what he is saying. The other fisherman get more irritated. After each question, the fisherman catches another fish, bigger than the last. (ham this up) The other gripe and protest. When the last person asks the question, the successful fisherman sighs, spits into his hand, and says, "You have to keep the worms warm."

Flora the Flea

The performer is putting his trained flea Flora through all her tricks, explaining all her tricks as she does them. His eyes follow every flip, jump, etc. as she performs and lands back in his hand. The he asks her to jump to the ceiling. His eyes lose her and she doesn't return. He looks high and low (perhaps with the help of a friend) but can't find her. Finally he looks in someone's hair.

Performer: (Delighted) Flora! There you are! I'm so glad to have you back. (looks more closely.) But say ... this isn't Flora!

Alternate Ending ... when Flora has done all her tricks,

Performer: Let's hear a big round of applause for Flora! (Begins to clap, then stops, horrified, realizing what he's done.)

Good Soup

(Several boys are seated around a large pot, sampling the imaginary contents with the spoons.)

Scott : Boy, this is sure good soup.

Brad : Yep, it's got REAL flavor.

David : Sure is, why it's even better than my Mom makes.

Matthew: Oh yeah. It's the best food I've eaten at camp all week.

Cook : (Enters waving floor mop and shouting)
Hey you guys ! Get out of my mop water!!!

The Important Papers

The setting can be either a king or a boss in his office who beckons to a courtier or assistant that he wants his royal or important papers. The person runs in with a sheath of papers, the king or boss quite agitated tosses them aside and demands that they bring him his important papers. Other people bring in other things one at a time such as a Boy Scout Handbook etc. The king throws them aside and gets more and more upset demanding that he have his important papers. At last the someone comes in with a roll of toilet paper (court jester, office boy etc.). The king knights him or the boss promotes him thanking him profusely and runs off the stage in visible relief.

The Invisible Bench

First person is squatting as though sitting on an invisible bench. The second person comes in and asks what the first is doing.

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many people as you want.

When the last person comes along, asks and is answered, he says "But I moved it over there this morning!"

AAAAHHHHHHH!!!! All seated people fall down.

Is It Time Yet?

Version 1:

Have several people standing in a line (facing the audience) with one arm on the next boys shoulder.

The first boy in line looks at the second and asks the second boy, "IS it time yet?" The second boy asks the third boy the same question and so on down the line.

The boy at the end of the line looks at his watch and says to the boy next to him, "No, its not time yet," and this continues on up the line to the first boy in the line again with each boy saying it in turn. This can continue a couple times; then when it gets to the last boy, he says, "It's time!" and when the message gets back to the first boy each boy moves his arm from the other's shoulder and puts his other arm on the boy next to him.

Version 2:

Line of 5-8 Scouts standing with left foot crossed over right, right arm crossed over left.

First Scout in line asks: "IS IT TIME YET?" -

Second Scout asks third, etc down the line.

Last Scout says: "NO"

Word is passed back to the first Scout, one Scout at a time.

After a lonnnnnnnng pause, First Scout asks: "IS IT TIME YET?"

It goes down the line as before.

Last Scout says: "NO"

Again and the word is passed back.

Another long pause.....

First Scout asks again: "IS IT TIME YET?" etc and,

Last Scout says: "YES" the answer is passed back.

Just after the first Scout gets the word, they all change to right foot over left and left arm over right

The King's Raisins

"I am the King. Bring me my raisins!"

First squire, "Here are raisins, sire, from the hills of California!"

The King "Those raisins are not fit for peasants!

Bring me my raisins!"

Second squire, "Here are raisins, sire, from the vineyards of France!"

The King, "They are hardly worth sneezing at. Bring me my raisins!"

Third squire, "These raisins, sire, were hand-picked with tweezers by Benedictine Monks in Germany! "

The King, "These are the worst yet! Bring me my royal raisin supplier!"

Two guys drag in the royal raisin supplier

The King, "Why have you not brought me my raisins?"

Royal raisin supplier, "My rabbit died!"

The Lost Quarter

Scene: One person acts as a lamp post, shining a flashlight on the ground. Another (#1) is groping around in the pool of light.

A third person enters, sees # 1, and asks: "What are you looking for?"

1: "A quarter that I lost".

He joins # 1, and helps him search. A fourth and fifth enter and repeat the above scene.

Finally one of them asks # 1: "Where did you lose the quarter?"

1: (Pointing away) "Over there:."

Boy: "Then why are you looking here?"

1: "Because the light is better over here !"

No Rocket Scientist

Setting: Rocket pilot in cockpit on one side of stage.

Ground control with computer on other side.

Rocket Pilot: Mayday! Mayday! Engine on fire. Mayday!

Ground control: We read you. Hang in there. We're going to try and lock in on you with our computer.

Rocket Pilot: Well, hurry up! I can't hold on much longer. I'm surrounded by flames.

Ground Control: O.K. This is critical. Before you eject -- state your height and position.

Rocket Pilot: Oh, I'm about 5 foot 6, and I'm sitting down. Bye! (Pretends to push eject button and jumps out of cockpit.)

Pet Shop

Customer: I'd like to buy a turtle.

Shopkeeper: Well, here's one of the only three turtles I have left -- they sell real well out here but turtle shipments are few and far between.

Customer: Gee, thanks! Just the kind I was looking for, too!

Later, customer comes in with dead turtle and is a little distraught. Customer: Look! He's dead already! How old was he?

Shopkeeper: Here, here. Let me see. Hmm. Look, having pets die on customers on the first day they buy them is bad for business, so here's a new one. No charge.

Customer: Thank you! That's so gracious of you.

Later, customer comes in with dead turtle and is more distraught.

Customer: Are you sure these turtles are okay? This one died on me too!

