

Camp Ronald McDonald for Good Times

TRADITIONS BOOK



THIS BOOK BELONGS TO:

THE TRADITIONS BOOK

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Camp Ronald McDonald for Good Times

Dedicated To

All those that have shared the smiles, joy, laughter
and love that is camp.

"The mission of Camp Ronald McDonald for Good Times is to create a positive, long lasting impact on children with cancer and their families by providing fun filled, medically supervised, cost free year round camp programs."



Our Four Outcomes:
Positive Self-Identity
Independence & Self-Reliance
Social Competencies
Feeling Supported

Foreword

The joy and magic of Camp Ronald McDonald for Good Times would not be possible if not for the dedication, kindness and generosity of its family of volunteers, staff and campers. Wonderful and long lasting traditions have been passed down through the generations of our "family" and many new and exciting traditions are started each year. This handbook is meant as a useful resource of old traditions and an inspiration for creating new ones. The dreams of our community are realized with the contributions of many unique and valuable individuals.

- Hurricane, editor

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CAMPFIRE



SONGS

APPLES AND BANANAS SONG

I like to eat, eat, eat
apples and bananas

A lake tay ate, ate, ate,
apples and bananaise

E leek tee eat, eat, eat,
eeples and beknee-knees

I like tai ite, ite ite,
ipples and be-nigh-nighs

O loke toe ote, ote, ote
opals and ba-no-nose

U luke two ute, ute, ute,
ute uppels and ba-knu-knews

I like to eat, eat, eat
apples and bananas

A lake tay ate, E leek tee eat,
I like tai ite, ite opals and ba-knu-knews

AROOSTASHA

(everyone together)

Aroostasha, Aroostasha,
Aroostasha-sha.
Aroostasha, Aroostasha,
Aroostasha-sha.

(repeat after song leader)

- (a) thumbs up
- (b) feet together
- (c) elbows in
- (d) knees bent
- (e) toes in
- (f) bottom out
- (h) Tongue out

AUSTRIAN WENT YODELING

Main Verse:

Once an Austrian went yodeling on a
mountain so high, When along came a
cuckoo bird interrupting his cry.

Chorus:

Oooh lee aaahhh

oh lee (pat thighs) oh kee kia (clap hands)

oh lee ah cuckoo cuckoo (snap fingers)

oh lee (pat thighs) oh kee kia (clap hands)

oh lee ah cuckoo cuckoo (snap fingers)

oh lee (pat thighs) oh kee kia (clap hands)

oh lee ah ooohhh

*(Repeat verse but replace cuckoo bird with
the following and add sound into chorus.)*

St. Bernard - arff, arff

Grizzly Bear - grrr

Dinosaur - ugh, ugh

Skier - swoosh

Avon lady - ding dong

Girl scout - Hi! Wanna buy some girl scout
cookies? NO!

Avalanche - rumble rumble

BABY BUMBLE BEE

I'm playing with my baby bumble bee
Won't my mommy be so proud of me
I'm playing with my baby bumble bee
Ouch! It stung me!

I'm squashing up my baby bumble bee
Won't my mommy be so proud of me
I'm squashing up my baby bumble bee
Oh that looks good!

I'm licking up my baby bumble bee
Yuck, I feel sick

I'm barfing up my baby bumble bee
Ugh what a mess
I'm mopping up a baby bumble bee
Poor little baby bumble bee.

BANANA SONG

Bananas UNITE!

Peel banana

Peel, peel banana

Peel banana

Peel, peel banana

Slice banana

Slice, slice banana

Slice banana

Slice, slice banana

Eat banana

Eat, eat banana

Eat banana

Eat, eat banana

Swallow banana

Swallow, swallow banana

Swallow banana

Swallow, swallow banana

Go bananas!

Go Go bananas!

Go bananas!

Go Go bananas!

THE BEAN SONG

*(Choose a type of bean - Lima, Pinto,
etc...)*

Well...

My dog _____ loves to roam

One day _____ left his home

He came back quite unclean

Where oh where has _____ been

_____ been, _____ been

Where oh where has _____ been

BEAR SONG

The other day

I met a bear

In tennis shoes

A fancy pair

(repeat entire verse)

He looked at me
I looked at him
He sized up me
I sized up him
(repeat entire verse)

He said to me
Why don't you run
I see you ain't
Got any gun.
(repeat entire verse)

And so I ran
Away from there
But right behind
Me was that bear
(repeat entire verse)

And so I saw
Ahead of me
A great big tree
Oh Lordy, me
(repeat entire verse)

The nearest branch
Was ten feet up
I had to jump
And trust my luck

(repeat entire verse)

And so I jumped
into the air
But I missed that branch
Away up there
(repeat entire verse)
Now don't you fret
Now don't you frown
Cause I caught that branch
On the way back down.
(repeat entire verse)

That's all there is
There ain't no more
Unless I meet
That bear once more!
(repeat entire verse)

The moral is
No shocking news
Don't talk to bears
in Tennis shoes.
(repeat entire verse)

BOA CONSTRICTOR SONG

(Repeat after me song)

Chorus:

I'm being eaten by a boa constrictor,
I'm being eaten by a boa constrictor,
I'm being eaten by a boa constrictor,
AND I DON'T LIKE IT VERY MUCH!

Oh no! It got my toe!
(repeat)
Chorus

Oh gee! It got my knee!
Oh no, it got my toe!
Chorus

Oh my! It got my thigh!
Oh gee! it got my knee!
Oh no! It got my toe!
Chorus

Continue with:

Oh flip! It got my hip!
Oh Fiddle! It got my middle!
Oh dread! It got my head!

THE CUTEST BEAR

(Bear Song Variation)

The cutest bear
I ever saw

Was sitting in the road
With a sandwich in his paw
(repeat entire verse)

I asked him if
He'd pose for me,
He said he would
for a nominal fee.
(repeat entire verse)

I walked right up
and looked at him
He opened his mouth
and shoved me in.
(repeat entire verse)

Now here I sit
inside this bear,
I need some help
and a little fresh air.
(repeat entire verse)

He burped me up
and that's no joke
I sure I am glad
this bear drinks coke.
(repeat entire verse)

THE BEAVER SONG

(As animals are added, do their noises in reverse order)

I'm a beaver, you're a beaver, we are
beavers all
And when we get together we do the
beaver call
(beaver sound)
add an animal...

BINGO

There was a farmer had a dog, and
Bingo was his name,
B-I-N-G-O, B-I-N-G-O, B-I-N-G-O
(spell out)
And Bingo was his name.

There was a farmer had a dog and
Bingo was his name,

Replace the letter "B" with a hand clap,
then continue spelling name (I-N-G-O)
3x
And Bingo was his name.

Keep singing the verse, but each time
replace the next letter of the name with a
hand clap. At the end we just clap (5x)
and sing:
And Bingo was his name.

BIRDY SONG

Way up in the sky (hands over head)
The little birds fly (arms under armpits)
While down in the nest (hands cradled)
the little birds rest (hands under head)
With a wing on the left (arm under armpit)
And a wing on the right (rt. arm under armpit)
The little birds sleep all through the night
(head resting on hands together)

Shhhhhhhhhh they're sleeping!!!! (Loudly
with fingers to lips)
The bright sun comes up, the dew falls away
(hands over head, hands dribbling motion)
Good morning, Good morning the little birds
say (hands over head)

BOOM CHICA BOOM

I said a-boom-chicka-boom
I said a-boom-chicka-boom
I said a-boom-chicka-rocka-chicka-rocka-
chicka-boom
Uh-Huh
Oh yeah
One more time...
...real sweet
Repeat as before only in a sweet voice

Other verses can be done in low, mean, quiet,
slow, fast, etc. , voices.
Last verse, instead of saying "one more time,
real _____," say "no more verses, That's it!"

BOOM BOOM AIN'T IT GREAT TO BE CRAZY

Chorus:
Boom boom ain't it great to be crazy,
Boom boom ain't it great to be nuts like us
Silly and foolish all day long,
Boom boom ain't it great to be crazy.

A horse and a flea and three blind mice were
sitting on a tombstone shooting dice, the
horsey slipped and fell on the flea

"Whoops, said the flea,
There's a horsey on me."

Chorus

Way down south where bananas grow
An ant stepped on an elephant's toe
The elephant cried with tears in his eyes
"Why don't you pick on someone your own
size?"

