



Frontier Days

NCS TASK FORCE

2011



Welcome to the “Frontier Days” theme - National’s Annual Theme program!

National’s new “One Team, One Theme” Program

2011 - “Frontier Days”

2012 - “A Jungle Adventure”

2013 - “Mysteries of the Deep: An Undersea Adventure”

Inside this issue:

Location Names	4
Ceremonies	6
Applauses	8
Skits	12
Run-Ons	13
Songs	16
Run-ons	18
Aud. Participation	18
Recognition	19
Support Material	20
Resource Disk	23
NCS SECTION	30



The material in this resource booklet is designed to serve your district or council in presenting tremendous Cub Scout camping events, AND in support of those dedicated Scouters in your area and across the region who staff National Camp School and who make up the National Camping School Task Force and Resource Team.

The first section includes material especially useful for council and district events. It will include all items listed on the next page. All material reflects the high standards of the BSA. Feel free to use any or all of it in your local Cub Scout camping events.

The second section is geared more to the presentation of National Camping Schools, but may be useful for local activities as well.

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Theme Location Names	4
Ceremonies	7
Skits	10
Applauses & Cheers	14
Run-ons	16
Songs	17
Audience Participation	19
Games	20
Recognition	25
Crafts	26
Cub Grub	29
Prayers	31
Words of Wisdom	32
Frapphics	35
Name Tags	40
Buttons	41
Standards by Session	42
Abolish Boredom Creatively at NCS!	43
Things to take to NCS	48



Show off your theme from the moment they arrive! Posting signs and using theme names to refer to the different locations puts some immediate fun and spirit into your event—before the fun *really* begins!

LOCATION	SO CALL IT
PARKING LOT	The Barn The Hitching Post The Corral The Livery Trailhead
GATHERING AREA	Town Hall Town Square Okay Corral Fort Courage Sheriff's Office The Arena The Ponderosa
STATIONS	Gold Miners Camps Saddle tramp Camps Conestoga Corners Rodeo Round Up
FIRING RANGE	Wyatt Earp's Range Shoot Out at the Okay Corral Rustlers Revenge Pioneers Challenge Rustlers and Wranglers Gunslingers Grove
TRADING POST	The Corner Store General Store The Mercantile Trailhead Traders Mule Skinner Mike's Rustlers Roost Hoss' Haven Festus' Fur Traders



LOCATION	SO CALL IT . . .
OBSTACLE COURSE	Davy Crockett's Challenge Quigley's Quarry Mountain Man Rendezvous Pony Express Run Oregon Trail Open Chisum's Challenge
FIRST AID	The Medicine Man Black Bart's Bandage Bay Doc Holiday's Saddle Sore Store Nurse's Nook Festus' Fixer Upper Wheelwright Shop Blacksmith Bay Wounded Knee Wagon
FOOD COURT	Billy Bob's Beanery Hard Tack Shack Watering Hole Miss Lil's Libations Root beer Barrel Sassparilla Saloon Soda Jerk & Jerky Ms. Kitty's Trail Grub Kit Carson's Cook Shack
WATERFRONT	Shanghai Chutes The Trough Sluice Box Rough Ryder's Rafts River Rats' Rafts



LOCATION	SO CALL IT	
ADULT VOLUNTEERS	Wagon Masters Trail Boss Head Wrangler	
SCOUTS	Sodbusters Saddle Tramps Pioneers Settlers Cub Caballeros Vaqueros Cub Cowboys Trail Hands	
ADDITIONAL WORDS TO CONSIDER	Prairie Conestoga Buffalo Bill Davy Crockett Jim Bowie Calamity Jane Plum Creek antelope	Prairie schooner Farrier Daniel Boone Lewis & Clark Annie Oakley Sam Houston Lariat



Opening Flag: Pioneer

Our Frontier forefathers helped start our great land
With courage and bravery they took their stand
Let's pause a moment to pay them tribute today
Grim hardships and setbacks they had in their way
Remembering how they were put to the test
In history books t's said they always DID THEIR BEST
May we ever be thankful for their courage so grand
So we can proudly salute – the flag of our great land.

Please stand and join us in the Pledge of Allegiance

Opening Flag

Personnel: Boys come on stage dressed as pioneers with coonskin caps, and powderhorns.

Narrator: The men of the frontier were clothed in buckskin and homespun. They had lots of strength, courage and patience. Mile upon mile they pressed westward. They crossed rivers, prairies and mountains, carrying rifles, kettles and faith. Many left family and comfort far behind them for a future they thought would be good. They took little money and lots of faith along with their courage, patience and vision. These were the things that really mattered the most. They were the PIONEERS of the FRONTIER!!

Please stand and join me in the Pledge of Allegiance.

Opening: Alaska Frontier

There were many pioneers who ventured north to the Alaskan frontier and left their mark. Here are just a few:

- F** Franklin. Sir John Franklin explored the eastern part of the Arctic coast of Alaska in 1826.
- R** Raymond: Captain Charles Walker Raymond in 1869 went to Fort Yukon to determine it's graphic position. This established that the Fort was in American Territory.
- O** Old Prospectors: Prospectors traveled to Alaska for the lure of gold and treasures
- N** Nelson: Edward William Nelson spent four years in Alaska as a collector for the Smithsonian. We are grateful for the many treasures he was able to preserve.
- T** John Henry Turner: during his time in Alaska made a valuable collection of bird and animal skins which were given to the University of California, ensuring that we can know about native animals the pioneers would have encountered in the Alaskan frontier.
- I** Staff Captain Peter Ivanovich Ilin, was a surveyor in the 1800s of the eastern coast of Alaska. He has a bay named after him.
- E** George Homans Eldrige was a geologist of the US Geological Survey and in 1898 explored the Cook Inlet of Alaska.
- R** Professor Israel Cook Russel from the US Geological Survey in 1889 surveyed the Malaspina glacier and Mount St. Elias.

These pioneers and explorers, like so many of the other heroes of the frontier, set the ground for other explorers and adventurers to discover the interesting and exciting state of Alaska. Alaska is a part of our nation. Please join me in pledging allegiance to the flag of our great country. (say Pledge of Allegiance)

Opening

- Boy #1: America is just one big adventure
- Boy #2: This is my country. I will use my eyes to see the beauty of this land.
- Boy #3: I will use mind to think what I can do to keep it beautiful.
- Boy #4: I will use my hands to serve it and care for it.
- Boy #5: And with my heart, I will love and honor it.
- Boy #6: Many pioneers crossing our great land had a big adventure as they settles the frontier.



FLAG CEREMONY

The stage is set with a large kettle and campfire. Inside the kettle and against one side is a folded flag out of sight of the audience.

1st boy: Tonight we're going to fix for you a treat that's really grand
and make for you a recipe -- the grandest in the land.
2nd boy: In first we'll put a heaping cup of red for courage true. (*pours in container of red paper cut in small pieces*)
3rd boy: And then we'll add for loyalty a dash of heavenly blue. (*pours in container of blue paper cut in small pieces*)
4th boy: For purity we'll now sift in a layer of snowy white, (*pours in container of white paper cut in small pieces*)
5th boy: We'll sprinkle a pinch of stars to make it come out right. (*pours in a small container of silver stars*)
6th boy: We'll stir and stir and you will see that what we've made is Old Glory. (*pulls out flag and holds it up*)
7th boy: Our flag is the most beautiful flag in the world, Let's always be loyal to it.

Please stand for the Pledge of Allegiance to the Flag.

OPENING

Supplies needed: Flag, 3 candles, (red, white, blue) board or holders, narrator
and three scouts to light candles.

Have you noticed the strong bond between our flag and our promise? This bond is the same as the one the Pioneers had with the flag. Let me show you. (First Scout holds up the flag)

One of the colors of the flag is white, It is the symbol of purity and perfection, It is like the first part of our Scout Promise, Our Duty to God. (Another Scout helps to hold the flag)

The color red in our flag means sacrifice and courage, the qualities of the founders of our country. Red is the symbol of the second part of the Scout Promise. Our duty to other people requires courage to help anyone in trouble and the self-sacrifice of putting others first. (*Another Scout helps to hold the flag*)

Blue is the color of faith. It represents the Law of the Pack, which we faithfully follow. We do our best to be true and honest and strong in character.

Just as our forefathers of the frontier did, let us dedicate ourselves to our country with our pledge to the flag.

ACROSS AMERICA

This calls for 8 Cub Scouts; they may be dressed in costumes to represent the characters they met, or they may choose to hold a picture of the character with their script written on the back.

Cub 1: I traveled across America and many legends I did meet.

Cub 2: I rode the Pony Express from Missouri to California.

Cub 3: I saw Daniel Boone in Kentucky.

Cub 4: Met Davy Crockett at the Alamo.

Cub 5: Rode with Pecos Bill in New Mexico.

Cub 6: Hunted for the Lost Dutchman in Arizona.

Cub 7: Walked with Bigfoot in the Pacific Northwest.

Cub 8: And rode Babe, the blue ox across the Dakotas.

During Cub Day Camp (Twilight Camp) we will be meeting these legends and others that made the trek westward.

**PICTURE OF OUR NATION**

Setting: The American flag is off stage

Narrator: I am about to show you a picture of our past—of Davy Crockett, Kit Carson, Daniel Boone, the famous forty-niners, and Lewis and Clark. It is a picture of all those brave frontiersmen who headed west.

It is a picture of our people—200 million of them. They are part of the picture we are helping to paint. To this picture we would add the portraits of Cub Scouts, growing into men, who will live useful lives and who will add to that history of noble action which is our American heritage.

Cub Scouts and parents, may I present to you the picture of our country! (A Cub walks in from the back of the gathered campers with the American flag).

The flag of the United States of America!

Please stand and join me in saying the Pledge of Allegiance to this great flag—the picture of our nation.

AMERICA OPENING

A—is for All people in our land.

M—is for Men who helped build so grand.

E—stands for Equality of race, color, and creed.

R—is Respect for all people's needs.

I—is for Ideas—new ways to know your neighbors.

C—stands for Caring and sharing in labor.

A—is for the Allegiance we feel for our land.

Now let us stand and show our respect for our country by saying the Pledge of Allegiance.

AS AN AMERICAN, I WILL DO MY BEST TO . . .