Shopkeeper: Let me see. Hmm. Well, here's the last of my three turtles, and though I won't get another shipment for a while, you can have it for free.

Customer: You are the nicest man I know. Thank you so much!

Later, customer comes in with dead turtle and is hysterical and crying.

Customer: What are you trying to do to me? This one died too!

Shopkeeper: Let me see this. This is bugging me too. Say. They all have scratches on the shells.

Why? What were you doing with them?

Customer: (Sniffing) Well, I was only trying to give my car a turtle wax!

Puppy in the Box

Announcer: This scene takes place on the street outside a grocery store.

(Several participants are gathered around outside the store, chatting.)

Roger : (Enters holding the box) Hi guys, would you please hold this box for me while I go into the store ?

(Exits)

Martin: I wonder what's in the box ?

Gerry : I don't know, but something is leaking out !

Bob : (Rubs finger against the bottom of box, then licks finger) Hmmm, it tastes like lemon soda.

Martin: (Also rubs box and tastes finger) No. I think it's more like chicken soup.

Roger : (Returns, looks in box) Oh, you naughty puppy !

Star Gazing

A scout walks to the center of the campfire looking up at the sky, keeping his head and neck very still. Soon he is joined by another scout and then another and so on. Each scout looks around and then begins to look toward the sky. The last scout enters and asked the scout next to him, "what are we looking at. He answers "I don't know." and then that scout asked the next until the question and get to the original scout. The original scout replies: "I don't know. I've got a stiff neck!"

Tracks

Two boys enter as if following a trail. They begin to argue over what kind of tracks they are: "I say they are raccoon tracks" "No they're wolf tracks" "No they're badger tracks ...". The argument continues until they are suddenly run over by a train. (Several boys linked together making chuga choo sounds, boy in front has a flashlight.

Chicken Farmer

The skit starts out, with 3 or 4 campers in a line and another camper (playing the hatchery owner) over on the other side of the stage.

The first camper (playing the Farmer) in the line pretends to start a truck, and the whole group "drives" over to the hatchery owner.

When they get there, the Farmer gets out of the truck, and walks over to the owner while the other campers (playing the crew) stay in the truck.

The farmer and owner greet, and the farmer announces that he would like to buy 4 dozen chickens, the owner says alright, and they agree upon a price. Upon agreeing on the price, the two spit in their hands and shake.

The farmer then turns to his truck, and shouts, "Hey you guys, get on outta that truck an' load up these here chickens!" (note: for a good laugh, the farmer can slur all of the words together, so almost nobody can understand him.)

The Crew gets out, and they load up the chickens.

While the chickens are being loaded, the farmer and owner can chat about the weather.

Once all of the chickens are loaded, the farmer gets back in his truck, and he and the crew all drive back to the Farm.

Narrator comes onto stage and announces: "One week later" then the cast repeats the process 2 more times...

On the third time through, farmer announces that he would like to buy 5 dozen chickens. The owner whistles, and says, "man, you must have a pretty good sized farm going on now."

The farmer then replies, "Well, I really can't tell yet, but I think I'm either planting them too deep, or too far apart."

Come See The Monster!

Description

Announcer: Come one come all! Come see the scariest monster in the world! (The person under the sheet)

Customer1: Alright, I'll check it out, how scary can it be? (They peek under the sheet and faint or run away screaming)

Announcer: O.K., Who's next? Step right up!

Customer2: I'll take a look (Peeks under sheet and screams while fainting)

Announcer: (rolls customer to the side) Anyone Else?

Customers 3 & 4: Let us look! (They both look under the sheet and faint)

Announcer: (Rolls customers with the other one) This wasn't in the job description. Does anyone from out there want to look at the monster?

(Choose a volunteer who won't get their feelings hurt easily)

Volunteer looks under the sheet and then the monster runs away screaming.

Crying Skit

The first person of the team comes on stage crying.

The next person comes out, asks the first one what's the matter and the first one whispers in his ear. Then they both start crying, long and loud.

Several others come out on stage, one at a time and repeat the same action.

When everyone is on stage, crying, moaning, howling, sniffing and so on (using large handkerchiefs that were dipped in water before their entrance and wringing them out splashily) the last person comes out and asks aloud: "Why is everyone crying?"

They all answer in unison: "Because we haven't got a skit!"

Hairy Hamburger

A man sits down in a restaurant and orders a hamburger. The waiter brings out his hamburger.

The man starts eating his hamburger and finds a hair in it; complains to waiter and another one is brought out.

The second hamburger has a hair in it and is taken back.

The third hamburger also has a hair in it. The man gets upset and demands to see the cook.

The cook comes out and the man asks him how he makes his hamburgers. The cook says that all he does is roll the meat and demonstrates making patties by placing the meat under his arm and squeezes.

Firing Squad

The firing squad marches the prisoners to a spot to be executed.

They line up the prisoners and ask the 1st prisoner if he has any last requests. The prisoner replies no.

The firing squad then follows the commands that are announced, "Ready...Aim..."

At this point the 1st prisoner points behind the squad and yells "hurricane!"

The firing squad turns away to look and the 1st prisoner runs away.

This scenario continues with the 2nd prisoner using "Tornado" and the 3rd prisoner using "Flood" (you can add more campers as needed.)

Finally, the last prisoner faces the firing squad.

The firing squad announces, "Ready...Aim..." and the last prisoner points behind the squad and yells "Fire!" at which time the squad shoots the prisoner.

Listen at the Wall

One person goes along a wall listening and listening.

Others come along and ask him what he is doing.

He says dramatically, "Listen," and the others do.

One of them says, "I don't hear anything", in a disgusted voice.

"LISTEN", he says more dramatically and they listen some more.

Again someone says, "I don't hear anything."

The original listener says, "You know," with a faraway look, "it's been like that all day."

Push a rope?