Chorus

Eee ay eee ay o spells sox
A nickel for a pair and a dollar for a box,
The longer you wear 'em, the better they
get
You put 'em in the water and they don't get
wet!

Chorus

Called myself to the telephone
Just to hear my golden tone,
Asked myself out for a date
Said I'd be ready at a half past eight.

Chorus

Took myself to the picture show
Sat right down in the very front row
Put my arms around my waist
Got so fresh I slapped my face.

Chorus

A man bought a pair of combination
underwear
wore 'em for forty-nine months without a
tear,
Forty-nine months without saturation
Couldn't get 'em off cuz he lost the
combination!

Chorus

BOY AND A GIRL IN A LITTLE CANOE

Just a boy and a girl in a little canoe
With the moon shining all around
And as she applied the paddle
You couldn't even hear a sound

So they talked and they talked
Till the moon went dim
Then she said you better kiss me or get out
and swim
So what you gonna do
With the moon shinin' all a
The girls paddelin' all a
The boys swimming all around.
Yeahhh

COME FILL MY CUP

(can also be sung as a round)
Come fill my cup, (group one)
Come fill my cup til it overflows (group two)
Come fill my cup, (group one)
Come fill my cup til it overflows (group two)
Come fill my cup, (group one)
Come fill my cup til it overflows (group two)
Til it overflows with love (both groups)

Amazing Grace (group one)
Amazing Grace, how sweet the sound (group
two)
That saved a wretch (group one)
That saved a wretch like me (group two)
I once was lost (group one)
I once was lost, but now am found (group
two)
Was blind but now I see (both groups)
(repeat verses over and over)

DESPARADO

(Teach the Chorus and sing the verses as
'Peaters)

Chorus:

He was a Big Bold Man he was a Desperado
From Happy Creek way out in Colorado
He horsed around just like a big tornado
And everywhere he went he gave his Yee
Haw!

There was a Desperado from the Wild and
Wooly West
He wore a big sombrero and two guns across
his chest.
He rode out to Chicago just to give the West
a rest
And everywhere he went he gave his Yee
Haw!

Chorus

He had a skunk named Pablo, but he thought he was a hat
He'd put him up on top his head and wear him just like that
And everywhere they'd go the people'd point and say, "What's that?"
And Pablo'd wag his tail and give his Yee Haw!

Chorus

He had a horse named Lightnin' who liked to buck and kick She never liked to run and she wasn't very quick But when our Desperado saddled up and gave a kick She'd throw him so you'd really hear his Yee Haw!

Chorus

He went to Coney Island just to check out all the sights He saw the Hoochie Coochies and the girls in purple tights It got him so excited that he shot out all the lights And everywhere he went he gave his Yee Haw!

Chorus

There was a fat policeman just a walkin' down his beat
He saw the Desperado come a-strollin' up the street
He grabbed him by the collar and he grabbed him by the seat
And threw him where he couldn't give his Yee Haw!

DO YOUR EARS HANG LOW

Do your ears hang low?
Do they wobble to and fro?
Can you tie 'em in a knot?
Can you tie 'em in a bow?

Can you throw them over your shoulders
Like a continental soldier?
Do your ears hang low?
(sing 3x, getting faster each time.)

(Variations)

Do your ears hang high?
Do they reach up to the sky?
Are they curly when they're wet?

Are they curly when they're dry?

Can you semaphore your neighbor

with a minimum of labor?
Do your ears hang high?

Do your ears flip-flop?
Can you use them as a mop?
Are they rounded at the bottom?
Are they pointed at the top?
Can you use them as a swatter?
Can you use them as a blotter?
Do your ears flip-flop?

DON'T WEAR NO SOCKS

I know (person's name) don't wear no socks
I was there when (he/she) took 'em off
(He/She) put 'em in a fishing boat
that boat will never float

(He/She) threw 'em up in the air
That's why it's polluted up there

(He/She) gave 'em to a dog with a bone
that dog turned into stone

(He/She) threw 'em into space
that's the end of the martian race
(He/She) put 'em in a frying pan
those eggs got up and ran

(Make up your own verses)

EENY MEENY (Beetles and the Bedbugs)

I woke up Sunday morning
I looked up on the wall
The beetles and the bed bugs
Were playing a game of ball.
Chorus

The score was six to nothing
The beetles were ahead
The bed bugs hit a home run
And knocked me out of bed.

Chorus

My mother is a German
My Father is a spy
And if you don't believe me
Just ask the FBI
Chorus

I ordered ham and eggs
I ate so many eggs
The ham rolled down my legs
Chorus

Chorus
I'm singing Eeny Meeny and a Miney Mo,
Mo, Mo, Mo
Catch a whiper whopper by the toe, toe, toe,
toe
And if he hollers hollers hollers
Let him go, go, go, go - Singing
Eeny meeny and a Miney Mo.

FRANKENSTEIN

Leader:
Let me see you Frankenstein
All:
What's that you say?
Leader:
I say, Let me see you Frankenstein
All:
What's that you say?
All:
Ooh ah ah ah ooh ah ah ah ooh ah ah ah ooh
(while saying this, make motions like Frankenstein with arms out forward walking like a zombie)
More verses:
Let me see your Joe Surfer (*pretend to be surfing*)
Let me see your muscle man (*flex*)
Let me see you Michael Jordan (*shoot hoops*)

HARRY HAS A HEAD LIKE A PING PONG BALL

(to the tune of the William Tell Overture aka "Lone Ranger Theme")

I went downstairs for breakfast
Harry has a head like a ping pong ball
Harry has a head like a ping pong ball
Harry has a head like a ping pong ball

Like a ping
Like a ping pong ball.
Like a ping pong, ping pong, ping pong, ping
pong ping pong,
ping pong, ping pong ball.
Like a ping pong, ping pong, ping pong, ping
pong, ping pong,
ping pong, ping pong ball.
(repeat verse one)

HEAD AND SHOULDERS, KNEES AND TOES

(This is an activity song- touch the parts of your body as you sing that part)

Head, shoulders, knees and toes
Knees and toes
Head, shoulders, knees and toes
Knees and toes
eyes and ears and mouth and nose
Head, shoulders, knees and toes
knees and toes
(The tempo increases as song is repeated)

Variation:

Head, shoulders, waist and hips
waist and hips
Head, shoulders, waist and hips
waist and hips
Eyes and ears and mouth and lips
Head, shoulders, waist and hips
waist and hips
(The tempo increases as song is repeated)

HERMIE THEWORM

CHORUS:

Sittin' on my fence post
Chewin' my bubble gum, chew,
chew, chew, chew
Playin' with my yo-yo, woo, woo
When along came Hermie the
worm
And he was this big
(make a motion as if measuring a
tiny worm)
And I said "Hermie, what happened?"

"I ate breakfast"

CHORUS

Continue with:

"I ate lunch" (measure larger worm)
"I ate dinner" (measure larger worm)
"I burped" (measure tiny worm)

HUMPHREY THE CAMEL

Humphrey the camel has five humps
Humphrey the camel has five humps
Humphrey the camel has five humps
So go, Humphrey, go!
Boom, boom, boom.
(repeat counting down until...)
Humphrey the camel has no humps
Humphrey the camel has no humps

Humphrey the camel has no humps

BECAUSE HUMPHREY IS A HORSE!

HUMPTY DUMP

Chorus:

Hump, de dump, Hump hump, de dumpty c
dumpty
Hump, de dump, Hump hump, de dumpty c
dumpty,

Jack and Jill went up the hill
To fetch a pail of water
Jack fell down and broke his crown
And Jill said
Whoaaaaa...ain't that funky now.

Chorus:

Hump, de dump, Hump hump, de hump de
dumpty
Hump, de dump, Hump hump, de hump de
dumpty,
Other rhymes:
Hickery Dickery Dock
Little Bo Peep
Jack be nimble
Three blind mice
Three visually impaired rodents

I LOVE THE MOUNTAINS

(Can be done as a round)

I love the mountains
I love the rolling hills
I love the flowers,
I love the daffodils,
I love the campfire
When the lights are out

Boom dee ah da, Boom dee ah da,
Boom dee ah da, Boom dee ah da.

IF I HAD A HAMMER

If I had a hammer, I'd hammer in the morning
I'd hammer in the evening, all over this land
I'd hammer out justice, I'd hammer out
freedom
I'd hammer out love between my brothers
and my sisters All over this land.