Pioneers like Daniel Boone, Davy Crockett, and John Muir practiced these things in their everyday lives because they loved the outdoors. They lived their lives for the enjoyment they found in their natural surroundings. Please stand and make the Cub Scout Sign. Will you keep the outdoor code as the pioneers of old did? (shout YES!)

**DAVY CROCKETT SKIT**

Characters: Announcer, 6 Cub Scouts in Davy Crockett costumes; 7th Cub in dress clothes and wearing a coon skin cap.

Announcer: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

Cub 1: He learned to know the critters, from the Possum to the Bear, wait until you hear what he did with just a stare!

Cub 2: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

Cub 3: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

Cub 4: Davy was caught between a panther and a bear, so you see he couldn't use just a simple little stare. He aimed "Old Betsy" at a rock between the two - the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!

Cub 5: Davy was a fighter honest, brave and true; but fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

Cub 6: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

Announcer: Folks liked Davy's way of doing things. They thought Davy ought to be a congressman and help run the country., The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

Cub 7: I'm Davy Crockett, fresh from the backwoods. I'm half horse, half alligator, and a little bit tetchd with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

ALL BOYS: SING "DAVY CROCKETT"

THE OLDEST SETTLER IN THE WEST

Cub #1: Who's the oldest settler in the west?

Cub #2: Death Valley Scout?

Cub #1: Nope

Cub #3: Buffalo Bill?

Cub #1: Nope.

Cub #4: Daniel Rodney?

Cub #1: Nope.

Cub #2, 3 & 4: We give up, who is the oldest settler in the west?

Cub #1: The sun!

**AMERICAN FOLK TALE SKIT**

Narrator: America's history is full of colorful characters. I'm sure you've heard of many that you couldn't even begin to count them. But we also know that much of our country's history wasn't written down until many years had passed. Memories fade as time goes by. Now...we're not calling our historians liars...but...things were not always the way they told us. Take, for instance, the burro express rider.

Rider: *(enters pulling the burro)* "Come on Speedy, those Cub Scouts at Southside are waiting for their mail.

Narrator: "Excuse me sir? Why do you call your burro Speedy?

Rider: Why, this here is the fastest burro in the west.

Narrator: "How fast is he?"

Rider: "Why, he's so fast he can dance his shoes off! *(Burro dances, and removes his shoes and tosses them into the crowd and they leave.)*

Narrator: And there's always the legend of Rip Van Winkle. It's really quite unlikely that he could sleep for forty whole years.

Rip Van W.: *(entering)* Sleep? Did I hear someone mention sleep. Oh, I'd love to get some sleep!

Narrator: Have a hard day Rip?

Rip Van W.: Day, day he says! Days is more like it. Ever since those Cub Scouts came to town, I haven't slept a wink. Their Den Leaders keep knocking things over and tripping over things. And you should hear them laugh.

Narrator: Poor Rip, I guess he could use forty years sleep now.

Chef: *(entering eating an ice cream cone, and looking over and under and around things, saying...."Nope, not here, etc. and "I know it's around here somewhere." Continuing to look.)*

Narrator: Boy that ice cream looks good. Where can I get some?

Chef: Down the road at Custard's Last Stand.

Narrator: What are you looking for?

Chef: A mine.

Narrator: You mean the Lost Dutchman Mine?

Chef: No the lost Italian Mine of course. I hear they have the greatest pizza.

Narrator: There was a guy over there who was talking about pizza earlier. I think his name was Wild Bill.....*(hiccup)* Wild Bill.....*(hiccup)*....

Chef: Yeah, I know him, Wild Bill Hiccup - Hiccup...*(leave the room)*

THE SHOW DOWN

Set up: Western costumes, stick horse, Town's Treasure (small toy)

Characters: Sheriff Fear Less, Banker Count de Money, Bad guy Rude Red Bart, Good guy The Looone Ranger, Den Leader.

SHERIFF: (on stage alone) I'm the sheriff in these here parts... Sheriff Fear Less, and I run a clean town. Don't any of you even think of causin' any trouble or I'll run ya out of town. I ain't afraid of nobody.

(Banker runs frantically on stage from audience.)

SHERIFF: Here comes our banker, Count de Money. Mmmmmm, he seems upset. Count, what's up?

BANKER: It's awful, just awful. The bank's been robbed!

SHERIFF: Robbed? I'll get a posse. I'll track the no good so and so down. I'll.....

BANKER: It's Rude Red Bart.

SHERIFF: ...leave town.

BANKER: But who'll get the Town's Treasure back?

SHERIFF: T'aint me. Rude Red Bart is so mean he won't help little old ladies across the street and steals candy from babies. There's only one man who can help us now.... The Looone Ranger!

BANKER: The Looone Ranger?

SHERIFF: Yes, the Looone Ranger. (Rude Red Bart walks out)

RUDE RED: The Looone Ranger can't help you now.

(Banker and Sheriff draw back in horror.) It's Rude Red Bart!

RUDE RED: That's right! I'm the meanest, low down bad guy you've ever wanted to meet, North, South, East or West of the Pecos. And I don't never give nothin' back once I take it.

SHERIFF: Not to mention that you smell bad and have rotten teeth. But that's not going to stop us from calling the Looone Ranger.

BANKER: (tugging on the Sheriff's sleeve) But phones haven't been invented yet!

SHERIFF: Not that kind of calling. We'll get everyone here to call "Where are you Looone Ranger?"

(Have the audience call "Where are you Looone Ranger?" at least three times and louder each time. After the third time the Looone Ranger comes riding in on a stick horse.)

RANGER: I heard someone calling me and my mom always told me to come when called. Now what's the matter? I was playing with Tonto.

BANKER: Rude Red Bart robbed the bank!

RANGER: (walks over to Rude Red so they are chest to chest) Rude Red, what did I tell you about taking things that didn't belong to you?

RUDE RED: (pushes back) Don't care.

RANGER: (pushes back) And did I tell you what I was going to do?

RUDE RED: (pushes back) Still don't care.

RANGER: (pushes back) I'll call your Den Leader!

RUDE RED: (draws back, upset) No! No! Not that! I promise I'll be good. I'll do anything you want! Just please don't call my Den Leader! I was just a funnin'.

RANGER: It's too late now! Mr. or Mrs. _____, come here please. I need you help!

LEADER: (from audience) What can I help you with?

RANGER: Well sir (or ma'am). It's Rude Red. He's been a baaaaaad boy. He robbed the bank of the Town's



Treasure.

LEADER: Little Red is that true?

RUDE RED: (head down) Yes sir (or ma'am).

LEADER: What am I going to do with you? I just can't leave you alone for one minute. Now, you give back what you took.

RUDE RED: (protesting) Awww, do I have to?

LEADER: Yes, and what do you say?

RUDE RED: (pulls toy out from under shirt and hands to banker) I'm sorry.

LEADER: Now let's go! I don't know what I'm going to do with you. (Leads him off)

RANGER: Well, my work here is done. Hi-Ho Platinum, awaaaay! (rides off on his stick horse)

SHERIFF AND BANKER: (looking off) Who is that masked man?

NO SPOONS

Cast: 6 to 8 Cub Scouts

Props: Apron, chairs, table, soup bowls, order pad, pencil

Cowboys go into western cafe and order soup. The waiter brings it in. Soon they call the waiter, saying they can't eat their soup. He calls the headwaiter, and he is told the same thing. He calls the cook and he calls the owner. Finally, the owner asks them why they can't eat the soup. One says, "Because we have no spoons".

FRONTIER LIFE

A narrator tells a story of the harsh frontier life out on the prairie. Scouts perform various actions cued by the narrator, including a large group to act as a thundering herd of buffalo, and three act as "volunteers."

The narrator begins by asking for three volunteers from the audience (pre-selected and cued). They are asked to come forward and lay down on their stomachs next to each other. The narrator then says, "Now to begin. Frontier life out on the prairie was very harsh. First, the wind swept across the prairie" (a scout comes out with a broom and sweeps the backs of the three volunteers while making wind noises).

The narrator continues with "The sun beat down" (another scout shines a flashlight on the heads and backs of the volunteers). "And the rain came down" (another scout sprinkles water on them). The narrator continues with the story, explaining how difficult it was to plant crops and build homes, etc, with each of the element actions being repeated in turn.

Finally, the narrator explains, "Worse than the wind, sun and rain was the constant fear of a buffalo stampede." (On that cue, a large group of scouts charges across the stage toward the volunteers, who get up and run off stage in fear.)



Woodchopper Applause: Chop, Chop, Chop, T-I-M-B-E-R! (Motions like chopping tree, tree falling)

Lumberjack Applause: Make motion as if sawing down a tree, saying “Shhh, shhh,” then yell, “TIMBER!”

Telegraph Applause: “Clickety, clickety, clack! Click! Clickety clack!”

Steamboat Applause: Use both hands to make large rotary motions as if they are paddle wheels on an old side wheeler. At the same time, say: “Chug a chug, chug, chug a chug, chug, then reach up with right hand as if pulling whistle, say: “Toot, Toot!”

Pony Express Applause: Gallop in place while saying: “Here comes the mail! Here comes the mail!”

Dinner Bell Applause: Rotate arm in a large circle while shouting, “Clang, Clang, Clang!”

Locomotive Applause: Begin by slapping hands on knees, gradually increasing speed and volume, then yell, “Who! Who!”

Steam Engine Applause: Rotate arms at sides like wheels, saying, “chugga, chugga, chugga, chugga, chugga, chugga,” increasing speed each time, then yell, “Who! Who!”

Chip Chop Applause: Divide the group in half. As you point to one half, they yell, “CHIP!” As you point to the other, they yell, “CHOP!”

Repeat, faster and faster each time.

Cowpoke Applause: Raise hand in the air, as if waving hat, saying “Whoopee!”

Chuckwagon Cheer: “Come and Get it!”

Horse Applause: Gallop in place, saying, “Clippety Clop! Clippety Clop!”

Bandanna Applause: Throw a bandanna into the air. Everyone applauds until the bandanna reaches the floor. Repeat, catching bandanna at different points during the drop.

Wagon Train Cheer: Make a circle with arm above head and say, “Head’em up!”

Point straight ahead and say, “Move ‘em out!”

Coyote Applause: Lift up head, as if howling at the moon, say, “Aw Woo, Aw Woo, Aw Woo, Woo!”

Westward Ho Cheer: Narrator says “Westward”, and the audience answers, “HO!”