Description

All of the campers (except the one with the rope) line up in a straight line facing the audience.

Then from off stage, the camper with the rope walks right in front of them pulling the rope behind him.

Well he keeps on doing this, while the campers in the line are looking puzzled and confused, snickering at him and pointing.

Finally after a while, one of the lined-up campers asks the scout with rope, "Why are you pulling that rope?"

The camper with the rope stops and looks at him and says "Well have you ever seen a person push a rope before?"

River Water

There is a chief who is handing out forks spoons and knives and plates to a group of campers.

The first camper asks, "Can I get a fork please?"

The chief replies "Sure here you go."

Then the camper asks "How did you get it so clean?"

The chief replies, "River water."

You do this with at least 3 more campers using different objects (forks spoons knives plates).

The last camper says "May I have a fork?"

The chief says "I have to clean some first."

The chief yells "River water!" and a dog comes up and licks all the silverware.

All the campers act sick.

Clean Socks Skit

Scout #1: (could be a leader instead) Hey, everybody!

Our new socks have arrived! Come and get 'em!

[other scouts run onstage and line up to receive socks.]

Scout #1: OK, Johnny, how many socks do you need?

Scout #2: I need 2 pair.

Scout #1: Just two?

Scout #2: Yes, I wear one pair for a week while the other pair is in the dirty wash.

Scout #1: Yuch! Oh well, here you go.

Scout #3: I need 4 pair.

Scout #1: Why 4 pair?

Scout #3: I put on a fresh pair on Monday, Wednesday, Friday, and Saturday.

Scout #1: Well, that's better than wearing them a whole week. Here you go.

Scout #4: I need 7 pair.

Scout #1: Great. I bet that's a fresh pair every day, right? [gives the socks]

Scout #4: Right!

Scout #1: That's what I like. A clean scout! Here you go.

Scout #5: 12 pair please!

Scout #1: 12!? Man, you must really be clean. Why 12 pair?

Scout #5: Well, there's January, February, March, ...

Gotta Go Wee

(The boys are seated in two rows, as in a school bus, with one at the front as the driver.)

Tommy: [running to front] Stop the bus, I gotta go wee!

Driver: [making driving motions] I can't stop here. You can hang on, go on back and sit down.

[Tommy sits down, driver makes driving sounds]

Tommy: [a few moments later, runs to front] Driver, you gotta stop the bus. I gotta go wee.

Driver: It's only a little while to your stop. Hang on a little longer and we'll be there.

[Tommy sits down, bus continues]

Tommy: [moments later, running to front] I gotta go wee. I gotta go wee. Stop the bus.

Driver: [braking, stopping, opening the door] OK, OK, out you go!

Tommy: [exits, runs in circle] Wheeeee!

Cheers and Yells

Tony the Tiger Cheer

Leader starts quietly starting with GRRR and goes around the circle to complete word.

Ziggy

Ziggy, ziggy, hoy, hoy, hoy
Ziggy, ziggy, hoy, hoy,
hoy

Watermelon

Take up watermelon slice in both hands, chomp up one direction, and spit out seeds the other direction in a Bronx cheer.

Skyrocket

In pantomime, the group following the yell leader, plant imaginary rockets in the ground, light a match on seat of their pants, and apply it to the rocket fuse. As the rocket rises with a WHOOSH!!, the group begins to whistle (softly at first and then louder) and after a short pause, all shout BANG!!

Flower cheer

Imitating a flower growing, you rise up slowly, pausing part way. You look around, then quickly stand erect, yelling 'sprooooooong'.

Round of Applause

You clap your hands while holding your arms straight and moving your hands around in a wide circular motion.

Timber cheer

When you point to one half of the group, they yell, CHIP! When you point to the other half, they yell, CHOP! Then alternate CHIP! CHOP! CHIP! CHOP! faster and faster, ending with a loud "TIMBER!"

Stomp and Slap

When you raise your right hand, everyone stomps feet rapidly. When you raise your left hand, everyone slaps thighs rapidly. When you raise both hands, everyone stomps and slaps.

Handkerchief Cheer

You throw a handkerchief into the air. While the handkerchief is in the air, everyone applauds and cheers. They must stop the moment it touches the ground. Vary lengths of cheer with high throws, low throws and no throws.

Balloon Cheer

Pretending to blow a big balloon, you put your hands to your mouth and puff laboriously. You spread your hands slowly apart at each puff, then fling your arms out, yelling 'BANG'.

Mosquito

Z-z-z-z-z-z-z-z-z-z (Trace flight of mosquito with finger) Clap hands once for the swat saying 'GOTCHA'.

Boomalacka

Boomalacka, Boomalacka, Bow-wow-wow.
Chingalacka, Chingalacka, Chow-chow-chow.
Boomalacka, Chingalacka, WOW! WOW! WOW!

Very Good Cheer

Good..... Very Good..... we-e-e-e-e-e like it

Stupendous

Leaders: Was it bologna? *Colony:* NO *Leaders:* Was it beef? *Colony:* NO *Leaders:* Was it stew? *Colony:* YES! STU-PENDOUS

Hooray

Arm arm leg leg hip, hooray",

Seal of Approval

Put your arms straight out together. Clap flippers and say "Ort, Ort, Ort"

Graces

ABC Grace

Tune: Twinkle Little Star

ABCDEFG thank you God for feeding me.

Adam's Family Prayer

Tune of Adam's family theme

Duh duh duh duh (*snap snap*)

Duh duh duh duh (*snap snap*)

Duh duh duh duh

Duh duh duh duh

Duh duh duh duh (*snap snap*).

We thank you Lord for giving
The food we need for living

For fun and friends and family

We thank you now oh Lord

Dud duh duh duh (*snap snap*)

Duh duh duh duh (*snap snap*)

Duh duh duh duh

Duh duh duh duh

Duh duh duh duh. Amen.