If I had a bell, I'd ring it in the morning
I'd ring it in the evening, all over this land
I'd ring out justice, I'd ring out freedom
I'd ring out love between my brothers and my
sisters All over this land.

If I had a song, I'd sing it in the morning
I'd sing it in the evening, all over this land
I'd sing out justice, I'd sing out freedom
I'd sing out love between my brothers and my
sisters All over this land.

Well I have a hammer, and I have a bell,
And I have a song to sing, all over this land
It's the hammer of justice, it's the bell of
freedom,
It's the song about the love between my
brothers and my sisters
All over this land

IF YOU'RE HAPPY AND YOU KNOW IT

If you're happy and you know it
Clap your hands (*clap, clap*)
If you're happy and you know it
Clap your hands (*clap, clap*)
If you're happy and you know it
Then your life will surely show it

If you're happy and you know it
Clap your hands (*clap, clap*)

If you're happy and you know it
Stamp your feet (*stamp, stamp*)
If you're happy and you know it
Stamp your feet (*stamp, stamp*)
If you're happy and you know it
Then your life will surely show it
If you're happy and you know it
Stamp your feet (*stamp, stamp*)

If you're happy and you know it
Say I am (*yell "I am"*)
If you're happy and you know it
Say I am (*yell "I am"*)
If you're happy and you know it
Then your life will surely show it
If you're happy and you know it
Say I am (*yell "I am"*)

If you're happy and you know it
Do all three: (*clap-clap, stamp-stamp, yell "I am"*)
If you're happy and you know it
Do all three: (*clap-clap, stamp-stamp, yell "I am"*)
If you're happy and you know it
Then your life will surely show it
If you're happy and you know it
Do all three: (*clap-clap, stamp-stamp, yell "I am"*)

I'VE GOT A HEAD LIKE A PING PONG BALL

(to the tune of the William Tell Overture aka "Lone Ranger Theme")
I've got a head like a ping pong ball
I've got a head like a ping pong ball
I've got a head like a ping pong ball
HEEEEEAAAAAD
Like a ping pong ball.
Ping, ping, ping, ping, ping, ping,
ping, ping, ping, PONG
(repeat replacing "pong" for "ping")

JAWS

This is a story do do, doo do
About Jaws do do, doo do
Baby Jaws, do do...
Mama Jaws, do do...
Daddy Jaws, do do...
Grampa gums, do do...
There was a lady, do do...
Swimmin' in the sea, do do...
"Why don't you come in the water and swim with me?"

Along comes Jaws, do do...
There was a man, do do...
A muscle man, do do...
Said, "I'll save ya", do do...
"From that Jaws", do do...

Watch out Jaws, do do...
He's gonna get ya, do do...
He's got Jaws! do do...
What now? do do...
Jaws II, do do...
Away swims Jaws, do do...
Away swims Jaws II, do do...
"Burp"

JOHN JACOB JINGLEHEIMER SMITH

John Jacob Jingleheimer Smith
that's my name too
Whenever I go out,
The people always shout
"There goes John Jacob
Jingleheimer Smith"
Da da da da da da
Sing three times, getting softer on
the verses and louder on the DA
Da's

KUMBAYA

Kumbaya, my Lord, Kumbaya;
Kumbaya, my Lord, Kumbaya;

Kumbaya, my Lord, Kumbaya; Oh
Lord, Kumbaya

Someone's crying, my Lord,
Kumbaya, Someone's crying, my
Lord, Kumbaya
Someone's crying, my Lord,
Kumbaya, Oh Lord, Kumbaya

Kumbaya, my Lord, Kumbaya;
Kumbaya, my Lord, Kumbaya;
Kumbaya, my Lord, Kumbaya; Oh
Lord, Kumbaya

(Additional verses:

Someone's praying, my Lord,
Someone's singing, my Lord,
Someone's laughing, my Lord,
Come by here, my Lord,)

LITTLE GREEN FROG

(During the mmm aaah's you stick your hands and tongue out)
(During the Frodeo's you tickle the people near you)
MMM AAAAH went the little green frog on day,
MMM AAAAH went the little green frog.

MMM AAAAH went the little green frog one day,
MMM AAAAH, MMM AAAAH,
MMM AAAAH. AAAAH, AAAAH

All the other frog went
Frodee-ohdee-ohdee-Oh,
Frodee-ohdee-ohdee-Oh,
Frodee-ohdee-ohdee-Oh,

All the other frog went
Frodee-ohdee-ohdee-Oh,
Except for the little green frog who went
MMM AAAAH, MMM AA
AAH, MMM AAAAH-AAAAH-
AAAAH.

LITTLE BUNNY FOO FOO

Chorus:
Little bunny foo foo
hopping through the forest
scooping up the field mice
and bopping them on the head.

Down came the Good fairy
and she said:
"Little bunny foo foo
I don't want to see you
scooping all the field mice and
Bopping them on the head.

I'll give you three chances
and then I'll turn you into a goon
But the next day;

Chorus

I'll give you two more chances
and then I'll turn you into a goon.
But the very next day;

Chorus

I'll give you one more chance
and then I'll turn you into a goon
But the very next day;

Chorus

I've given you three chances
now I'm going to turn you into a goon!
Zap!!! The moral of the story is: Hare
today, Goon tomorrow.

MORNING SONG

I'm alive, alert, awake, enthusiastic (*clap*)
 I'm alive, alert, awake, enthusiastic (*clap*)
 I'm alive, alert, awake,
 I'm awake, alert, alive,
 I'm alive, alert, awake, enthusiastic.
 (*This song is repeated faster and faster.*)

OLD LADY LEARY

Late last night when we were all in bed
 Old Lady Leary left a lantern in the shed
 When the cow kicked it over
 She winked her eye and said,
 "They'll be a hot time in the old town
 tonight."

Chorus:
 Fire, fire, fire!!
 Water, water, water!!
 Save my baby, Save my baby!
 Jump, lady, jump!
 SPLAT!

(3 times: sing verses softer each time;
 chorus louder)

MAGDALENA HAGDALENA

There was a little girl and she had a funny
 name
 She got it from her father just the same,
 same, same.

Chorus:
 Magdalena Hagdalena Ooka talka Wohka
 talka, Oca Moca Poca was her name

She had three hairs on the top of her head,
 One was alive and the other two were
 dead.
 She had a nose like a garden hose
 It wibbled and wobbled to and fro

She had two eyes in the middle of her head
 One was blue and the other one was red

She had two teeth in the middle of her
 mouth,
 One pointed north and the other pointed
 south.

Her feet were as large as a bathroom mat,
 I never asked her how they got like that.

Her ears stuck out like the sails on a boat,
 Her Adam's apple wobbled up and down her
 throat.

A ten ton truck struck Mag-de-lena
 The owner had to buy a new machina.
 Chorus

MY NAME IS O

Hi my name is O
 And I work in a button factory
 I have a wife and two kids
 Both boys
 And I spend my time pushing buttons.
 One day
 My boss came up to me
 And said "are you busy O"
 I said "no Joe"
 Then push this button with your right hand.
 (*make button pushing motion with right
 hand*)

Continue song, adding body parts:
 Left hand

Right foot
 Left foot
 Chest
 Tush
 Tongue (*sing song with tongue out*)

Final time respond I said "YES"

NA NA-NA NA NA

Chorus:
 Na na-na na na
 Na na-na-na-na na
 Na-na-na-na-na na na
 na na-na-na-na na

From East to West
 Camp Good Times is the best
 I said from East to West
 Camp Good Times is the best

Chorus

From coast to coast,
 Camp Good Times are the most
 I said from coast to coast,
 Camp Good Times are the most

Chorus

From tree to tree,
 Camp Good Times' the place for me

I said from tree to tree,
 Camp Good Times' the place for me

Chorus

From shower to pool,
 Camp Good Times is mighty cool
 I said from shower to pool,
 Camp Good Times is mighty cool

Chorus

From city to city,
 Camp Good Times is looking pretty
 I said from city to city,
 Camp Good Times is looking pretty

Chorus

ON TOP OF SPAGETTI

On Top Of Old Smoky variation –
 On top of spaghetti, all covered with
 cheese
 I lost my poor meatball, when somebody
 sneezed.
 It rolled off the table, and onto the floor
 And then my poor meatball, rolled out
 the door.
 It rolled out to the garden, and under a
 bush,
 And then my poor meatball, was nothing
 but mush.