United we stand,
Divided we fall,
All for one, and one for all!

Wagons Ho!
Den ____ is on the Go!

We're pioneers, pioneers,
Den ____ has no fears!

Horse and Cattle, Rancher and Hand,
Den ____ is true to the land!

Clap you hands, Slap your thigh,
Den ____ is ridin' high!

Over the mountains, through the trails
Den ____ never fails!

We are the miners, couldn't be finer,
Den ____!

We're not rowdy,
Den ____ says Howdy!

Head 'em up, Move 'em out
Den ____ is here to shout!

We've done fine, we've done well,
Now for a real Cowboy yell,
Den ____, Den ____, Den ____



Bet you didn't know that Davy Crockett had three ears.

Three?

Sure, he had a right ear, a left ear, and a wild frontier!

How do bears ride horses?

I don't know, how?

Bearback

How do rattlesnakes keep in touch?

How?

Poison to poison

How do you search for a missing train?

Follow the tracks!

If there are five flies in the kitchen, which one is the cowboy?

The one on the range

What do snakes do after a fight?

They hiss and make up!

What do you call a marriage between a cowboy and a cowgirl?

A western union

What happened when the gold rush miner swallowed uranium?

He got atomic ache.

Ever since I've been riding in the rodeo, I haven't felt good. What do you think it is?

Bronc-it-is!

What kind of dinosaur do you find at a rodeo?

A bronco-saurus

What do you call a bison that gets tired of running?

A huff and puffalo

What holds up a stagecoach?

Wheels

What is round and well spoken?

Wagon wheels

What do you call a rush to the post office?

A stamp-e-de

What kind of cowboy will lend you money?

A loan-some cowboy

#1: I got kicked by a mule, bit by a rattler, and bucked off my horse.

#2: Wow, what a terrible accident!

#3: That weren't no accident. Them critters did it on purpose!

Why do cowboys ride in rodeos?

They like the extra bucks.

**Deep in the Heart of Texas**

by June Hershey

The stars at night are big and bright

Deep in the heart of Texas.

The prairie sky is wide and high

Deep in the heart of Texas.

The sage in bloom is like perfume

Deep in the heart of Texas.

Reminds me of the one I love

Deep in the heart of Texas.

Happy Trails to You

by Dale Evans

Happy trails to you, until we meet again.

Happy trails to you, keep smilin' until then.

Who cares about the clouds when we're
together?

Just sing a song and bring the sunny weather.

Happy trails to you, til we meet again.

Wild and Woolly West

(Tune: On Top of Old Smokey)

Way out in the wild west where I like to go,

The cowboys herd cattle with horse and lasso.

The Indians are peaceful, they love to roam
free,

Our great western brothers who live in teepees.

So put on your outfit and travel with me,

It's wild western living I want you to see.

Don't Fence Me In

By Cole Porter

Oh, give me land, lots of land under starry skies
above.

Don't fence me in.

Let me ride through the wide-open country that I live.

Don't fence me in.

Let me be by myself in the evening breeze,

Listen to the murmur of the cottonwood trees.

Send me off forever, but I ask you please;

I Love the Mountains

I love the mountains; I love the rolling hills;

I love the flowers, I love the daffodils;

I love the campfire, when all the lights are low;

Boom-de-adda, Boom-de-adda, Boom-de-adda,
Boom-de-ay.

Boom-de-adda, Boom-de-adda, Boom-de-adda,
Boom-de-ay.

(repeat entire song)

[This may be used as a round or two-part
singing with one part singing "Boom-de-adda"
while the other sings the verse.]

Pioneers

(Tune: Are You Sleeping)

Pioneers, pioneers,

Long ago, long ago.

Roamed about the country,

Roamed about the country.

Building towns,

Building towns.

**I've Been Working in the Gold Mine**

(Tune: I've Been Working on the Railroad)

I've been working in the Gold Mine all the
livelong day,

I've been working in the Gold Mine
Just to find gold for my pay,
Can't you feel the Gold Rush Fever?
It's all through my bones.
Don't you wish that you could see it
Oh that beautiful Gold....

Gold Strike here I come
Gold Strike here I come
Gold Strike here I come for you, for you.
Gold Strike here I come
Gold Strike here I come
Gold Strike here I come for you.

Back in the Saddle Again

I'm back in the saddle again, out where a friend is a friend,
Where the long horn cattle feed on the lonely jimson weed
I'm back in the saddle again.
Ridin' the range once more, totin' my old forty-four,
Where you sleep out every night and the only law is right,
Back in the saddle again.

Whoopi ti yi yo, rockin' to a fro, back in the saddle again
Whoopi ti yi yea, I'll go my own way
Back in the saddle again.

Home on the Range

Oh, give me a home
Where the buffalo roam,
Where the deer
And the antelope play.
Where seldom is heard
A discouraging word,
And the skies
Are not cloudy all day.

Chorus:

Home, home on the range.
Where the deer and
The antelope play.
Where seldom is heard
A discouraging word,
And the skies
Are not cloudy all day.

Where the air is so pure
The zephyrs so free,
The breezes so balmy and light.
That I would not exchange
My home on the range
For all the cities so bright.



THE TALE OF 2 FAMOUS COWBOYS

Wild Bill Hiccup "Hic-c-up!"

Horse "Nei-igh!"

Hapalong Catastrophe "Ooops!"

Rodeo "Yahoo!"

Cactus "Ouch!"

Excite, exciting "Wow!"

Once upon a time, two famous cowboys, **Wild Bill Hiccup**, and his sidekick, **Hapalong Catastrophe**, were asked to perform in a **Rodeo**. Unfortunately, when **Wild Bill Hiccup** got **Excited**, he also got a bad case of hiccups. **Hapalong Catastrophe** had his problems too. When he got **Excited**, he always fell down! **Rodeos** are very **Exciting**! Each mounted his **Horse** and they started out together to the **Rodeo**. They rode across the plains on their **Horses**, toward the land of sagebrush and **Cactus**. Thinking about the **Rodeo Excited Hapalong Catastrophe** so much, that he fell off his **Horse**. **Wild Bill Hiccup** got so **Excited** that he hiccupped, scaring **Hapalong Catastrophe's Horse** away. Feeling bad, **Wild Bill Hiccup** gave **Hapalong Catastrophe** a ride behind him on his **Horse**. The two went to look for the runaway **Horse**. They found the **Horse** standing in the tall **Cactus** and nibbling **Cactus** flowers. Well, poor **Wild Bill Hiccup** got so **Excited** seeing the **Horse** that he started hiccupping again, and **Hapalong Catastrophe** got so **Excited** by this that he fell off **Wild Bill Hiccup's Horse** right in the middle of a huge **Cactus**! As they tried to calm down, both decided that maybe the **Rodeo** was just too **Exciting** for them. Trying to go seemed pointless to **Wild Bill Hiccup**, **Hapalong Catastrophe** and their **Horses**. But the **Cactus** was there to remind them there really was a point to it all!

A COLD TIME IN THE OLD WEST

COLD: "Brrrr!"

FRONTIER DOG: "Ruff-ruff!"

FRONTIERSMAN: "Daniel Boone!"

TRAPPER DOG: "Bow wow!"

TENT: "close the flap!"

TURKEY: "Gobble, gobble!"

FLINTLOCK RIFLE: "K-bang!"

BOW AND ARROW: "zing!"

TRAPPER: "fur, fur!"

Early one COLD morning many years ago in the Pioneer days, a FRONTIERSMAN stood in front of his TENT with his trusty FLINTLOCK RIFLE with his faithful FRONTIER DOG ready to go out to hunt TURKEY for supper. Whistling to his FRONTIER DOG and buttoning his jacket against the COLD, the FRONTIERSMAN shouldered his FLINTLOCK RIFLE and started down the forest trail. At the very same time, a TRAPPER left his TENT, tying his fur hat against the COLD and started toward the same trail with his BOW AND ARROW from the opposite direction looking for TURKEY for his supper. The TRAPPER was accompanied by his TRAPPER DOG. At about the same time the FRONTIERSMAN and the TRAPPER saw each other, a scrawny TURKEY flew between them. The TRAPPER raised his BOW AND ARROW and shot at the TURKEY. The FRONTIERSMAN shot his FLINTLOCK RIFLE at the TURKEY at the same time. The TURKEY fell down and the FRONTIERSMAN and the TRAPPER yelled, while the FRONTIER DOG, and the TRAPPER DOG barked loudly. By chance, the FLINTLOCK RIFLE had only grazed the feathers of the TURKEY. The BOW AND ARROW had bounced off his beak, stunning him for a moment in the COLD. The TURKEY took off, followed quickly by the FRONTIERSMAN, the FRONTIER DOG, the TRAPPER and TRAPPER DOG. The TURKEY flew into the TENT of the FRONTIERSMAN to hide from the hunters as well as the COLD. When the FRONTIERSMAN, the TRAPPER, the FRONTIER DOG, and the TRAPPER DOG entered the TENT, they put aside the FLINTLOCK RIFLE and the BOW AND ARROW, and felt sorry for the scrawny TURKEY. They made friends, and shared corn meal mush, a warm treat in a COLD time in the pioneer days.

**CHECKERS:****GOBAN (CHECKERS VARIATION)**

Equipment: checkerboard for each pair of players, five red checkers, five black checkers

The checkerboard is empty at the start. The players flip a checker to see who goes first. Players then take turns putting down one checker at a time. The pieces are placed on intersections only and may be moved only to adjoining intersections. The object is to be the first player to line up all five checkers in a row, as in tic-tac-toe.

DUPLICATION (CHECKERS VARIATION)

Equipment: Each player will need a checkerboard, four red and four black checkers, and paper to cover the checkerboard.

Pair off the players. One player, the challenger, turns away from his opponent and places his eight checkers anywhere he likes on his board. His opponent is allowed to look at the board for 5 seconds, then the board is covered. The opponent must try to duplicate on his own board the exact positions of the challenger's red and black checkers. If he succeeds, he scores 1 point and becomes the challenger for the next round.

BALL RACE GAME

Southwestern tribes played the ball race with balls of stone, wood, or horn. Sometimes they used sticks instead of balls.

MATERIAL: Two empty cans, colored tape, two blankets or large towels

Wrap a ring of colored tape around the center of one can.