For Health and Strength

A round

For health and strength and daily bread,

We give the thanks, oh Lord.

God is Great

Tune of "Rock Around the Clock"

God is – great – and God is – good

And let us thank Him for our food.

God is – great – and God is – good

And let us thank Him for our food.

Amen. Ah-ah-ah-ah-ah-ah-men.

Amen. Ah-ah-ah-ah-ah-ah-men

Yeah.

Grace with a Difference

Thank you for the food we eat

(Yum Yum)

Thank you for the friends we meet

(Such Fun)

Thank you for the birds that sing,

(Tra La La)

We thank you, for ev'rything. Yum

Yum Such Fun Tra La La Amen

Good Food

Good food,

Good meat,

Good God,

Let's eat!

Rub A Dub Dub

Rub A Dub Dub, thanks for the grub... YAAAAAY God!

Chinese Proverb

When you eat, remember the farmer.

Green Acres Grace

The tune is the Theme from "Green Acres" TV show; the motions are in parenthesis under each line of the song.

"Greeeen veggies are the best for me!" (*on the beat bend at the waist as though you are hoeing a row of veggies in the garden, you will do this twice during this line*)

"But Chiiiiicken fingers taste good, too, you see!" (*flap arms like a chicken*)

"We're so hungry we could eat a pig! - RUN ARNOLD!" (*rub your tummy like you're hungry, then put your hand to mouth to shout the "Run Arnold" part [cause you know Arnold was the pig on Green Acres... heehee] that can be shouted by a small group or the whole group*)

"Sooooo thank you Lord for everything you give! A-Men!" (*fold hands like you're praying then do the Amen like the Bomp-bom that would be the end of the Green Acres song*)

Christian grace

For every cup and plateful,
Please make us truly grateful.

Boom Boom Ta Ra Ra

Tune: Roll Out the Barrel

Give thanks for good friends,

We have a barrel of fun.

Give thanks for good food,

Don't waste one single crumb.

Boom Boom Ta-ra-ra!

Sing out a song of good cheer.

Now's the time to give our big

thanks,

For the friendship's here!

Yankee Doodle Grace

Tune of "Yankee Doodle"

We thank you Lord for daily bread

For rain and sunny weather

We thank you Lord for this our

food

And that we are together

Thank you, thank you, thank you

Lord

Thank you, thank you, thank you

Father

Thank you Lord for this our food

And that we are together.

Zip A Dee Do Dah Grace

Zip a dee do dah, Zip a dee ay,

We are grateful for your blessings today.

We've plenty to eat, to drink and to share,

We sit at your table, with friends everywhere!

Mennonite Blessing

Thank you for the wind and rain

And sun and pleasant weather,

Thank you for this our food

And that we are together.

Johnny Appleseed

(Revised/Updated)

Ooooh, the Lord is good to me

(*clap, clap*)

And so I thank the Lord (*clap,*

clap)

For giving me the things I need:

The sun and the rain and the apple seed

The Lord is good to me.

JOHNNY APPLESEED, (*clap*)

AMEN!

Shortest Grace by Dag

Hamarskjöld

For what has been—thanks!

For what shall be—yes!

Time To Eat Camping Grace

Tune: Ain't She Sweet

Oh, It's time to eat,

Camping meal time is a treat!

We thank God for his generosity

It's time to eat!

Johnny Appleseed III

Oooh the Lord is good to me,
And so I thank the Lord,
For giving me the things I need,
The sun and the rain and the
appleseed The Lord is good to me...

For every seed I sow
An apple tree will grow
And soon they'll be an apple tree
Enough for the whole wide world
to see
The Lord is good to me....

Oh, here I am, under the great blue
sky
Doing as I please
Singing with my feathered friends
and humming with the bees.....

I wake up every day
As happy as can be
Because I know that with God's
care
The Appletree will soon be there
The Lord is good to me....
JOHNNY APPLESEED AMEN!

Namaste Camping Grace

*The Tune: The More We Get
Together (na/ma/stay)*
Namaste means thank you,
means thank you,
means thank you.
Namaste means thank you,
Namaste my Lord.

For good food
and good friends
and feelings that don't end,
Namaste means thank you,
Namaste my Lord.

Thich Nhat Hanh, Buddhist

Earth, who gives to us this food,
Sun, who makes it ripe and good,
Dear Earth, dear Sun, by you we
live. To you our loving thanks we
give.

Our Father

Tune: Frere Jacques
Our Father, Our Father,
Once again, Once again,
We would ask your blessing,
We would ask your blessing,
Amen, Amen.

A New Day

We wake and rise to a new day,
Silver and green and gold.
Live that the sunset may find us
Worthy the gifts we hold.

Thank You for the Food We Eat

Tune: Michael, Row Your Boat
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.

We Gather Camping Grace

Tune: My Bonnie
We gather to ask for your blessing,
We gather to thank you in prayer.
Please bless all this food we are
sharing
And keep us in your tender care.

World Hunger Grace Camping Grace

For food in a world where many
walk in hunger,
For faith in a world where many
walk in fear,
For friends in a world where many
walk alone,
We give Thee humble thanks, Oh,
Lord.

Ancient Hindu Blessing

This ritual is One.
The food is One.
We who offer the food are One.
The fire of hunger is also One.
All action is One.
We who understand this are One.

Breakfast Prayer

Dear Lord, Keep us from being like
porridge. Slow to boil and hard to
stir. Make us like Corn Flakes.
Always prepared and ready to
serve!

God Our Father

Tune: Are You Sleeping
God Our Father
God Our Father,
Once again
Once again,

We would ask thy blessing
We would ask thy blessing;
Amen, Amen.