The mush was as tasty, as tasty could be
 and early next spring it grew into a tree.
 The tree was covered with beautiful
 moss,

it grew lovely meatballs with to-ma-to
 sauce.
 So if you eat spaghetti all covered with
 cheese,
 hold onto your meatball, and don't ever
 sneeze.

I'm not Chevy and I'm not Ford
Honk, Honk, Rattle, Rattle, Rattle
Crash, Beep, Beep
Honk, Honk, Rattle, Rattle, Rattle
Crash, Beep, Beep
Honk-Honk

RONALD MCDONALD

(sing it as a 'peater!)
Ronald McDonald loves his big mac
Oooo chi-chi wa-wa his Big Mac!

Ronald McDonald loves his
chocolate shake
Oooo chi-chi wa-wa his chocolate
shake
Oooo chi-chi wa-wa his Big Mac!

Ronald McDonald loves his French
fries
Oooo chi-chi wa-wa his French fries
Oooo chi-chi wa-wa his chocolate
shake
Oooo chi-chi wa-wa his Big Mac!

Ronald McDonald loves his fillet o'
fish
Oooo chi-chi wa-wa his fillet o' fish
Oooo chi-chi wa-wa his French fries
Oooo chi-chi wa-wa his chocolate
shake
Oooo chi-chi wa-wa his Big Mac!

Ronald McDonald loves his chicken
nuggets
Oooo chi-chi wa-wa his chicken
nuggets
Oooo chi-chi wa-wa his fillet o' fish

Oooo chi-chi wa-wa his French fries
Oooo chi-chi wa-wa his chocolate
shake
Oooo chi-chi wa-wa his Big Mac!

(keep going adding in other foods
and dance moves you can think of)

SHE'LL BE COMING AROUND THE MOUNTAIN

She'll be coming round the
mountain when she comes, Toot!
Toot!
She'll be coming round the
mountain when she comes, Toot!,
Toot!

She'll be coming round the
mountain,
She'll be coming round the
mountain
She'll be coming round the
mountain when she comes. Toot!
Toot!
2. She'll be driving six white horses
Whoa, Back!
3. We will all go out to meet her, Hi,
Babe
4. We will kill the old red rooster,
Hack, Hack!
5. We will all have chicken and
dumplings, Yum, Yum!
6. She will wear her old red flannels,
Scratch, Scratch!
7. She will have to sleep with
Grandma, Snore, snore!

SHUGGY CHEER

Hey there (*person's name*)
You're a real cool cat
You've got a lot of this and a lot of
that
So come on down and shake your
rear

And show us how to do the shuggy,
shuggy cheer

Hands up shuggy, shuggy,
shuggy, shuggy
Hands down shuggy, shuggy
shuggy, shuggy
An' a boom, shuggy, shuggy (*hands
to the left*)
shuggy, shuggy
An' a boom, shuggy, shuggy (*hands
to the right*)
shuggy, shuggy

SINGIN' IN THE RAIN

Chorus
I'm singin' in the rain, just singin' in
the rain
What a glorious feeling, I'm happy
again

Ooga Chug-a, ooga chug-a, ooh
chug-a, chug
(Repeat after each verse)

(Repeat after leaders)

1. Arms out! (Arms out!)
 2. Knees bent! (Knees bent!)
 3. Toes together! (Toes together!)
 4. Butt out! (Butt out!)
 5. Chest out! (Chest out!)
 6. Tongue out! (Tongue out!)
- (Keep adding verses as song
continues)

SQUIRREL

Squirrel, squirrel
Shake your bushy tail
Wrinkle up your little nose
Put a nut between your toes
Squirrel, squirrel
Shake your bushy tail.

SUPER LIZARD

Assume the position!
Super lizard, Super lizard
See him swim ughh
See him swim ughh
In and out of the water
In and out of the water
With his fins ughhh
With his fins Ughhh.

SWIMMING, SWIMMING

(Repeat, replacing one line at a time
with humming.... Each line has
motions)
Swimming, swimming
In the swimming pool
When days are hot
And nights are cold
In the swimming pool
Breast stroke,
Side stroke,
Fancy diving too,
I bet you wish you never had
anything else to do
But...

TARZAN

O aeiii oae
Ricki ticki toombah
Muscle muscle muscle
O aeii rickiti ricki do
Oooo ricki ti
Oooo ricki do

TARZAN
Swinging on a rubber band
TARZAN
Fell into a frying pan
Oooo that smarts
Now Tarzan has a tan
JANE
flying in a jet plane
JANE
Crashed into a traffic lane
Oooo that hurts
Now Jane has a pain
CHEETAH
dancing on a pizza
CHEETAH
burned his little feetsah
Oooo that hurts
Now Cheetahs mad
(name of someone in audience)
Dancing on a pizza
(name)
Fell in love with cheetah
Now Cheetahs got a mate
Now everythings just great!

TARZAN OF THE APES

I like bananas
Coconuts
and grapes

I like bananas
Coconuts
and grapes

I like bananas
Coconuts
and grapes
That's why they call me
TARZAN OF THE APES!

(sing through several times replacing the words bananas, coconuts, and grapes, with grunts, and making muscle poses with your arms)

THE EENCY WEENCY SPIDER

The eency weency spider went up the water spout,
Down came the rain and washed the spider out;

Up came the sun and dried all the rain,
So the eency weency spider went up the spout again.

THERE'S A HOLE IN THE BUCKET

This is a team song, with one team singing the first verse, and the second quickly figuring out an appropriate response. This continues until one team cannot come up with a response quickly enough.

1st verse:
There's a hole in the bucket
Dear _____, Dear _____
There's a hole in the bucket
Dear _____, a hole
(Appropriate response, i.e.)
Then fill it, Dear (name)
Dear (name), dear (name)
Then fill it dear, (name)
Dear (name), fill it.

With what? Dear (name)
Dear (name), dear (name)
. . . etc.

THREE CHARTREUSE BUZZARDS

3 chartreuse buzzards
3 chartreuse buzzards
3 chartreuse b-u-z-z-a-r-d-s
Living in a dead tree.
Look one has flown away
What a shame.

(Repeat with 2 and 1 chartreuse buzzards)

0 chartreuse buzzards
0 chartreuse buzzards
0 chartreuse b-u-z-z-a-r-d-s
Living in a dead tree

Look one has returned
Let us re-joice
1 chartreuse buzzard
1 chartreuse buzzard
1 chartreuse b-u-z-z-a-r-d
Living in a dead tree

(Repeat with 2 and 3 chartreusue buzzards)

UNDERWEAR SONG
(sung to God Bless America)

God bless my underwear
my only pair
I don't mind though
cause I know
When I pull down my pants
they'll be there.
Now I wash them
every month now
And I sew up
every tear
God bless my underwear
my only pair
God bless my underwear
my only pair.

WACKY PENGUIN SONG

Have you ever seen
A penguin come to tea?
When you look at me
A penguin you will see!
PENGUINS ATTENTION!
PENGUINS BEGIN!
Right arm
~Continue the song until you are dancing like a penguin~
At the end it's PENGUINS
ATTENTION! PENGUINS FALL
OUT!



WADALYACHA

Wadaly acha Wadaly acha
 Doodely do Doodely do
 Wadaly acha Wadaly acha
 Doodely do Doodely do
 It's the easiest song, there ain't
 nothing to it,
 All you gotta do is doodely do it
 I like the rest but the part I like the
 best
 Goes doodely doodely do
 Wooh!
 (Repeat faster)

YOU ARE MY SUNSHINE

You are my sunshine,
 My only sunshine
 You make me happy, when sky's are
 grey
 You'll never know dear,
 How much I love you
 Please don't take my sunshine away.
 The other night dear, as I lay
 sleeping
 I dreamed I held you in my arms
 When I awoke dear, I was mistaken
 And I hung my head

WE COME FROM THE MOUNTAINS

We come from the Mountains,
 Livin' in the Mountains,
 Go Back to the Mountains
 And turn the world around. (clap,
 clap)

We come from the Fire,
 Livin' in the Fire,
 Go Back to the Fire
 And turn the world around. (clap,
 clap)

We come from the Water,
 Livin' in the Water,
 Go Back to the Water
 And turn the world around. (clap,
 clap)

We --- come --- from the Sky,
 Go back to the Sky
 And turn the world around. (clap, clap)

Do you know who I am?
 Do I know who you are?
 Seeing each other, one another clearly
 Do we know who we are? (no claps!)