Play with two teams, each using one of the cans. Spread out two blankets or towels.

The first team to kick their can onto their blanket wins. No hands allowed!

Players kick their own team's can to their goal, while trying to kick the other can away from their opponents' goal.

**STICK DICE GAME**

The Pomo Indians of California played this game.

MATERIAL: Six craft sticks, permanent markers, toothpicks

Draw a Native American design on one side of each craft stick.

Two players take turns tossing or dropping the stick dice onto the ground.

Keep score by taking counting sticks (toothpicks) from a pile.

The first one to earn 12 counting sticks wins.

Score points as:

Six decorated sides up = 3 points

six blank sides up = 2 points

three blank and three decorated sides up = 1 point

No other combinations count

KICK STICK RACE: Zuni Indian Game

Equipment: A stick for each player (3/4 to 1 inch thick, 5 inches long) decorated with stripes or designs so that each player can identify his kick stick

The object is to move the stick with your feet from one point to another.

Lay the sticks out in a straight line about 3 feet apart.

A kicker stands behind each stick, facing in the direction in which he will run.

When the "Chief" shouts "GO!" each contestant kicks his stick forward, using either foot, on the way to the finish line. Any kicker who touches his stick with his hands is disqualified. Anyone who kicks another contestant's stick may also be disqualified. The "Chief" decides.

The first kicker to arrive at the winning point is the winner, provided he has obeyed all the rules for the race.

TAOS CORNCOB TOSS

Equipment: Ears of corn with 1-1/2 inch of stalk (or beanbag) for each player

Player lies down on back with head just behind the line. He grasps the cob or bean bag with his toes. Then he "throws" the cob (bean bag) as far over his head as he can. The toss can only be done with the feet. The furthest toss wins.

KIM'S GAME FRONIER STYLE:

Place items on table that would be used in Frontier days: bag of flour, beans, candles, lanterns, rag doll, books, or similar. Add items such as game-boy, flashlight, matches, etc. Have the den look at all the items, then cover them up and have the den try to write down what would have been used in frontier times, ignoring the items that were modern-day.

**PONY EXPRESS RELAY**

Pony Express lasted only 19 months—from April 1860 to Oct 1861, but the heroic riders who made the journey from St. Joseph, Missouri, to Sacramento Calif in 10 days are a part of history. Died out upon the completion of the Transatlantic telegraph line in Oct. 1861.

Materials: Two stick horses and backpacks

Make a large loop for the Pony Express route.

Variations of Pony Express:

Each rider runs the circuit (obstacle course) which can include:

Select a horse: broom stick (broom cut off); stuff small brown bag with newspaper and tie to broom stick. Draw horse mouth, nose, eyes on bag

Pick up the back pack

Ride through “Hole in the Rock”: Hula hoop tied between two trees

“Scare off” the rattlesnakes: Load rubber band gun and shoot at a tin can; target practice with rubber bands and cans

Cross over the rattlesnake pit: rope swing

Cross the raging river rapids: series of tires lined up, hoops, or squares

Jump the canyon gorge: long jump; sawhorses to climb on or go under; climb over log fences with splinters removed; walk on a board

Trade with the neighboring Indian tribe: Toss balls into buckets

49ers OBSTACLE COURSE

The following tests are set up as station and manned by adults or den chiefs who give each boy a gold nugget (gold painted rock or piece of wrapped candy) when he completes the task.

Quicksand Bottom—run over six tires, stepping in each.

Cross the Gulch—jump over a designated distance—running broad jump.

Over the Cliff—climb over a saw horse or other low object.

One push-up.

One chin-up.

Jump the Creek—standing broad jump.

Dodge the Rattler—jump or hop for several feet.

Tunnel Escape—crawl through a cardboard box.

**RELAYS** (*Authentic frontier pastimes*)

Shoe-kicking relay: Kick old shoes to a given point, pick them up and run back. Use shoes similar in size and weight, available at second-hand stores

Hoop relay: supplies include a small tire from a tricycle or bike, or hula hoop. Make a “wheel guide” from a board (2”x4”). Cut off 1 foot, nail to end of 3 foot board section to make a T-shape. The object is to keep the tire rolling using the ‘guide’ to a certain point, turn around and run back. *When the metal hoops around the wooden wheels of the covered wagons came off, children entertained themselves by rolling the hoops, using a stick to keep the wheel rolling.*

Golden spike relay: two teams start at opposite ends of the field, putting hands on waists to form a train. The winner is the team that can get all members to the center (with a “spike” there) and back to the starting point. *Represents joining of the Union Pacific and Central Pacific Railways May 10, 1869 at Promontory, Utah.*

HOP, SKIP, AND JUMP

This athletic event was popular in the days of the buckskin pioneers. In turn, each boy takes a running hop (landing on the same foot), then a long step, and a final jump (leaping off one foot and landing on both feet). His score is the total distance covered in the three moves.

PAUL BUNYAN HAMMER RELAY

Equipment: One large hammer for each den, nails, a board

In relay style, have each team member in turn run to the board, hammer the nail into the board and return to the line.

GOLD NUGGET TOSSING CONTEST

Assemble a den to form a circle. Place a small bucket in the center of the circle. Each boy has five gold nuggets which he tries to throw in the bucket. The den with the most gold in the bucket is the winner.

GOLD RUSH

Spray paint pebbles to look like nuggets of gold. Mix nuggets into a bucket or box of sand. Using pie tins have the boys pan for gold. If you give them a time limit you can have a contest to see who is the “richest.” The boys can then have their gold weighed and exchanged for a prize.

WATER BRIGADE

Divide the group into several teams standing in two parallel lines. Place a bucket at each end of each team. Fill the bucket at one end of each team with water. Give each player a disposable cup. The object of the game is for each team to transfer the water from the filled bucket, cup by cup, to the empty bucket. At “GO” the first player on each team dips his cup into the full bucket. The water is passed from player to player by pouring it into the next cup. The last player pours the water into the empty bucket. The winning team is the one that finishes first with the most water in the bucket.

**OVER UNDER RELAY**

Divide players into two teams. Teams line up in parallel rows with players standing behind one another. The first player on each team is given some kind of ball or balloon. On "GO" the first player passes the ball over his head to the second player. That player passes the ball under his legs to the third person who passes it over his head to the fourth person and so on to the last person in line. The last player receiving the ball runs to the front of the line and begins to pass the ball back again. This continues until every player on the line has had a chance to be at the beginning.

ALASKAN FRONTIER IDITAROD

Set up an Alaskan IDITAROD race similar to a "CUBANAPOLIS". Each team consists of a musher and "dog" team, plus a sled (cardboard box, crate, wagon, etc.)

The course consists of the following terrains:

- Jagged mountain range

- Frozen river

- Dense forest

- Desolate tundra

- Windswept coast

Perils along the route include:

- Below zero temperatures

- Winds that cause loss of visibility

- Long hours of darkness

- Treacherous climbs

Rest stops along the route:

- Putting on/taking off "arctic parka"

- Climbing into sleeping bag

- "Chopping" with ax (i.e. cutting tootsie roll with plastic knife)

- Putting on/taking off "snowshoes" (tennis rackets with straps)

- Feeding each member of dog team

Putting "boots" on each member of dog team (brown paper bags)



Recognition Is Respect Made Visible

Recognition doesn't have to be expensive. It does have to be sincere.

To quickly make a great impression, say or write a thank you note. Thank you are two of the rarest words volunteers hear and among the two words they want to hear most. That's because a thank you tells someone that their work was appreciated and that they made a difference to the organization.


But how often do we let an implied thank you do the job of a formal one? Unfortunately, volunteers are not mind readers; they don't always know when we appreciate their work. Without a formal thank you, many volunteers feel their work is unappreciated and unnoticed.

Creative Ways to Recognize:

- *Candle* - Present a candle with a card saying "You light the way" or "No one can hold a candle to you"
- *Light bulbs* – Spray paint a light bulb and attach to a plaque: "You light the way -- thanks for your glowing enthusiasm."
- *Permanent marker* - "You've made a lasting and permanent contribution to your group."
- *Lucky Charm cereal* - "We're so LUCKY to have you!"
- *100 Grand candy bars* - "Volunteers are priceless."
- *Payday candy bar* - "Volunteers don't receive a salary because they're worthless... it's because they're priceless!"
- *Gold chocolate coins* - "Volunteers are worth their weight in gold."
- *Andes mints/ peppermint patties* - "Your service is worth a mint to us!"
- *Ruler/Tape measure* - "It's easy to measure the difference you've made in our group -- you're amazing!"
- *Clock* - "Thanks for the time you've given to our group!"
- *Themed Shirt* - "We know you'd give the shirt off your back... so here's an extra one for the next time you give your all."
- *Plant* - "We grow luckier every day you're with us."
- Send a "*thought-you'd-like-to-know*" letter to the volunteer's employer, acknowledging his or her positive contribution to your camp.
- *Paper Fan* - with a note, "Thank you for all of the FAN-tastic help."
- *Wagon Wheel* – Cut out foam shape or toy wheel mounted on backing: "We do "wheel" well because of you."
- *MARF AWARD* -- MARF (Maintain Absolute Rigid Flexibility). Cut a piece of wood or cardboard in Western theme shape. Put the letters M-A-R-F on it and present to anyone who works with the boys.
- *Shake hands*.
- Say, "That is really good. Tell me how you did that."

Paper-Bag Prancer

You can make your own horse to ride in a tournament.

 Cut open the 2 large bags and cut away the bottoms. Lay one flat. Begin at one end and roll it up tightly. Tape it in place. Lay down the other bag flat and roll it up over the tube, gluing and taping to hold. You can use only one sack for this, but two make the tube stronger.

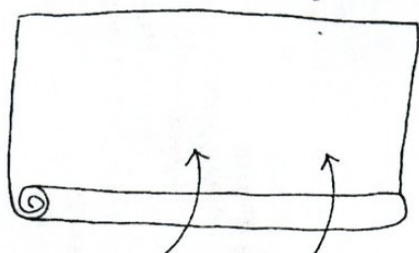
Crush a sheet or two of old newspaper and gently stuff one of the small sacks. Fold the ends closed and staple to the paper tube.

Cut the bottom off the other small sack. Make a fringe out of it by cutting narrow strips, leaving about 1 inch uncut on one side. Staple it in place over the top and side of the horse's head. Gently crush the fringe with your hands to create a fluffy mane. Make some paper ears, too.