Islamic Tradition

As we sit at table and rejoice
In the mercy and goodness of God,
May the bonds of friendship be
strengthened, May our fellowship
be a light in the darkness,
And, most importantly, may we
remember
That in opening ourselves to each
other,
We open ourselves to God.

Batman Prayer

Na na na na na na na na
Na na na na na na na na
Thank you
Na...
For the food,
Na...
Amen

Chinese Grace

Never forget God's daily care:
Health and food and clothes to
wear. Freely we these gifts receive.
May we not His Spirit grieve.

Bless Our Friends, Bless Our Food

Tune: Edelweiss
Bless our friends, bless our food,
Come, O Lord and sit with us.
May our talks glow with peace,
May your love surround us.

Friendship and love,
May they bloom and grow,
Bloom and grow, forever.
Bless our friends, bless our food.
Come, O Lord and sit with us.

Cowboy's Grace

Tune: Home on the Range
Been out on the range,
All dusty and tired,
Been ridin' and ropin' all day.
Around the chuck wagon
We bow down our heads,
And sing out the cowboys' grace.
Allelujah, Amen Amen.

Games

Chase and Sew

Players form a circle. One Player is the tailor, and another Player is “it”. “It” tries to catch the tailor before he can sew all the seams. To sew the seams, the tailor runs between the Players, who then join hands - the seam is then sewn. “It” can only run around the outside or inside of the circle through unsewn openings while the tailor can run in and out.

Telephone

Played in a circle. It starts by having one Player whisper a message to the Player next to her. The message must be whispered and only said once. The message is passed from Player to Player until it comes to the last Player. The last Player then says out loud what she heard. The first Player says what she started with. It is always fun to see how mixed up the message can get by the time it is received by the last Player.

Skin the Snake

Players are divided into two lines, with about ten Players to a line. Everyone spreads their legs and passes one hand through their legs to the Player behind them. Each Player then grabs hold of the hand in front of them and the hand behind them. When everyone has joined their hands in their fashion only the front and last Player will have a free hand. The two snakes are now ready to be skinned. To skin the snake, the back Player starts the process by sitting down. The whole line of Players then shuffles backwards. The back Player lies right down as the group continues to move over top of him. As the line moves backwards, each Player in turn will sit down and then lie down. The Players must continue to hold hands! The line keeps moving backwards until everyone has been skinned.

Shoe Mix Up

The Players are divided up into two equal teams. The team members will take off one of their shoes and put them into a pile; with one pile per team. The Players will stand about eight feet from their pile waiting for the leader to give the signal to start. On the word “go”, team Players will put on a shoe that belongs to another team member. Once the shoes are on, the Players must then match up their left and right feet with the other team members wearing similar shoes. The feet of each Player must be pressed against the same shoe to be matched. The first team to match all of their feet wins the game.

Bagheera’s Bones

This is a quiet stealth game. You will need a collection of “bones” left over from Bagheera's hunting. This can be real bones (well cleaned) or wooden sticks, rocks or the like. The object of the game is to sneak up behind Bagheera and steal his bones. With a leader of Player facing a wall the other Players must sneak up and try and take the bones without Bagheera turning around and seeing them moving. If when Bagheera turns around a Player is seen moving, he must drop all the bones he has collected and go back to the starting line. The first Player to touch Bagheera wins.

Double Tag

Have the Players pair up. Each pair should spread out over the playing area and stand front to back (one behind the other). Be sure that the Players have enough room around them for people to run. One pair is separated with one person being “it” and the other person being chased. The only way to be safe from “it” is to stand right behind one of the pairs and tap the Player in front on the shoulder. The Player who got tapped on the shoulder now becomes the person being chased and can only be safe by standing behind a pair. If “it” tags the person he is chasing the chase is reversed. If the chaser becomes tired the can Switch the same way as the person being chased, by standing behind one of the pairs (be sure that the new person knows if they are chasing or being chased).

Wack’um

This is a circle game. Have all the Players stand in a circle facing inwards with their hands clasped behind their back, leaning slightly forward, and their eyes closed. Using a soft stuffed sock or the like have one of the players circle around the outside of the ring of Players and without hurting wack one of the Players on their hands. The wacking Player then drops the wack’um sock and races the wacked Player around the circle back to the original spot. The loser now becomes the wacker.

Balloon Bluff

Equipment: A minimum of 1 balloon per player.
Players of teams, in turn, are allowed to see a small balloon on the floor. They are then blindfolded and walk to where they think the balloon is. Without feeling around with his foot, each player has three tries to break the balloon by stamping on it with his foot. To make the game one of skill rather than luck, each player could have two turns. In this case the balloon should be moved for the second turn. The winning team would be simply the team that broke the most balloons.

Ball Pass

Equipment: 1 ball

The Pack form a circle and one Player has the ball. He passes it to the neighbour on his left and immediately starts to run (walk, hop, skip) round the circle, his aim being, to be back in his place to receive the ball when it has been passed right round the circle.

Dynamite

You will need four “Dynamite Sticks”. Divide the Players into three or four even teams of about four to six members, then within those teams assign each Player a number so that each team has a one, a two, a three, etc. Space the teams an equal distance apart and away from the pile of “dynamite” placed in the centre of the playing area. (A baseball diamond works well for this game). The object of this game is to get three of the dynamite sticks for their team. They can only carry one stick at a time and may only run when their number is called and must return to their team when another number is called. If when another number is called the Player has a stick they can bring it back if they don’t have a stick they must come back empty handed. Once the sticks in the centre of the playing area are gone the Players can take them from in front of the other teams. The sticks must be placed in front of all team members and cannot be guarded. A Leader calls out the numbers of the Players who will go out and retrieve the dynamite.