We come from the Mountains,
 Livin' in the Fire,
 Go back to the Water
 And turn the world around.

WEENIE MAN

I know a weenie man, he owns a
 weenie stand
 He sells me everything from hot dogs
 on down, down, down, down
 Someday I'll share his life
 I'll be his weenie wife
 Oh how I love that weenie man.
 Hot dog!!

Stories



A Long Time Ago *by Bear*

A long time ago, about last month, I was strolling around camp, trying to come up with a way to describe stories and storytelling to new counselors when I ran in an old mother bunny. You could call her a gray hare. She was hopping around the pond, chuckling to herself about the fact that there was a dock beside the pond and a doc inside the Med Shed. Kind of a paradox. Remembering the principles of WESTI, I introduced myself.

Cinder Bunny Rabbit she said when I asked her name. She had tiny orange earrings that looked like little carrots and a pair of glasses that she wore on the end of her little pink nose.

Stories, hmmm, she said. *I've been telling hare raising stories to my little ones all their lives.* She told me that the way she saw it, stories at camp could be clumped into three broad categories: stories about camp traditions and camp tales, stories with a message or lesson and stories for the end of the day.

Camp Traditions and Camp Tales:

Folks don't always think of camp traditions and tales as stories, but they are. Camp is a magical place. You don't just give out information like you are leading a tour group off a bus. You pass on the history of camp like you tell your children about their ancestors.

You sprinkle tales of camp the way you add spices to your meals, they turn a carrot stick into carrot cake, she told me.

Of course you know about Walter, Cinder said, pointing to the pond. He*s the old grandpa fish of the pond, they say he's the size of a Hummer. He's broken plenty of lines in his day. Tricky, too. Whenever campers loose their bait, or their line gets stuck and snaps, there*s a good chance it*s Old Walter. When campers loose their floaters, it*s not because they don*t know how to cast, it's Walter playing tricks again. Plenty of his cousins have been caught by campers, and Old Walter doesn't mind as long as the campers are nice to the fish and let them off the hook. That's why we release them back into the pond.

Camp tales can give campers an excuse when they struggle with new skills. It*s often handy to have someone or something to take the heat when things don*t go as planned. It can also let campers

feel in the know, like they are part of the club if they know some of the camp traditions. Even brand new counselors can talk about camp tales. They just start out by saying *I heard one of the old timers say that ** and then just fill in the blanks.

It's important to stick with the light and friendly camp tales.

There are more than a few counselors who won*t sleep upstairs in Building 7 because they heard about Spencer*s ghost camper.

We were walking out by Adventure when Cindy said *Of course you know about the Adventure Cistern*. I nodded my head and said *Not really*.

A cistern is a structure made to collect or hold something, often water. It can be above ground or below ground. Well, it turns out that one year, a mysterious cistern appeared near the Adventure area.

No one really knows what it holds, whether it is courage, good luck or just hot air. Nevertheless, the Adventure Cistern seems to have some mysterious powers. It has been known to change people's voices, and it seems to have the power to change the weather. It makes things go well at Adventure. Legend has it that once a counselor put a bunch of chicken bones in it and the next day, the bones were gone and the shape of a heart was scratched into its surface. The exact location of the Adventure Cistern is one of the closely guarded secrets of camp.

There are times when a camper may feel uncertain or intimidated by a challenge they face like the wall or the tower or just being in a new cabin. It can be a comfort to know that there are magical powers backing them up. Even if one doesn't fully believe in that sort of stuff, it couldn't hurt.

Stories With a Message:

As we walked on, Cinder told me *You don't always have to lecture kids at camp*. I must admit, there are times when as a counselor I feel like I spend a lot of time telling campers what to do. After a while, it's no wonder they might start to tune me out. I guess I can be unbearable at times. So how do you get your message across without lecturing?

Think about hiking up a long hill with a little camper after you've told your cabin the story of the Little Engine That Could. Imagine what would happen if you walked next to a camper who is struggling and quietly say *I think I can, I think I can*.

The best lessons are the ones folks can apply to situations they face at camp.

Seattle Special Olympics:

A few years ago, at the Seattle Special Olympics, nine contestants, all physically or mentally disabled, assembled at the starting line for the 100-yard dash. At the gun, they all started out, not exactly in a dash, but with a relish to run the race to the finish and win. All, that is, except one little boy who stumbled on the asphalt, tumbled over a couple of times, and began to cry.

The other eight heard the boy cry. They slowed down and looked back.

Then they all turned around and went back. Every one of them. One girl with Down's Syndrome bent down and kissed him and said: "This will make it better."

Then all nine linked arms and walked together to the finish line.

Everyone in the stadium stood, and the cheering went on for several minutes. People who were there are still telling the story.

Why? Because deep down we know this one thing:

What matters in this life more than winning for ourselves is helping others win, even if it means slowing down and changing our course.

Sometimes it is handy to keep a few carefully chosen stories in your camp bag to share during rest period or during your cabin closing in the evening. You can have a discussion about what the story meant. Then instead of lecturing campers on sharing or treating each other as a family, when something happens, you can ask *Are you helping others to win like the kids in the story did?*

Some folks keep quotes for this purpose.

The battles that count aren't the ones for gold medals. The struggles within yourself * the invisible, inevitable battles inside all of us* that's where it's at. - Jesse Owens, Olympic Gold Medalist

It just seems that when you are talking about stories with a lesson, these are best relayed at quiet times. One on one. They can be said to encourage a camper who is down, or to teach a cabin about treating their cabin mates with respect. Perhaps the best tone is conversational and matter of fact. These stories can be collected from magazines and books or from your own experience, the struggles you faced growing up.

We were walking out by Building 7 when Cinder Rabbit said *Of course you know the legend of the big fire and the Elvis Fence*.

Several years back, there was a big fire in the hills around camp. On the drive up to camp and the way home you can still see some burned trees in the hills along the road. Well, the fire was so close that you could smell the smoke and in the evenings, the sky would turn red. The California Department of Forestry firefighters came into camp and were so impressed with the Med Shed and the field for possible helicopter landings, they said that unless things got terribly worse, we did not

have to evacuate like the other camps in the area. In fact, they asked for permission to use camp as a base of operations if things got real bad. So there were helicopters making water drops all around, and the fire continued for several days. At one point it looked like the fire was threatening to enter camp from the west. Hollywood, Patrick Smith and Dot went behind Building 7 on the west end of camp and put little statues of Elvis on the fence and turned them to face the fire. The fire never advanced against the King. The fire just left the building. Thank you, thank you very much. It is nice to remind folks that they are in a very special place where wondrous things happen. If you are on the look out for miracles, you are more likely to find them.

Stories For The End of The Day:

Cin-a Bunny said that the end of the day was a special time for stories. There are Campfire Stories and there are Bedtime Stories.

They are two very different animals.

Campfire Stories:

CB Rabbit had read a *Campfire! * A Historical Perspective* and knew that campfire stories should be told at the end of the campfire.

She had some hints about telling a campfire story. Pick a story that you love. One that has a worthwhile message, one with a heart. You should know it well, like an old friend or favorite movie. Some folks use cue cards or outlines, but at a campfire, this can be distracting and the darkness may make it impossible to read. That*s why the story should be one you know and love. You should know it by heart. Practice telling it. Out loud. In front of friends, or a mirror, or on tape.

Make the story come alive, use different voices if you are comfortable doing that. Face different directions when speaking for different story characters. Take different postures. Put on different hats. Turn the story into theater. Be true to yourself, true to your audience and true to the story. Do what fits.

The advantage of campfire stories is that people want to hear them.

There is something magical about hearing a campfire story. Staring at the fire, picturing the scene in your mind, let the story tell itself.

Most of all, don*t be overly critical of yourself. Each telling of a campfire story is what it is, and for that reason, is special, unique, and just right.

You can find examples of stories in this book, on line, or in the library. Better yet, think about stories you loved when you were a cub, re-tell them and breathe new life into them.