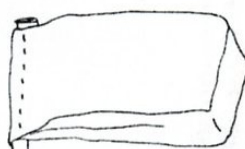
Decorate the pony's face with markers and you're ready to ride!

MATERIALS

2 lunch-sized brown paper bags
2 large brown paper bags
Newspaper
Tape
Glue
Stapler
Scissors
Markers

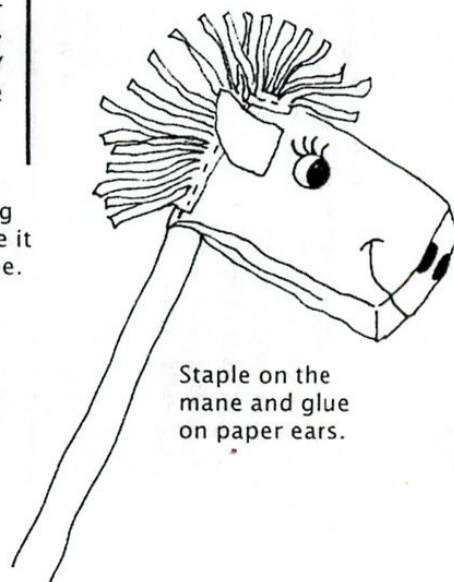
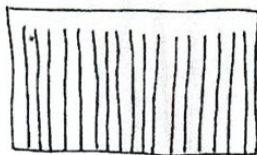


Roll a tight paper tube.



Stuff a bag and staple it to the tube.

Cut a fringe mane from another sack.



Staple on the mane and glue on paper ears.



Western Water Bottle Holder

Thirsty cowboys can clip a water bottle to their belt loop and head out to the ranch.

You need:

- Metal Clip (from craft store)
- [Craft Foam](#) Two [Foamie Circles](#)
- [Western Foamies](#) Black [Permanent Marker](#)
- [Tacky Glue](#) Scissors Stapler

Instructions:

Select 2 to 4 western foamies to decorate your water bottle holder. Draw stitching lines all around the foamies. Cut a 3/4" x 12" piece of tan craft foam. Draw stitching lines all around the edges. Draw stitching lines around the two foamie circles. Glue the foamies to the circles. Feed the 3/4" strip through the metal clip then feed each end into one of the holes in the plastic piece looping it around and back up just far enough to glue the end to the strap. Staple to make it extra secure. Glue a decorated circle to each side of the holder.

Concho Neckerchief Slide

Keep a neckerchief or bandana in place with western style.

You need:

- [Concho](#) Turquoise [Pony Beads](#)
- Silver [Metallic Pony Beads](#) 18" [Suede Cord](#)
- [Bandana](#) or Neckerchief Scissors

Instructions:

Cut suede cord into an 18" length. Push each end through a hole in the concho. Tie a knot, adjusting the back to have a 3/4" loop to slide up your neckerchief. Tie a second knot to secure. String three pony beads on each end. Knot the ends to hold beads in place. Trim.

Native American Coiled Baskets

Make coiled baskets just like early Native Americans.

You Need:

- [Raffia](#)
- [Plastic Needles](#)
- [Pony Beads](#)
- Thick Cord such as Clothesline Cord
- Scissors

Glue (Optional)

Instructions:

Cut a 2-1/2 yard piece of heavy cord for each child. Thread a 2 yard piece of raffia on a plastic needle. Wrap the end of raffia several times around the end of cord completely covering the the last inch. Use glue if it helps you keep the raffia in place while you get it started. Continue wrapping and begin making a coil out of your wrapped cord. Push the needle through the center of the coil to secure. See diagram at top. Continue wrapping raffia 3 times around the cord then once through the center until you have gone around one complete circle. Pull tight and secure. Do not leave spaces. As you keep wrapping, you now bring the needle through the previous row every 3 wraps instead of the center. When you have a 3" circle begin pulling the cord up to make sides. To change color or start anew strand, simply wrap your ends into the project and trim any extra. You can weave in beads at any time or weave them in after the project is finished



Cowboy Cactus Frame

Economical and fun and to make. Great for camp!

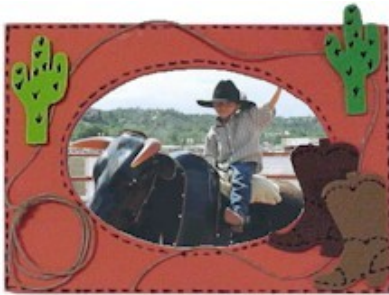
You need:

- Fun foam shapes
 - Photo
 - [Scissors](#)
- Foam frame with cardboard backing
[Tacky Glue](#)
Tape

Instructions:

Glue the end of the long strip of foam onto the back of the frame. Cut the end into a point. Lace through the holes around the frame being careful not to pull too tight. Trim excess and glue end to back. Glue foamie pieces to front using picture above as a guide.

Make a loop and tie a knot in the rope to form a lasso. Glue on frame. Tape photo to back of frame. Glue on magnet.



Sand Painting—color different sands with the powdery tempera paints, apply glue on cardboard in various shapes then add the sands to make a picture

Leather crafts, such as making a coin purse from a kit, or a 'spirit bag', or a medallion to go around the neck (also a name tag) . Leather crafting is a hobby that many boys may carry into adulthood. It is best to start with simple projects like key chains and coasters and let the boys work their way up to more difficult items such as wallets or belts. Look in the yellow pages for leather crafting supply stores near you. Here are some tips to help you get started: Dampen leather with a sponge for ease of tooling, but don't have it dripping wet. Have the boys draw a design on paper before starting. Then trace the design onto their leather piece with an awl. Let the boys practice with their tools on scrap leather first. In the place of expensive leather-working tools, use regular nails of various sizes, screws, silverware, paper clips, etc., to make designs in the leather. Leather stains or acrylic paints will give projects added dimension. Put a wood board under each boy's leather piece while he is working.

Make headband from leather or cloth, boys draw native American symbols on it. Discuss meaning of symbols used and tell a story with them.

Soap or wood carvings of animals and plants found in the wilderness (earn whittling chip)

Tin Punch—have pre-made stencils for the boys to follow. Tape to an aluminum pie pan or similar, pound nails through to make a picture.

Leaf & bark rubbings. Put a leaf under a piece of paper, color with the flat edge of a crayon. The leaf imprint will appear. Do the same with bark, for bark rubbings. Try to identify the tree. Solar-graph paper, available from school supply stores, is another great way to get a leaf print.

Mountain Man 'Possibles' Bag—cut a leather circle about 6" round. Punch holes around edge, string with thong and pull up into bag. Use as a survival kit with bandages, ointment, rocks, seeds, or anything that's 'possible'.

Rope - Twist fibers into a length of rope. Teamwork is a necessity.

**Edible Fire**

Not only is this snack fun to build and delicious to munch, but the process of preparing it also teaches campers the how-tos of safe campfire building.

- * 12-inch flour tortilla
- * Red licorice rope
- * Peanuts
- * Peanut butter
- * Fried Chinese noodles
- * Tootsie Rolls

Instructions:

To make an edible campfire, first clear a space on the table to build a safe fire on a suitable plate or paper towel.

Lay down a tortilla fire base and wrap a licorice rope safety circle around the tortilla about an inch in from the edge.

Build a peanut rock ring halfway between the safety circle and the center of the fire base. Spread a circle of peanut butter in the center of the fire base, then lay a small handful of fried Chinese noodles on top for kindling.

Lay Tootsie Roll logs around the peanut butter circle. Use mini pretzel sticks as fuel wood to build a tepee inside the ring of logs and over the kindling, sticking the pretzels into the peanut butter at a 45-degree angle. Add another layer of logs, setting them across the corners of the first layer to form a box around the tepee. Lay a few more pieces of fuel wood across the logs.

Make sure buckets of water (glasses of grape juice) and dirt (hot cocoa powder) are nearby to put out the fire if necessary, then light the fire by adding candy corn flames.

After the camp director approves the fire, throw dirt on the fire to put it out.

Now, the moment the fire builders have been waiting for: Eat your fires!

Beef Jerky

several pounds of flank steak

salt and seasoning salt

pepper

Instructions

Trim fat and slice steak with the grain into 1/4- to 1/2-inch strips. Lightly salt strips or soak them overnight in a solution of water and 2 tablespoons salt. Arrange strips on skewers, season with seasoning salt and pepper lay them on oven racks in an oven set to its lowest temperature (175 to 200F), with door slightly ajar to permit moisture to escape. (If you are using an oven, place a shallow pan under the meat to catch drippings.) Drying time varies. In an oven, 8 to 10 hours is usually sufficient. Dried meat should be tough and leathery, not quite brittle. Store in plastic or cloth bags in a cool, dry place.

**Butter**

All you need to **make your own butter** is:

A baby food jar

Heavy whipping cream

A pinch of salt

Give each person a jar and fill it 1/4 to 1/2 full of whipping cream. Then, shake, shake, shake, until it is the consistency of whipped butter. If there is liquid, just keep shaking hard. Pioneers sang songs to pass the time.

As the butter begins to form from the cream it will separate or "gather" and stick together in a solid mass. If, after 15 minutes, butter has not begun to gather, add a few teaspoons of hot water, replace the lid and mix again.

Pour water over the butter and swirl it around. Drain off the water. Rinse the butter until the water runs clear.

It will be really soft when done and must be refrigerated to become firm. Add a pinch of salt to the butter and work it in using a spoon. Shape the butter into any pattern you like - a square, star, circle, flower, etc. Pioneers often had carved butter molds they pressed their new butter into. When they came out of the mold, the butter had a beautiful pattern in it.

Use it on the corn pone! Enjoy.

Corn Pone

The earliest settlers learned this recipe from Native Americans, who baked corn meal, mixed with water and lard, into small cakes they called "apones." Originally, these were baked among the ashes in an open fire. Later, colonists sometimes even baked them on an actual hoe, calling the result "hoecakes"! Here's a way to bake corn pone in your regular oven:

- 2 cups cornmeal
- 1 teaspoon salt
- 1/2 teaspoon baking soda
- 1/4 cup butter, shortening...or, if you want to be especially close to colonial ways, lard!
- 3/4 cup boiling water

1/2 cup buttermilk

Start by mixing your "dry" ingredients: the cornmeal, baking soda, and salt. Then add the butter, shortening, or lard, and use a fork or even your fingers to break it up and work it into the mix. Slowly pour in the boiling water and mix thoroughly into a soft dough that you can shape with your hands. (By the way, kids especially love this stage when you point out how much it's like playdoh that you can eat!). Make about 12 round balls and flatten them into cakes about 1/2" high. Place them on a greased cookie sheet or, if you have it, a greased iron skillet. Bake them in your oven at 375° for about 30 minutes, or until golden brown. Serve warm--we especially recommend them with butter and honey!