Pirates Treasure

This is a good quiet game. One Player is chosen to be the Pirate and is blindfolded (neckers work well for this) and placed in the centre of a circle with the pirate treasure in front of her. The treasure can be a set of keys or bells or some other noisy object. A leader quietly goes around the group and taps one of the Players on the shoulder and that Player then tries to quietly sneak up on the pirate and steal his treasure. The pirate gets three tries to point at the hopeful thief. If the pirate can’t find the Player or the Player is successful in taking the treasure that Player replaces the existing pirate and the game goes on.

Balloon Soccer

Have a number of balloons blown up and ready to use (having first determined that no-one has latex allergies. Have the Pack stand in a rock circle with feet shoulder width apart, touching the feet of the neighbour on each side. Players are not allowed to move their feet, but they can use their hands, heads, and bend and twist their legs... so long as their feet don’t move on the ground.

The balloon(s) is tossed into the circle over the heads of the players. The object of the game is for the

players to try and get the balloons through the legs of the other players. If a balloon passes through your legs, you lose the use of one arm (to be placed behind you back), if a second balloon goes through your legs you lose the use of your second arm (to be placed behind your back. If a third balloon goes through your legs, you are out of the game. As players are eliminated, the circle gets smaller and smaller until there is only one player left.

Whale Ahoy

Equipment: Ball

One player is selected to be the “whale”, he may run freely about the room. The rest of the Players each choose a position and since they are “rocks in the sea” they may not move. The aim is to “harpoon” the “whale” by hitting him with a ball. Whoever hits him takes his place as the next “whale”.

The skill of the game lies in passing the “harpoon” from “rock” to “rock” in an endeavor to corner the “whale”, rather than the Players taking random shots. This is good training in playing for the game rather than for the individual.

Mystery Number

Equipment: A whistle

The Pack forms a circle with the Sixers in the middle. The Sixers choose a mystery number known only to themselves. The Players march round in a circle chanting the number of each step they take. When they reach the secret number, the Sixers chase them. After ten seconds, the leader blows the whistle and the chase ends. Any Players who have been caught go into the centre and help the Sixers. The next number is decided upon and the game goes on until time is up and the Players who remain free are acclaimed as winners.

NOTE: As the chasers become more numerous, they must hold hands until the mystery number is reached. Set a limit to the mystery number. Anything over ten becomes tedious.

Defending the Fort

Equipment: Football

The Players divide into two teams, the attackers and the defenders. The defenders form a circle holding hands and facing outwards; they choose their captain who stands in the centre. The attackers surround the fort and try to kick the football in. It may go through the legs of the defenders or over their heads; if it does the latter, the captain may catch it and throw it out again. But once the ball touches the ground inside the circle the fort is captured and the players change sides.

Find the Leader

Have the Players seated in a circle. Select one to act as “it” and have him leave the room. The Players choose a leader. “It” is then called into the center of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. “It” keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes “it”.

Stock-Car Racing

The sixes line up in relay formation. Each Player is given the name of a car and when that car is called, he travels to the end of the room and back in the manner described, e.g.:

- 1) Rolls-Royce: this never goes wrong - the Player runs.
- 2) Honda: has a flat tire - the Player hops.
- 3) Nissan: is stuck in reverse gear - run backward.
- 4) Ford: very old model, can only go slowly - the Player walks.
- 5) Mini: only small - the Player runs, crouched down.
- 6) Humber: pulls trailer - the Player tows his buddy behind him.
- 7) Stock-car: everyone runs.

Steptag

Equipment: 1 Scarf

The Players take up positions anywhere in the room. One Player is blindfolded and he moves around the room, attempting to catch the others. Anyone who is in danger of being caught may move one, two or three steps in any direction. Once a player has moved three steps he must stand still and hope for the best. The skill of the game lies in not using a step until necessary, because once the three steps are gone, the player must remain stationary. He can, however, crouch down or sway his body provided he does not move his feet.

The Mystery Sack

Equipment: Pencil and Paper Per Player.

The Players sit in a circle in their Sixes, each Player with his paper and pencil in front of him. The leader comes in with an imaginary sack. He puts it down, opens it and takes out an imaginary article which he describes by miming. Each Player must then write down what he thinks it is.

Nose-and-Toes Tag

This game is played as a simple tag game, except that the runner may escape being tagged by grasping his nose with one hand and his foot with the other hand. A player who is tagged becomes “it”, and the game is continued.

Throwing Kim’s Game

The leader throws some articles to his assistant and after all have been thrown, the Players must write down what they are.

The Last Gasp

Players sit in a large circle on the floor, with legs straight in front. On a first signal each player inhales a deep breath, and on a second signal each whistles a sustained note while the breath lasts. Whenever a player has to stop whistling from lack of breath he lies back “dead” and the last player sitting up wins.

Ball Over

Draw a line to divide the area and have two teams take positions on either side. Players must not cross the line. Blindfold one Player Scout and provide him with a whistle. When the whistle sounds, put the ball in play. The object of the game is to keep the ball in the opposing team’s territory. One point is counted against the side that has the ball whenever the whistle is blown. The blindfolded Player can blow the whistle whenever he pleases. The lowest score wins. For variation have four or five players touch the ball before it can be returned to the other side. Or create a “no-man’s-land” along the divided line. Teams, in getting the ball over, must bounce it in “no-man’s-land”.

Goofy Ball

Goofy ball is played on a softball diamond, using only a beanbag. The pitcher tosses the beanbag to the “batter”, who catches it and throws it anywhere on the diamond that he chooses. He may attempt to throw it over the heads of the fielders or drop a bunt close to the plate. The runner is out if his fly ball is caught or if he is tagged by a player with a beanbag. There are no forced outs; even at first base, the runner must be tagged. Goofy ball is as exciting as softball, but does not penalize the small timid child or the poor batter.

Back to Back / Double Tag

Arrange all Players except one in pairs, standing back to back with their elbows locked. They are scattered at random over the playing area. When “it” calls, “All Change!” each player must seek a new partner and hook elbows with him. The one failing to secure a partner is “it” for the next round.