Bedtime Stories:

Bedtime stories are sacred, Bunny told me. Count yourself lucky if you get to share them with your campers. Bedtime stories are as much ritual, rhythm and routine as anything else. She told me that every night when her children were little bunnies, she would have them get ready for bed, brush their buck teeth, wash behind their rabbit ears and put on their little trap-door Jammies. When they were all set for bed, she would get THE BOOK. She would dim the lights and wait for them to settle in and quiet down. Then she would clear her throat and say *Let's see, where did I leave off?* Then she would start reading.

We all have little reminders that tell us that the day is drawing to a close. For some it's Letterman or Leno. Maybe it's listening to an iPod or making the last call of the day to a loved one. Maybe it*s the book we never quite finish.

For campers, it*s the voice of one person talking. It can be reading from a children*s book that has been checked out from the library for the session. It can be an audiobook on disk, or just an album of quiet children*s songs. Maybe it*s the voice of a counselor who substitutes the names of her campers into a fairy tale, or one who replays the highlights of the day making each child in turn, a star.

There is something special about the connection that happens when a camper drifts off to sleep to the sound of a voice that makes them feel safe, secure and cared for.

As we continued in our circuit around camp, Cindy and I passed Building 5. *Of course you know about the Levitation Entrance to Building 5* she said me. *Oh, sure* I said as I shook my head.

If you look at the front of Building 5, you will see that there are two front doors, one over the other. There are no stairs on the outside of the building and none on inside of the building, and yet there*s a door to the second floor. You might think you're grounded, but that's another story.
As with life, there are some things at camp that you just can't explain. She winked at me and hopped off.

A Caterpillar's Voice *(Maasai: East Africa)*

Once upon a time a caterpillar crawled inside a hare's house when the hare was away, and set about making himself comfortable. When the hare returned home, he noticed new marks on the ground going into the cave. He called, "Who's in my house?"

The caterpillar boomed out in a loud voice, "It is I! Yes, I who crushes rhinos to the earth and tramples elephants into dust!"

The hare hopped about, crying, "What can a small animal like me do with a creature who crushes rhinos and tramples elephants?"

He soon met a jackal, and asked the jackal to talk to the terrible creature who had taken possession of his home and to convince him to leave. The jackal agreed, and when they reached the place, he barked loudly and said, "Who is in the house of my friend the hare?"

The caterpillar replied in a voice that rocked the earth, "It is I! Yes, I who crushes rhinos to the earth, and tramples elephants into dust!" On hearing this the jackal thought, "Certainly I can do nothing against such a creature," and he quickly left.

The hare then fetched a leopard, and he begged the leopard to help him. The leopard assured the hare it would be no trouble at all. On reaching the spot, the leopard bared his claws and growled, "Who is in the house of my friend the hare?" The caterpillar replied in the same manner as he had done before. The leopard was alarmed and thought, "If he crushes rhinos and elephants, I don't even want to think about what he could do to me!"

Next the hare sought out the rhinoceros. "No doubt, I am the most fearsome of beasts," grunted the rhino. The rhino marched to the hare's cave, where he snorted and pawed the ground with his massive feet. But when the rhino asked who was inside and heard the caterpillar's booming reply, he thought, "What, he says he can crush me to the earth?" And the rhino thundered away, crashing through the forest.

Growing frantic, the hare tried the elephant, and asked him to come to his assistance. But like the others, on hearing what the caterpillar had to say, the elephant knew that he had no wish to be trampled underfoot like dust, and stomped off.

In despair by this point, the hare asked a frog passing by if he could possibly make the creature who had frightened all the other animals leave his house. The frog went to the cave door and asked who was inside. He received the same reply as had been given to the others. Then the frog went nearer and shouted, "I, who am the strongest of all, have come at last. I am the one who crushes those who crush the rhinos! I am the one who tramples underfoot those who trample the elephants!"

When the caterpillar inside the hare's cave heard this, he trembled. He sensed the shadow of the frog coming nearer and thought, "After all, I am only a caterpillar!" And the caterpillar inched out of the hare's den along its edge, trying not to be noticed.

The animals who had collected around the hare's house seized the caterpillar and dragged him out. "What, you?" they all cried in disbelief.

"I would never dream of staying in that cave!" said the caterpillar with his nose in the air. "An echo like that is far too crude for a refined creature like myself!" As he sniffed away, all the other animals laughed at the trouble he had given them.

HAPPY BIRTHDAY MOON

by Laura Graham

One night Bear looked up at the sky and thought, wouldn't it be nice to give the moon a birthday present. But Bear didn't know when the moon's birthday was, or what to get him. So he climbed a tall tree to have a little chat with the moon.

"Hello, Moon!" he shouted.

But the moon did no reply. Maybe I am too far away, thought Bear, and the moon cannot hear me. So Bear paddled across the river... And hiked through the forest... Into the mountains.

Now I am much closer to the moon, thought Bear, and again he shouted.

"Hello!"

This time his voice echoed off one of the other mountains.

"Hello!" it echoed back.

Bear got very excited. Oh, boy! he thought, I'm talking to the moon.

"Tell me," asked Bear, "when is your Birthday?"

"Tell me," said the echo, "when is your Birthday?"

"Well, it just so happens that my birthday is tomorrow!" said Bear.

"Well, it just so happens that my birthday is tomorrow!" said the moon.

"What do you want for your birthday?" asked Bear.

"What do you want for your birthday?" asked the moon.

Bear thought for a moment, then he replied, "I would like a hat."

"I would like a hat," said the moon.

Oh, goody! thought Bear, now I know what to get the moon for his birthday.

"Goodbye," said Bear.

"Goodbye," said the moon.

When Bear got home, he dumped all the money out of his piggy bank. Then he went downtown and bought the moon a beautiful hat.

That night he put the hat up in a tree where the moon could find it. Then he waited and watched while the moon slowly crept up through the branches and tried on the hat.

"Hurray!" yelled Bear. "It fits just right!"

During the night while Bear slept, the hat fell out of the tree. In the morning, Bear found the hat on his doorstep.

"So the moon got me a hat, too!" exclaimed Bear. He tried it on and it fit perfectly. But just then, the wind blew Bear's hat off his head. He chased after it... but it got away.

That night Bear paddled across the river... And hiked through the forest... Into the mountains... to talk with the moon. For a long time the moon would not speak to him, so Bear spoke first.

"Hello!" he shouted.

"Hello!" replied the moon.

"I lost the beautiful hat you gave me," said Bear.

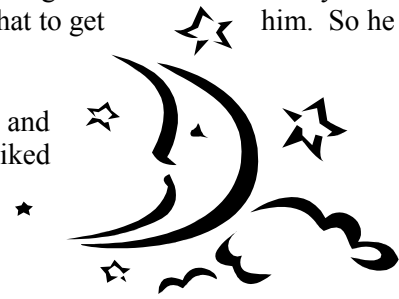
"I lost the beautiful hat you gave me," said the moon.

"That's okay, I still love you!" said Bear.

"That's okay, I still love you!" said the moon.

"HAPPY BIRTHDAY!" said Bear.

"HAPPY BIRTHDAY!" said the moon.



The Humming Bird Story *As retold by Brian Crater*

Campfire is a place where for centuries friends and family have traditionally sat and sharing stories and tales. Many of the stories would be of family history. Some stories were of legend and to explain unexplainable things. This is a story that was told to me around a similar campfire as it has been told for many years around Native American campfires.

The story begins in a time before any human lived on the earth. It was a time when our animal brothers and sisters roamed free and in harmony with the earth. It was believed, according to legend, that during this time that all living things; the four legged ones, the winged ones, the ones that lived in the water, all lived together and could speak the same language. Even though they all lived in harmony, times were not easy.

For long ago, our Native American friends believed that all living things lived on the land that was flat and endless. Much like the top of a very large table. On top of the table, was believed to be a great overturned bowl. This bowl was created by the Great Spirits to help protect all living things that lived on the land.

Even though this bowl kept all living things safe, it also created great hardships. Underneath this protective shell it was always dark. Darker than it is tonight. Imagine no lights at all, as if you were underneath a thick blanket. For this is how it was for all the four legged, the winged ones and those that swim. It was so dark, finding food was very difficult and took most of the time and energy of all living things.