**Prayer of Thanksgiving**

We thank you today
For the adventure of Scouting
For the unselfishness of parents
For the patience of those who teach us,
And for the encouragement of friends.

May the blessings of Almighty God rest upon us
And upon all our works
May He give us Light to guide us,
Courage to support us,
And Love to unite us, now and evermore. Amen.

A Cub Scout's Thanksgiving Prayer

O Heavenly Father, we ask for your blessing
For loved ones and friends that are near.
We thank you for food and for love and for life
And the spirit of Scouting that's here.
We thank you for leaders who care about boys,
Who give us their time – that's better than toys!
We thank you for dads who help us learn right,
For moms who sew on our badges at night.
For all this, thank you, dear Lord up above,
For being in Scouting is something we love!

Cub Scout Native American Prayer

Morning Star, wake us, filled with joy,
To new days of growing to man from boy.
Sun, with your power, give us light
That we can tell wrong and do what is right.
South Wind, we ask, in your gentle way,
Blow us the willingness to obey.
North Wind, we ask, live up to thy name.
Send us the strength to always be game.
East Wind, we ask, with your breath so snappy.
Fill us with knowledge of how to be happy.
West Wind, we ask, blow all that is fair
To us, that we may always be square.
Moon, that fills the night with her light,
Guard us well while we sleep in the night.
Akela, please guide us in every way.
We'll follow your trail in work and play.

Roy Rogers Prayer

Lord, I reckon I'm not much just by myself,
I fail to do a lot of things I ought to do.
But Lord, when trails are steep and passes
high,
Help me ride it straight the whole way through.

And when in the falling dusk I get that final
call,
I do not care how many flowers they send,
Above all else, the happiest trail would be
For YOU to say to me, "Let's ride, My Friend"
AMEN

**Gene Autry's Code of Honor**

A cowboy never takes unfair advantage - even of an enemy.

A cowboy never betrays a trust. He never goes back on his word.

A cowboy always tells the truth.

A cowboy is kind and gentle to small children, old folks, and animals.

A cowboy is free from racial and religious intolerances.

A cowboy is always helpful when someone is in trouble.

A cowboy is always a good worker.

A cowboy respects womanhood, his parents and his nation's laws.

A cowboy is clean about his person in thought, word, and deed.

A cowboy is a Patriot.

Hopalong Cassidy's Creed for American Boys and Girls

The highest badge of honor a person can wear is honesty. Be truthful at all times.

Your parents are the best friends you have. Listen to them and obey their instructions.

If you want to be respected, you must respect others. Show good manners in every way.

Only through hard work and study can you succeed. Don't be lazy.

Your good deeds always come to light. So don't boast or be a show-off.

If you waste time or money today, you will regret it tomorrow. Practice thrift in all ways.

Many animals are good and loyal companions. Be friendly and kind to them.

A strong, healthy body is a precious gift. Be neat and clean.

Our country's laws are made for your protection. Observe them carefully.

Children in many foreign lands are less fortunate than you. Be glad and proud you are an American.

**Wild Bill Hickock Deputy Marshal's Code of Conduct**

I will be brave, but never careless.

I will obey my parents. They DO know best.

I will be neat and clean at all times.

I will be polite and courteous.

I will protect the weak and help them.

I will study hard.

I will be kind to animals and care for them.

I will respect my flag and my country.

I will attend my place of worship regularly.

The Lone Ranger Creed

I believe that to have a friend, a man must be one.

That all men are created equal and that everyone has within himself the power to make this a better world.

That God put the firewood there, but that every man must gather and light it himself.

In being prepared physically, mentally, and morally to fight when necessary for that which is right.

That a man should make the most of what equipment he has.

That "this government, of the people, by the people, and for the people," shall live always.

That men should live by the rule of what is best for the greatest number.

That sooner or later...somewhere...somehow...we must settle with the world and make payment for what have taken.

That all things change, but the truth, and the truth alone lives on forever.

I believe in my Creator, my country, my fellow man.



Roy Rogers Riders Club Rules

Be neat and clean.

Be courteous and polite.

Always obey your parents.

Protect the weak and help them.

Be brave, but never take chances.

Study hard and learn all you can.

Be kind to animals and care for them.

Eat all your food and never waste any.

Love God and go to Sunday School regularly.

Always respect our flag and our country.

Texas Rangers "Deputy Ranger" Oath

Be Alert.

Be Obedient.

Defend the Weak.

Never Desert a Friend.

Never Take Unfair Advantage.

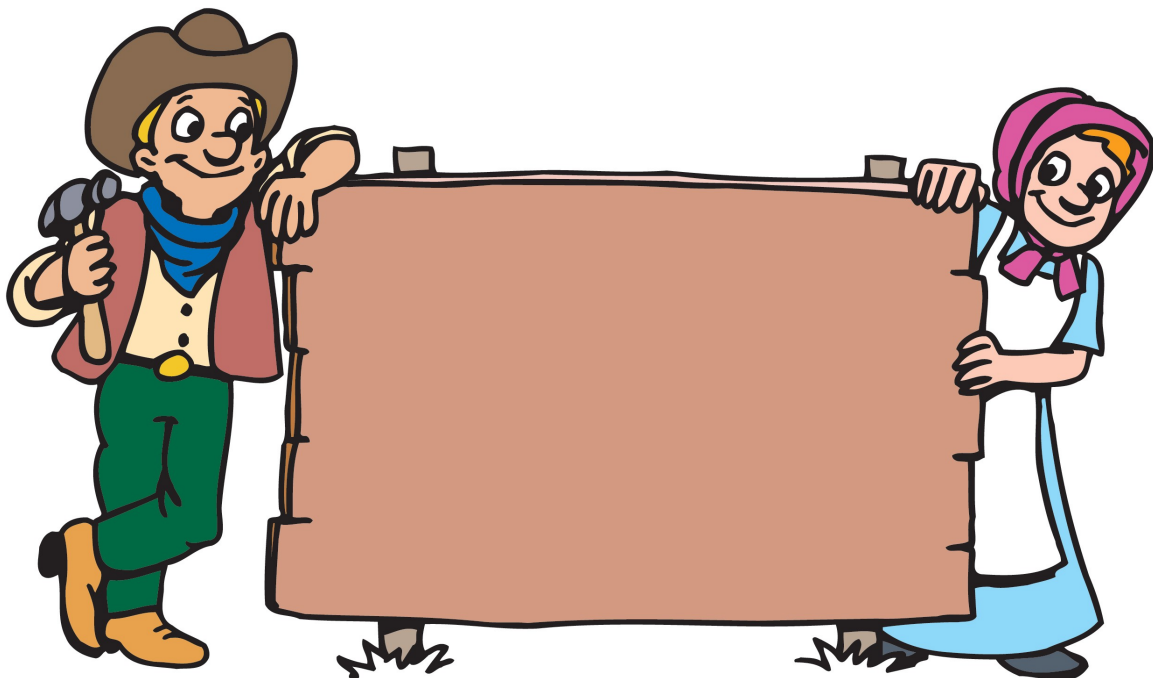
Be Neat.

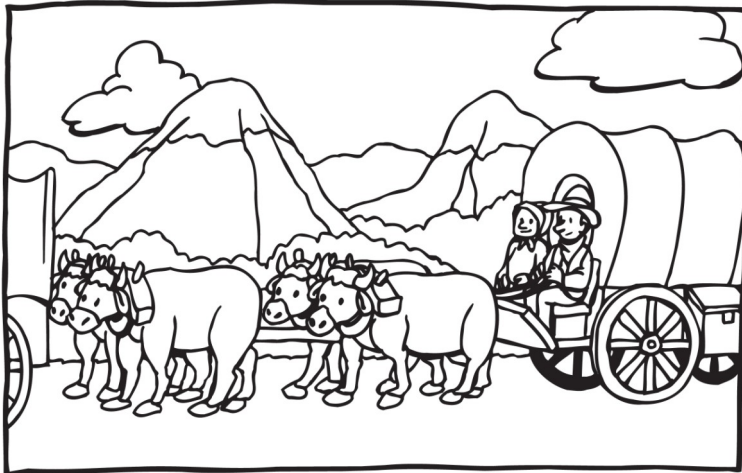
Be Truthful.

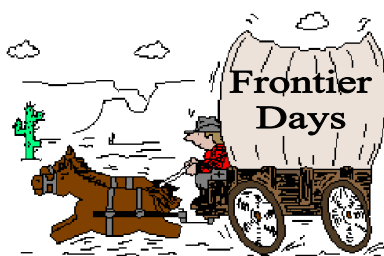
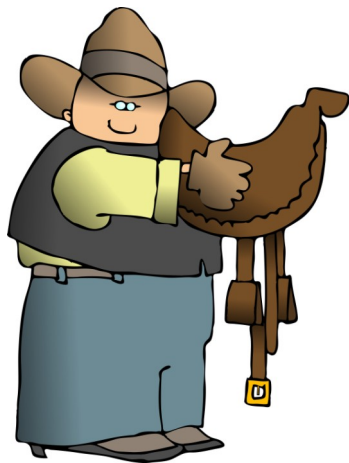
Uphold Justice.