Blind Dell

In this game there is one Runner and all other players are Chasers. The Chasers are all blindfolded, but the Runner is not. He carries a bell that he must keep ringing continuously. The blindfolded Chasers try to tag the Runner. The one who succeeds trades places with him.

Crocodile Race

Line players up in teams, preferably 5 to 8 players. Mark a starting and a finishing line. Members of each team squat down and each puts his hands on the shoulders of the player in front of him. On signal, each team hops to the finish line and back. If the line falls over or players drop their hands from shoulders, the team must start over. Winning team is the first one back over the starting line.

Dark Square

Equipment: Piece of chalk. A pre-cut piece of paper could be used.

Players stand at one end of the hall in teams. While they watch, draw a square about 1 metre by one metre (larger or smaller depending on the number in the group) at the other end of the hall. Turn out the lights. Each team must try to get as many of its players as possible into the square before the lights are turned on again. The one with the most players in the square wins.

Feather in Orbit

Equipment: One fluffy feather per team.

Teams are seated in small circles. On signal, each team blows its feather in the air and tries to keep it there. If the feather falls to the floor, the team is out. Team that has their feather in the air the longest wins.

Freezing Statues

Players stand on a line. "It" stands on another line about 12 to 15 metres in front of them. "It" chooses a statue-like pose that players must assume when told to "Freeze!" Or each player may choose his own pose. "It" turns his back, counts rapidly to 10, calls "Freeze" and then turns to face the players. While he has been counting, players move forward. As soon as he calls "Freeze", they must take up the pose. Any whom "It" spots moving, or in the wrong pose players, they are sent back to the starting line. "It" turns his back and starts counting again, players again move forward and so on. The first player to cross the line becomes the next "It".

Seven Ways To Go

Players line up in relay formation. The leader tells them to choose Seven Ways To Go from their starting position to a marker about 10 metres away and back. Each team decides on which methods they will use, walking, running, hopping, crabwalk, crawling, going backwards, etc. On signal, the game is on. First team to complete Seven Ways to Go is the winner. Variation, leader gives out the Seven Ways To Go.

Smile Tag

A quickie! Allow about 5 minutes or less. Players form two equal lines facing each other and about 1 metre apart. One is "Heads" and the other is "Tails". The leader tosses a coin and calls out the side that turns up. If it is Heads, the Heads laugh and smile while the Tails must remain solemn. The Heads try to make the Tails laugh. Those who laugh have to join the Head's side. The coin is tossed again and the side that is up laughs while the others remain solemn. The line with the greatest number after 5 minutes is the winner.

Squat Ball

Equipment: Two to four large, soft rubber balls.

There are no teams, it is everyone for himself. Players spread out around the hall. Throw in two to four balls. Each player tries to recover a ball and hit some other player with it. A player who is hit squats and remains where he is; but he is still in the game. If he recovers a ball and manages to hit a standing player with it he stands up again and can move around.

Last player left standing is the winner. You may have to call "time". Variation, midway through the game shout "everyone is alive!". All squatting players can stand and the game continues. There will probably not be a winner.

Stork Ten-Pins

Equipment: A large rubber ball.

Six or more players, divided into two teams, one the storks and the other the bowlers. Storks stand on one foot in a line while bowlers take turns rolling a large rubber ball at them, trying to hit their feet. Storks may dodge by hopping up and down, not sideways. A stork is out if he is hit by a ball or touches other foot to the ground. After each bowler has had one or two turns, count up the number of storks that are out and reverse roles. The team that puts out the most storks is the winner.

Alphabet Scavenger Hunt

Give each Player a pencil and paper which has the alphabet listed vertically. Ask them to look in a designated area for nature items which begin with each letter of the alphabet and write the names of the items they see, but they must leave the items where they are.

Ha, Ha, Ha

Arrange Players in a circle. Ask the first to say, "Ha," the second, "Ha, ha," the third "Ha, ha, ha," and so on around the circle. The "Ha-ha's" must be said without laughing. Those laughing while saying their parts are eliminated. The one staying the longest wins.

Bucket Ball

This is a kind of basketball that can be played with any type of ball that bounces and a couple of large containers such as laundry baskets, bushel baskets, or large wastepaper baskets. Place the baskets (goals) about 60 feet apart, less if necessary because of space. Divide Players into two teams and play, using basketball rules. No points are scored if the ball does not remain in the basket or if the basket turns over.

Giveaway Tag

One Player is "It". The others are scattered around the play area. One of them holds an object such as a ball, rolled newspaper, or hat. "It" tries to tag the Player holding the object. The youth with the object may run with it or pass it to another Player. The player tagged becomes "It".

Blind Train

Mark two curving "train tracks" on the ground or floor, approximately 4 feet apart. Divide group into two teams. Each team lines up single file at the start of one track, with each player grasping the belt of the one in front of him. All players except the last in each line are blindfolded. Place various obstacles, such as tin cans, on either side of the twisting lines. The player at the end of the line must direct his team through the hazards. Score 5 points for completing the course; subtract one point each time the train touches an obstacle or crosses the opposing team's line. Team with the most points wins.

Eat the Fishtail

Players line up in single file, holding each other around the waist. The first Player is the fish Head; the last one is the Tail. On signal, the Head tries to catch the Tail while the Tail tries to avoid being caught. All must continue to hold onto each other. The longer the fish, the better.

Variation: Put a necker in the belt of the Tail, The Head must snatch the necker from the Tail.

Follow the Leader

Have the Players form single file behind a Leader or Sixer and imitate anything he does. The leader keeps the line moving and performs stunts for the others to copy. He gradually does more difficult tasks, such as climbing or vaulting over obstacles; jumping certain distances; taking a hop, skip and jump; walking backward; turning around while walking, etc. Anyone failing to perform the required feat drops out of the game.