It was this hardship that caused a great meeting to be called by all the animal brothers and sisters. This Council of animals gathered to create a way to ask the Great Spirits for help. The Council discussed many options and ideas. It was after for a long time that they decided on plan. The Council decided that they would ask the strongest bird, the bald eagle, to fly straight up into the sky to the top of the great bowl. When at the bowl's edge, the mighty bird would use it's beak to break through the cover and ask the Great Spirits that lived above for help. With this plan decided, the council approached the strong bald eagle.

The eagle listened to the Council's plan. After much thought the eagle spoke these words: "I understand your need is great and your plan is good, but I must worry about feeding myself and my family. If I leave to fill your plan my family will suffer. I suggest you find another to help with your idea."

The Council was discouraged. They approached the mighty hawk with the same plan. But again they were turn down for the same reasons as the eagle gave. The hawk was worried about his own family and their well being.

Just as the Council was about to consider an alternative plan, one member of the Council stepped forward and said; "I may not be as big and strong as my eagle and hawk brothers, but I am willing to fly to the great shell to ask the Great Spirits to help all of us live a better life." The Council turned to find standing before them the small Humming Bird. The council considered the small birds offer. The Council asked the Humming Bird to reconsider, for even though his wings moved faster than any other bird, the trip was long and hard. They did not want to feel responsible if the Humming Bird got hurt. But the Humming Bird would not waver. The Humming Bird knew in his heart that this was the right thing to do. The Humming Bird knew the power and greatness of helping others. The Humming Bird wanted to help all living things that lived on the land.

It was then that the Humming Bird decided to try. After some rest and food, the Humming Bird began to fly straight up in the air. As the Humming Bird flew he continually said to himself, "I must do this for it will help all my animal brother and sisters!" The trip was harder that the Humming Bird expected. His wings grew sore and tired, but all along they way he would say to himself, "I must do this for it will help all my animal brother and sisters!" As the Humming Bird reached closer to the shell, he began to feel light-headed, dizzy and about to faint. To gather strength the small bird said again, "I must do this for it will help all my animal brother and sisters!" With this thought the noble

bird gave one hard beat of it's wings and poked its small beak through the shell. But with that success, the bird fainted and fell to the ground. Many of the Council heard of the Humming Bird's attempt. They asked him not to try again for fear of his life, but with each caution the Humming Bird replied, "I must do this for it will help all my animal brother and sisters!"

Legend has it that the Humming Bird did not stop trying. Legend tells of a Humming Bird that tirelessly tried, time and time again to poke his head through the great shell in an attempt to ask the Great Spirits of help. Depending on who is telling the story, the Humming Bird tried hundreds, thousands, even millions and millions of times. Yet, each time the Humming Bird would get to the edge of the shell he felt spent, weak and faint. And each time before he would faint and fall to the ground, he would say to himself, "I must do this for it will help all my animal brother and sisters!" Sometimes the Humming Bird would poke a little part of his beak through the shell, other times he would get all of his beak through, but each time ended the same, with the small Humming Bird falling to the ground.

Legend also tells of the Council and the other animals that witnessed and heard of the Humming Bird's efforts. For stories were being told about the "crazy" Humming Bird. Jokes were being told and funny songs sung about the "stupid" Humming Bird. But never the less the small bird continued to try for in his heart he knew, "I must do this for it will help all my animal brother and sisters!"

The last time the humming bird flew, it is told, that he flew to the shell as before. This time just as he was about to faint he told himself again, "I must do this for it will help all my animal brother and sisters!" and his beak poked through. Instead of fainting he told himself again, "I must do this for it will help all my animal brother and sisters!" and he was able to poke all his head through the great shell. But as before, the humming Bird fell to earth. This time never to fly again for the Humming Bird died.

As some of the Council came to see and mourn for the Humming Bird, the Great Spirits descended through the hole that the Humming Bird made with his head in the great shell. The Council was excited and thrilled to finally speak with the Great Spirits about their hardship and ask for help. The Great Spirits listened to the Council's request. It was then that the Great Spirits spoke. They said, "We will grant your request for help. We will remove the shell from your land and allow brightness to shine on the land. This will allow you to find food and live easier." The Council shouted with hollers of joy and happiness. But the Great Spirits stopped them with a "Ho!"

"Yes, we will give you brightness, but we will also return the great shell over the and for a period of time", said the Great Spirits. The Council was curious as to why they made this choice. The Great Spirits explained that they had witnesses the efforts of the noble Humming Bird and knew of his desire to help all living things. For this reason they would remove the shell. The Spirits also explained that they also heard the jokes and stories filled with laughter being told about the Humming Bird, it was this reason they would place the shell back over the land.

And this is what the Native Americans believed was the origin of the star filled sky above us tonight...a reminder from the

Great Spirits of how we should treat each other. The Great Spirits wanted the shell with all the beak markings made by the Humming Bird to be a reminder to all living things that; doing for others is noble and will create light, to ridicule and tease will only cause darkness.

JUST TWO MORE STARS

Just as this story was told to me, I now share it with you.

Mark "Pun" Maxwell

For many years, a very wise man and a very wise woman had been the trusted leaders of a peaceful and prosperous land. After quite some time and much discussion, they had considered their achievements and had finally decided that the time had come for them to end their rule and help select new guides for the people.

Hearing this news, everyone agreed on two points. One was that the Queen and King would certainly be missed by all. The other matter on which everyone agreed was that it would be very difficult to find anyone who could take the place of these two kind and caring people.

The wise men and wise women of the land met for many days in order to decide how to replace this pair of important individuals. The sages discussed the traits needed for leadership. Agreement was reached on many of the qualities required.

More difficult was discerning how to find people with such ability and insight. From among the entire population of the land, certainly such people did exist. The challenge for all was how to find them, and find them in enough time to replace the departing monarchs.

After much discussion, a plan was devised. One morning everyone awoke to find an announcement posted throughout the country.

“We are sad,” it said “to lose our admired leaders. Every disappointment, however, presents an opportunity. This is your opportunity to let us see if you could be the new ruler of our proud and precious place. If you think you could do the job, please come to the field behind the Town Square. Come this Saturday just before the sun drops below the horizon to create dusk. Bring whatever you need that will enable you to stay the entire night.”

Just about everyone managed to read the notice.

Our attention is directed at two people in particular, a sister and a brother. I forget who was older. I do know they loved each other and they loved their world. They were smart; they were strong in many ways. Their world and their hearts were filled with joy. Yet, they also faced difficult challenges.

The brother could barely walk. His legs would often ache with pain when he pushed too far.

Running was even more difficult. Because it hurt to move about, he had learned to do with what he could carry in his two hands.

This planning helped him avoid extra trips from one place to the next. His mind was a resource in other ways also. While others explored new locations, he often used his impressive imagination to create these places for his own mind’s eye. What he saw was often more beautiful than what others passed by and often ignored.

His vibrant sister had difficulty hearing. While she loved the sights of birds in flight or water cascading down a river, she could barely hear the sounds that accompanied such sights. It took great patience and careful attention for this bright young woman to understand what people were trying to say.

Perhaps it was because she had a hard time hearing what people said that she became so adept at understanding people’s intent just by the way they moved and gestured. She also enjoyed reading the words that others had written.

It was the sister who first read the notice seeking people who might be considered leaders. She excitedly brought a copy of the notice to her precious brother. After reading the poster, he shared his sister’s eagerness. He could imagine the two of them offering their creativity, caring and insights with the rest of their people.

Her brother was also afraid. He was afraid that they might not be up to the test the wise men and women had devised. His early enthusiasm was being swallowed by fear and self-doubt. His sister asked him to remember what their parents had always said to this pair as they faced challenges while growing up.

Facing pain or unknown fears. May lead to shedding valid tears. Remember that while you are crying. You can only succeed if you don’t stop trying. Often times when faced with a painful procedure, he remembered reciting this rhyme to himself. The little poem became as comfortable as a snuggly teddy bear, offering security and friendship during a trying time. His resourceful sister was reminding him of just how strong he could be.

The two of them were being given an opportunity that might never come to them again. It would be foolish not to accept the invitation that had been offered to them. They were as deserving as anyone else in the land.

On the announced day, the pair arrived earlier than all had been asked. They were far from alone. The great field was filled with individuals and teams who thought they deserved the honor of succeeding the royal pair. How could the committee ever hope to pick just two people from the growing forest of folks?

“Soon we will all find out,” she thought as she witnessed the wise women and wise men approach the patient but eager crowd.