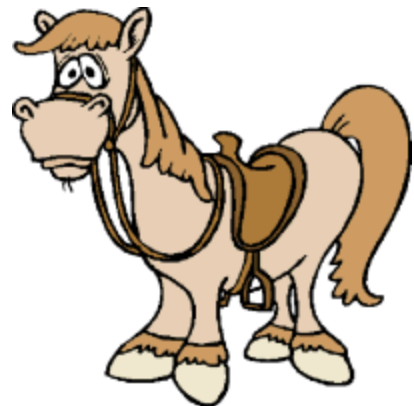
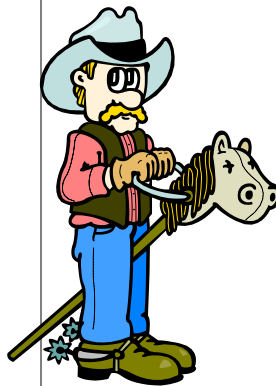
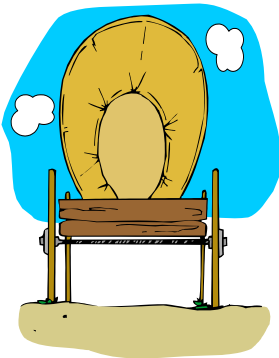
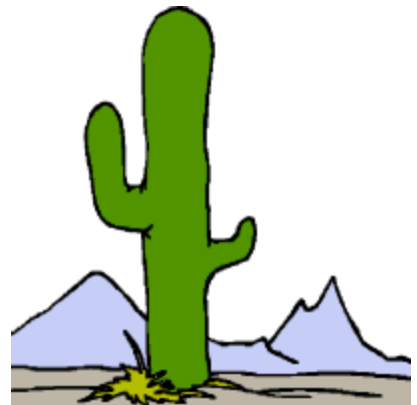
Live Cleanly.

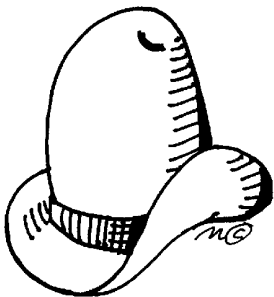
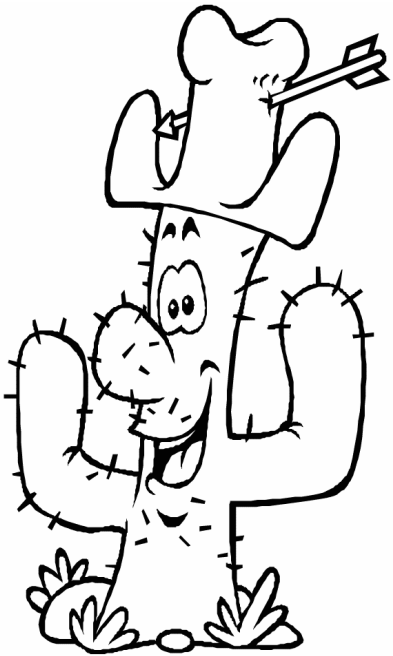
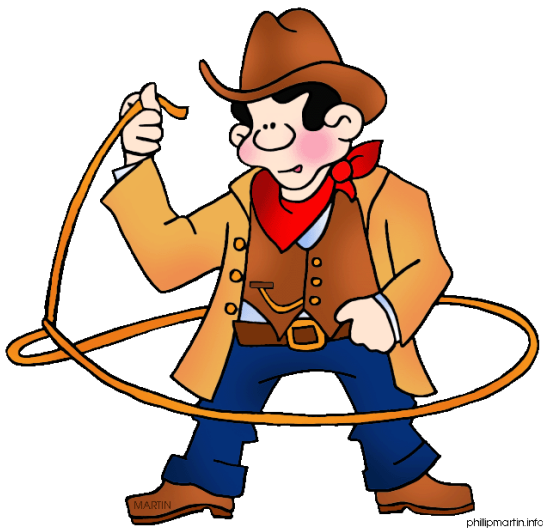
Have Faith in God.





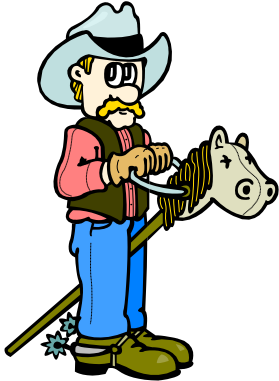






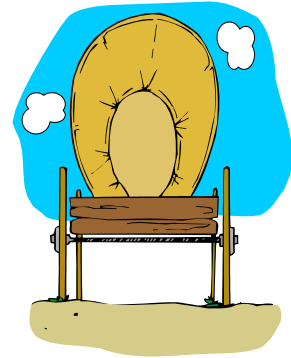
Cub Scout National Camp School 2011

STAFF



FRONTIER DAYS

FRONTIER DAYS

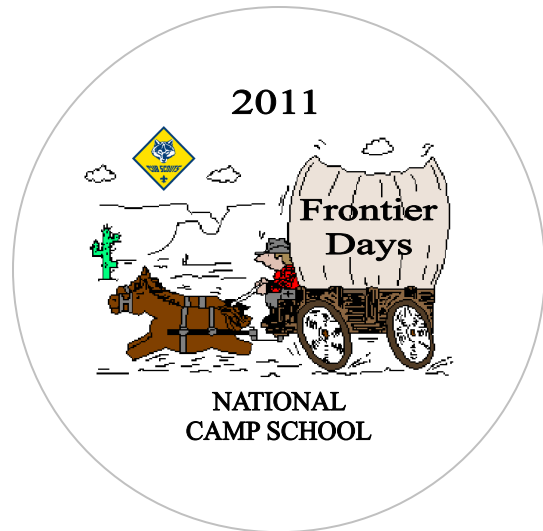
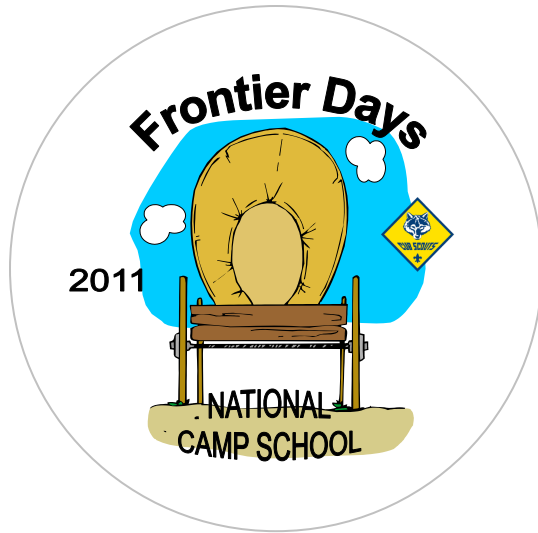


Cub Scout National Camp School 2011

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FRONTIER DAYS



SESSIONS	NATIONAL CAMP STANDARDS 2010	
Topic	Day Camp Administration	Resident Camp Program
Introductions & Opening Functions		2010 RC standards yet to be updated
Purpose of the Cub Scout Outdoor Program		
Overview of Cub Scout Advancement	M46	25
Core Values	51	
Duty to God		39
Camping Overview		
Case Study Instructions & Assignments		
Who Does What? Defining Roles	34, M35, M36	Role of the Program Director: M27
National Accreditation Process	M1, M2, M3	M1, M2
Creating a Camp Plan		8
Risk Management & Safety	M4, M5, M13, M14, M15, M16, M17, M19, M20, M21, M24, M25	M3, M6, M7, M9, M11, M17, M18, M23, M43, M44, M45, 46, M47, M48, M49, M50, M51, M52, M53, M54, M55, 56, M57, 58
Camper Security	M22, M23, M24, M45	M4, M5
Shooting Sports Round Robin	M41, M42, M61, M63	M30, M31, M63, M89,
Crafts & Woodworking Round Robin		98
Games & Activities Round Robin	50	M 23, M33, M62, M90, 96
Songs, Cheers, Skits, Pizzazz Round Robin		
Youth Protection	40, M45	M10
Camp Health Services	M9, M11, M12, M38A, M38B	M20, M21, M22, M35, M36
Promotion and Marketing		14
Serving Special Populations	M15	M12
Campfire Programs	49	
Thirty Ideas in Twenty Minutes		
Customer Service & Relationships		
Camp Budgets	M8, 39	13
Trading Posts at Cub Scout Camps	M7	
Orientation & Opening Functions	M11, M46	M21, 24, M88, 92
Theme Development	50	M90
Scheduling in a Camp	48, 52, M59	94, 95
Organizing & Selecting Staff	M33, 34, M35, M36, M37A, M37B, M38A, M38B, 39, 40, M41, M42, M43A, M43B, M44	M26, M27, M28, M29, M30, M31, M32, M33, M34, M35, M36, M37, M38, 39, 40, 41
Staff Training	M45	M10
Nature, Ecology, Science Round Robin	49, 51	16, M66
Cub Scout Aquatics Round Robin	M37A, M37B, M53, M55, M56, 57	M32, M59, M60, M61, M91
Academics, Sports, Fitness Round Robin	49, 51, 58	95, 96
Rainy Day Activities Round Robin	M14	65
Uniforming and Costuming	M47, 50	42, M90
Ceremonies & Programs	50, 51, 60	Ceremonies at Camp: 97
Stress Management	M45	M10
Equipment, Property, Stewardship	M6, M15, M62	14, 16, 19, M28, 64
Food & Sanitation	M16, M17, M18, M26, M27, M28, M29, M30, M31, M32	
Mealtime and Evening Programs		15, M38, 94
Camp Leadership		
Camp Morale		
Tiger Cubs at Day Camp	49	
Cub Scouts to Boy Scouts	49	25, 93
Resources		
Recognition		
Inter-Faith Services		39, 67

**Presentation Pizzazz**

Change of presentation styles & techniques – Nothing is more boring than session after session of Power Point slides or 100 versions of Jeopardy. Help your training team utilize many different styles and training aids.

Change of scenery – without sacrificing too much time for relocation, use whatever your site has to offer by way of outside locations to break up the monotony of always sitting in the same place at the same table, etc.

Make note-taking easy. Provide handouts with key phrases printed, with one or two words missing in the phrase. (Or provide an outline format with main bullet points filled in, and blanks for fine points under each main topic. Then participants can “fill-in the blanks” as the presentation continues.)

Lead into your topic by creating a trivia test to test the participants' knowledge of the subject. This can stimulate discussion and you've automatically created a handout. This is especially good for flag etiquette or uniforming.

Create a list of statements about your topic, and include some that are obviously false. Then play “Can you spot the imposter?” by having the audience identify the false statement. Make these increasingly harder as the game progresses, thereby stimulating discussion. This is especially good for topics such as uniforming, health & safety, youth protection, and others that deal with many rules & regulations.

Use costuming to reinforce the topic. For example, provide sunglasses or flashlights to the audience to adequately prepare them for a “spotlight” on important information.