Tails

Divide the Players into two teams. All players tuck their neckers loosely into their belts in back as tails. On signal, each team rushes toward the other, trying

to get their tails. Once a tail is taken, the Player who loses it, is out of the game. The capturer ties the tail around his waist. The team that captures the most tails wins. This is a good stalking game in a place where brush or shrubbery provides cover.

Blob

"It" joins hands with the Player he tags and together they chase the others. Everyone tagged by the Blob joins in, but only the first and last in line may tag others. The Blob may split into two parts and the first and last in line in the new part may also tag others.

Owls and Crows

Divide group into two equal teams - one are the Owls and the other the Crows. The teams line up, facing each other, about two feet apart. About 15 feet behind each team is their home base line. The leader makes a statement (this could be related to the monthly theme or nature items.) If the statement is true, the Owls chase the Crows toward their base line. If it is false, the Crows chase the Owls. Anyone caught must join the other team.

Art Consequences

Give each Player a pencil and paper and have him draw the head of a man, woman, or child. After he draws the head, he folds the paper so that only the neck shows. Each paper is passed on to the next player, who draws the shoulders, folds the paper, and passes it on. These continues, with others adding the waist, hips, legs, and feet. When the drawings are finished, they are opened and passed around so all can see.

Toothpick Pickup

Arrange Players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 beans. On signal, the contest is on to see who can be the first to lift out five beans using the toothpicks like chopsticks.

Electric Squeeze

Players hold hands in a circle, with "It" in the centre. One player starts the "shock" by squeezing the hand of one of the Players next to him. That player passes it on. The shock may move either direction. "It" watches the faces and hands of the players, trying to spot the location of the shock. When he guesses correctly, the player caught becomes "It".

Crazy Artist

Divide the group into two teams for a relay drawing contest. Provide each team with a piece of crayon or a marking pen. Place two large pieces of paper or poster board on the wall or table across the room. The object of the game is for each team to draw a

house, with each Player drawing no more than two straight lines. A player from each team runs to the paper, draws his two lines. Then returns and hands the child to the next player in line. The team with the best looking house wins.

Izzy Dizzy Relay

Teams line up in relay formation. On signal, the first Player on each team runs forward to a line, puts one finger on the floor, and circles around the finger seven times. The finger must not leave the floor. When he has made seven turns, he staggers back and touches off the next player on his team. First team to finish wins. Note: Remove all hazards before starting.

Capture the Flag

Equipment: 2 handmade flags on staffs 2' long; 2 different coloured sets of arm or headbands made of crepe paper.

Formation: teams.

Divide the group into two teams. Identify each by a set of arm or headbands.

Set up a jail area (3-4 square yards) and a separate hiding spot for each flag. Jails are set up at opposite ends of a 5-20 acre area.

The object of the game is to penetrate the other team's area and capture their flag. A flag is 'captured' after it has been returned to the captor's jail area.

Prisoners are taken by having their arm or headbands removed by an opponent. Prisoners are taken to the jail of their captor's; then they wait there quietly until they are released. Prisoners can only be released when a member of their team (with arm or headband intact) runs through the jail in which they are being held captive. After their release, prisoners are given free escort back to a central spot near their end of the area. Here, they are issued a new arm or headband.

The game continues until a flag is captured, or time is up.

Note: Supervision at the jails and 'new arm or headband area' is important. Encourage teams to plan elaborate strategies of defence and offence.

Variation: try playing the game with three or four teams, each with its own jail area and hiding spot for their flag.

Light - No Light

Evening game, outdoors

Equipment: flashlight

Formation: scatter

The game is best in a large open wooded area.

Players line up at one end of the playing area, while one player, holding a flashlight, stands at the other

end. The object of the game is to move from one end of the playing area to the other, past the person holding the flashlight.

The player with the flashlight stands with his back to the other players. Every five seconds, he turns around, turns on the light and scans the area for three seconds. If a moving player gets caught by the flashlight beam, he has to return to the starting end. Stationary players may remain where they are.

The first person to successfully move past the

'flasher' becomes the light for the next round.

Variation: The player with the flashlight keeps the flashlight on, and continuously scans the playing

area. Stalking players dress in dark clothes. If

stalking players are caught, they must return to the

starting end.

Clear the Deck

Indoors/outdoors

Equipment: None

Formation: Group

The four sides of the room are given names, i.e., 'Clear the deck!'; 'Man the boat!'; 'Shore leave!'; 'In the galley!'. When the leader calls out any of those commands, the Players rush to that side of the room.

There are extra commands as well: 'Boom coming over!' - lie flat on the floor; 'Admiral coming!' - all stand and salute. No one is ever out but the last Player to obey the order loses a life and rolls down a sock or rolls up a sleeve. Note: In the original version of the game the four sides of the room are Port, Starboard, Bow and Stern, although this is merely a matter of choice.

Mowgli and the Red Flower

Equipment: 1 red scarf or beanbag

Formation: Circle

Pick one player as Mowgli. He hides his eyes. Pick another player as 'it', without letting Mowgli know who 'it' is. Mowgli then comes into the village (circle) and tries to get the Red Flower (fire). The player who is 'it' tries to catch Mowgli before he can leave the village with the Red Flower. 'It' cannot move until Mowgli touches the Red Flower. Mowgli must enter and leave at the same point in the circle.

The two boys he enters between can put up their arms to signify a gate, so Mowgli will remember where to leave. If Mowgli is caught by the villager before he leaves the village, the villager becomes Mowgli and a new villager is chosen. If Mowgli leaves the village before he is caught, he gets to try again with a new villager. Have the boys in the circle lunge in a couple of times to confuse Mowgli so he doesn't know who the villager is.