Use a funny skit, run on, stunt, or response story to open a session. Use one that introduces the topic and brings out a key point – like a paragraph's topic sentence. (For example: Use a skit to change “No way – no how” to “Know Way – Know How;” or other plays on words to provide a segue to your topic.

Toss candy/trinkets into the audience based on correct responses. As always, be aware of peanut or other allergies.

Use unique ways to divide the audience into working groups. Print on slips of paper things like the four lines of the Law of the Pack, the Cub Scout Promise, or “mates” like salt/pepper, socks/shoes, lock/key. At a given signal, the participants have to find their “mates” or the rest of the Law of the Pack, etc., to form working groups. This is best if the “mates” are based in the learning experience so even this exercise educates: retention contributors (advancement, camping, training) all in one group, for example.

Use “stage whispers” if you are asking for responses.

Have a co-presenter “accidentally” reveal responses to the audience. This is a fun way of bringing out the information if participants aren't far enough along in the subject matter.



Use phonics to highlight your point:

Alliteration – repeating the first consonant – Budgets in the black bring big bonuses by behaving brilliantly.

Assonance – repeating vowel sounds – Stay and play all day, okay? Beating the heat is a neat treat: sunscreen beats sunburn.

Consonance – repeating consonant sounds at other than the first letter of the word – Jack and the pack will come back for their snack attack.

Acronyms make good memory tools: KISMIF!

Keep it simple, make it fun.

Keep it secret, make it fail.

Kids in Scouting, men in future.

Create a song. Reinforce your message by creating a song to help reinforce and facilitate learning. Always use songs found in the BSA songbook or approved for BSA use from the Public Domain. Provide words for the participants so they can sing along. Songs with action are usually well received.

Use Burma Shave signs to lead into the training area to create interest. A sample:

Frontier Daze Camp School

Let the fun begin

Here at camp school

Where we all learn and win,

When we learn the rules

Welcome to NCS!

Create commercials based on current popular commercials. “Hey, it’s Debbie’s phone. No bars here at Camp School, so we didn’t get the message that the pool had to be drained and Family Swim Night is about to begin. Wow, look at that Tiger Cub diving into the sand box!”

Hand out a trinket as part of your summary of the session.

Shoelaces at the end of the budget session indicate that they are in control of the “purse strings”.

Bite size Snickers are great too, because everyone needs to “snicker” from time to time.

Gum, caramel, or taffy can encourage the audience to “chew this over”.

A key chain can give them the “key to understanding”.

A slinky can remind us to be flexible.

If you use your imagination, these spirit awards (sometimes called “dingle dangles”) can provide good reinforcement for your topic. (see below for additional suggestions)

Staffing Pizzazz

Create an interchange of information and have the staff learn more about each other. Use introductory games during staff development:



Staff identifies three specific interesting things about themselves. Gather in a circle and each person shares those items with the group. Later, ask who remembers the individual who fits that description.

Modify the “going to the moon” game to fit the season’s theme. For example with “Frontier”, change the first person’s line to: “My name is William, and I’m going to use a wagon.” To which the leader says, “Yes, you will be coming to the frontier.” The next person says, “My name is Joe and I’m going to use a horse.” The leader says, “No, I think you should choose a different item.” Solution? The individual must announce that they are using an object or item that begins with the same letter as their first name.

Have all introduce themselves by stating two true statements and one false statement. Then the rest of the team must guess which is false.

Staff Recognition Pizzazz

Be sure your staff is recognized. See the NCS syllabus for ideas. In addition, at evening staff meetings, be sure to review the positive things that occurred.

During the day find time to interact with each staff member. One idea: deliver a bottle of chilled water to each one, or a novelty item to remind them they are appreciated.

Staff introductions may be done at the opening session, but may be added to when that staff member makes a presentation in front of the combined group. Note that you don’t have to be the director to do this. Every staff member can participate in recognizing their peers. Go ahead! You’ll get as much from the giving as they get from the receiving! Introducing the individual with special knowledge of the subject they are presenting will also encourage the participants to pay special attention.

Boy Pizzazz

Abolishment of Boredom – Examples to use “Back Home” to influence Boy Behavior

Model different methods of keeping the audience engaged as they wait for the beginning of a session and demonstrate different methods or activities that can occur to distract the learners from the waiting process. These will provide additional materials that the participants will be able to duplicate in their camp situations when they return. These may be used during

the gathering hour of the first day of NCS,

the evening gathering the night prior.

Cracker barrel time

Passing time before the next session begins

Small zip bags with activities:



Tangrams (see *Cub Scout Leader How-To Book* for a pattern. Pre-cut the paper, provide topic suggestions, and have participants create designs). In the Camp School environment, of course, use patterns related to the theme.

Beans Instructions: pick up one bean at a time and place it on the back of the other hand; compete with others to get the most on the back of the hand.) Have participants do the activity, then lead a Core Value discussion as a segue into the next topic.

Paper fillers (word search, crossword puzzle, coloring sheets- all theme related) Word Search makers are available online – you put the words in. Use theme-related words.

Frontier Theme words that can be used:

Wagon, pioneer, campfire, bucket, coonskin cap, powder horn, butter churn, sheath, quill pen, horse, mule, yarn, yoke, oxen, rodeo, pottery, journal, barbed wire, cattle, canoe, harmonica, buckskin, lantern, Mountain Man, kettle.

Additional paper fillers: Mad libs (fill in the blank stories), matching memory games (create cards with two of each picture; turn the cards over, and each individual turns two-at-a-time upright. If they match keep the cards, if not turn them back over. Individual with the most matches, wins.)

BEADIE critters. Each individual is provided a bag with pre-cut string, pre-counted beads, and directions to create a bead animal or object related to the current frontier theme (horses, wagons, canoe, oxen, etc). Patterns are available online at sites such as <http://www.chadisrafts.com/fun/beadie.html>. Individuals may continue to work on their objects during the duration of the school.

Simple Activities and Projects

Friendship bracelets are created by tying knots in hemp or by stringing beads on lanyard. The “friendship” concept is that another individual helps the first to tie their knots, as the bracelet is put onto the individual’s wrist.

Prepare neckerchief slides of plaster. These can be colored with markers while waiting. Easy and inexpensive to prepare: pour mixed Plaster of Paris into plastic candy molds (found at craft stores).

Games

Puzzles (easy puzzles in a box)

Deck of cards for card games

Print out a small booklet of games (use the *Cub Scout Leader How-To Book* as a resource), that can be given to each leader and ready at a moment’s notice to engage the boys.

Activities & Songs

Have the *Cub Scout Songbook*, *Cub Scout Sparklers* and/or a Camp songbook prepared in-house, available for quick reference.

Have a series of repeat-after-me songs available.

Suggest that dens/individuals spend any “down” time by fine tuning the skit, song or presentation they will make at the camp-wide campfire.

Scavenger hunt: Prepare a list of items to be searched for. For Frontier theme – a leaf that looks like a wagon, a stick that looks like a rifle. Activities such as this can be done before sessions or during meal times. Select a time to have participants reveal their completed list and award prizes for participation.

People scavenger hunt: Find the staff member who knows how to do a pioneer craft (such as making butter, sharpening a knife with a whetstone, tie a particular knot) Do this with a variety of skills. Prepare the list ahead of time by surveying your staff for correct responses. Before Camp begins, prepare a sign-up sheet with topics and have each staff person indicate if they have experience with that skill.

**Spirit Awards/Tokens**

To reinforce topics (or in a camp setting the completion of a task, den recognition, or individual recognition), prepare spirit tokens (dingle dangles) that can be added to den flags and/or necklaces, pins or nametags. Each will be attached with a pin or string for tying onto the object:

Tokens can be items like whistles, plastic coins, plastic compasses, or small cars, but try to make them theme-related. Look for good deals through online sources such as Oriental Trading or US Toy and by visiting a local dollar store.

Foam core cut into shapes related to the theme or topic (horse, wagon, coonskin cap, etc.)

Stiff felt cut into shapes related to the theme or topic. Easy to write words such as "Scheduling," "Camper Security," or "Promotions," etc.

Cardstock paper with a bulls-eye on it, may be prepared for all who participate in BB gun shooting or archery.

Four inch lengths of lanyard with an assortment of five colored beads. A small object may be also added

Foam "beads" are available in a variety of designs related to sports, seasons, animals or nature objects.

Conchos serve as a good start to a spirit token, bookmark or key ring. Simply add leather string and beads.

Making the most of the Frontier theme

If you use a felt board for presentations or decorations, make it in the shape of a wagon. Use the wooden planks of the wagon for the word strips, and the white top of the wagon is where those word strips are staged to be put into place below.

Different activities may be used as the highlight of different days. One day may be pioneer skills, horsemanship, rustic cooking, or Native American awareness.

Staff may act as the "wagon train guides". Graduation can be completion of the trail to the west.

Decorations of the site can include replicas of a pioneer cabin, a frontier fort, Conestoga wagons.

**Snacks****Bottled Water****Give Aways**

Staff – take extra day camp t-shirts and patches

Mugs, pens, balls

Pow Wow books, CD's

Office Supplies

Flip charts

Markers: Sharpies, Crayola, Expo

Staplers & staples

Scissors, paper punch

Tape: Scotch, masking, duct, blue painters for walls

Pens/pencils

Push pins

Magnets

String, yarn, thin rope

Rulers, yard sticks

Specific ideas for theme – related training aids/props

Brownie Mix (resource disk)

Ellison machine or other die-cut ball shapes to use for nametags, standards displays, decorations, etc.

Beads – www.craftkitsandsupplies.com
(sports ball beads 144 @ &7.95)

Stress Balls –
www.garrettspecialties.com

Den Flags

Material – bed sheets work great!

Felt cut into the shape of sports pennants

Flag poles (3' x 1/2" dowels)

Flag pole holders – blue Lays potato chip plastic container with hole drilled in lid. Fill with dry beans, or sand once you get here.

Recognition Stuff

Candy bars (see resource disk)

Questions, comments, ideas?
Send them to:
dennis.kampa@ge.com

A production of National
Camping School
Task Force
and
Resource Team

Have a great time conducting an outstanding day camp this year! Please use the material in this book to improve your theme.

*National Camping School
Task Force
and
Resource Team*

Next Years Theme !! A Jungle Adventure