“We appreciate your good behavior and your desire to serve as leaders of our land,” said the one woman who was acting as spokesperson for them all. “As a group, we have devised a method that will allow our new leaders to be chosen. Soon the sun will be gone from the sky and the stars will come out. Your task is simply to count all the stars in the night sky.”

After the oohs and ahs of the crowd diminished to a low murmur, the woman continued, “So you see we will not select the new leaders; you yourselves will make the selection by showing us who among you can succeed.”

The brother and sister were not alone in their disbelief and dismay. This time, the young woman questioned her brother.

“How can anyone count all the stars in the sky? I know that we will be smart enough to divide the task in half between us. Still there are so many.”

As she had encouraged him before, the young man now faced his sister and loudly reminded her of their mutual strengths. Then he proposed his specific plan. “We will lie on our backs, side by side. When you feel you can count no more, all I want you to do is count just two more stars. Every time you think you cannot go on, remember just two more stars. Then two more and two more again. We can do it.”

The brother and sister lay down and waited for the first star of the night to shine on them. She remembered a book she read which said that each star in the sky is actually a sun, a sun that shines brightly but is much farther away than our own sun. Eventually both brother and sister began their separate counts.

I wish I could tell you that the two of them counted every star in the sky. I wish I could tell you that both brother and sister stayed awake through the night while others dozed or drifted away in frustration. If I told you that, I would be lying.

As the morning sun rose over the field, the girl felt its warmth on her face. Eventually, it was warm enough to wake her from a deep sleep. As soon as her eyes fluttered open, she remembered her task and then realized she had failed. She had failed to stay awake. She had failed to count her half of the stars in the sky, and, most upsetting of all, she had failed her brother.

This last realization was so distressing that she could not bring herself even to look at him and reveal her disappointment.

Had she looked at her brother, she would have seen almost a mirror image of her own emotions. The boy too had fallen asleep. Somewhere in the middle of The Big Dipper he had nodded off. Not knowing his sister’s lack of success, he was equally reluctant to face the girl who had encouraged him.

Soon, before they could look at, let alone talk to, each other, both were distracted by a growing excitement that was overcoming the crowd. They sat up, still avoiding each other’s glance, and witnessed the cause of the commotion in the crowd. Looking toward the Town Square, both sister and brother could see the wise women and wise men, accompanied by the retiring Queen and King, walking into the field amid all of the people who had hoped to be chosen as new leaders.

As the committee passed each person without stopping, the siblings could see so many expectant smiles melt into frowns of disappointment. Some faces were neither smiling nor frowning; they belonged to those who were still fast asleep.

Before the brother and sister had time to think about it or time to offer an apology to each other for falling asleep, the group of leaders came closer and closer to the very spot where they were sitting. Without even discussing it, both of them began to rise in order to get out of the way of the impressive team.

The Queen and King looked at these two and smiled broadly. The smiles were contagious. Soon everyone was smiling. Perhaps our two friends were smiling a bit out of embarrassment. If so, there was little time to be embarrassed because they were being congratulated.

The Queen was handing her crown to the young woman just as the King was handing his to the young man. "We don't need a ceremony to let you know you have passed our test," said the Queen.

"But we didn't," said the always outspoken young man. "We fell asleep."

"We knew you would," said the King. "Everybody did. We wanted to see how hard people would try to follow our instructions and keep to the task at hand. The two of you did the best and stayed at it the longest. Most people got bored or distracted and started talking with each other. The two of you remained silent."

The brother smiled knowing the difficulty his sister had with hearing others. He remembered how she would rather read than speak.

The Queen added, "Those that did not talk to each other gave up, stood up and began to walk around, losing sight of their task. Until you finally dozed off, both of you remained resolutely in your place, with your eyes to the sky."

Now it was the sister's turn to realize that the very pain that often frustrated her brother was the aid in keeping him in one place all night.

Both of these amazing people realized, separately and together, that the very challenges that had frustrated them as they grew up had prepared them for this great achievement today. In their joy, they were about to turn to each other and hug when they were interrupted by yet another statement. This time it came from the woman who had spoken to the crowd just the day before.

"We had another reason to choose you. While we would like to think of ourselves as being modern in our thinking, many of us still do heed the old ways as well. It would be a bonus if the two chosen were of royal heritage. You two have passed that test as well.

"You may know that every star in the sky is a tiny sun, millions of miles away. Much as our sun will tan the skin in the daytime, royalty have skin so sensitive that they will even get tanned by the stars in the night sky. Each individual star creates a separate singular spot of tan. Some people call them freckles.

"Look at each other! Those newly acquired freckles which you got from sleeping under the stars are proof positive that the two of you have an extra special gift of regal ancestry."

The brother and sister turned to each other. They laughed and they hugged. As they did so, the wise women and men agreed that these two would make wise and wonderful leaders.

The brother and sister realized something also. A country with people as wise as these men and women did not need a King and Queen. "There are many people in the land who should have a voice in our leadership councils," said the brother. His sister added, "We would like to be advisors, helping all the people of our land to seek the best life for all."

The wise women and the wise men listened to this startling announcement. Some scratched their chins; others scratched their heads. A few sighed; most of them eventually smiled. Finally, one spoke for everyone.

"You have been chosen just moments ago, and already you have proven just how wise you two can be. We have made the right choice, and so have you."

From that time on, many people were invited to help lead this special place. There was one special event that was reserved for this special brother and sister. To the leadership flag that adorned the great hall of the land they would soon be sewing just two more stars.

Puppies For Sale

A farmer had some puppies he needed to sell. He painted a sign advertising the four pups and set about nailing it to a post on the edge of his yard. As he was driving the last nail into the post, he felt a tug on his overalls. He looked down into the eyes of little boy.

'Mister,' he said, 'I want to buy one of your puppies.'

'Well,' said the farmer, as he rubbed the sweat off the back of his neck, 'These puppies come from fine parents and cost a good deal of money.'

The boy dropped his head for a moment, then reaching deep into his pocket; he pulled out a handful of change and held it up to the farmer.

'I've got thirty-nine cents. Is that enough to take a look?'

'Sure,' said the farmer. And with that he let out a whistle.

'Here, Dolly!' he called.

Out from the doghouse and down the ramp ran Dolly followed by four little balls of fur.

The little boy pressed his face against the chain link fence. His eyes danced with delight.

As the dogs made their way to the fence, the little boy noticed something else stirring inside the doghouse. Slowly another little ball appeared this one noticeably smaller. Down the ramp it slid.

Then in a somewhat awkward manner, the little pup began hobbling toward the others, doing its best to catch up...

'I want that one,' the little boy said, pointing to the runt. The farmer knelt down at the boy's side and said, 'Son, you don't want that puppy. He will never be able to run and play with you like these other dogs would.'

With that the little boy stepped back from the fence, reached down, and began rolling up one leg of his trousers.

In doing so he revealed a steel brace running down both sides of his leg attaching itself to a specially made shoe.

Looking back up at the farmer, he said, 'You see sir, I don't run too well myself, and he will need someone who understands.'

With tears in his eyes, the farmer reached down and picked up the little pup. Holding it carefully handed it to the little boy.

'How much?' asked the little boy. 'No charge,' answered the farmer, 'There's no charge for love.'

The Ant and the Grasshopper

Aesop's Fable

'Twas that bleak season of the year

In which no smiles, no charms appear.

Bare were the trees; the rivers froze.

The hilltops all were capped with snows.

Lodging was scarce and food was scant,

When Grasshopper addressed the Ant,

And in a supplicating tone,

Begged: "Do not leave me on my own.

It is, indeed, a bitter task

For those who are unused to ask;

Yet I am forced the truth to say

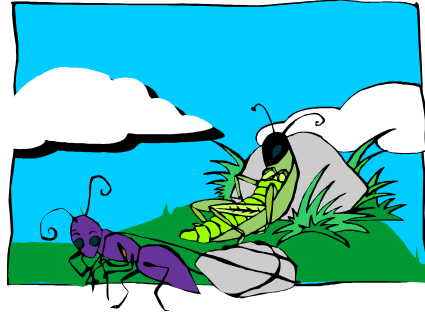
I have not eaten a morsel today.

But you, with so much plenty blessed,

Know how to pity the distressed.

Give me grain from the stores you hold;

The gods will reward you a hundredfold.”
 The Ant beheld Grasshopper’s plight.
 Her heart was sorrowed at the sight.
 Yet, still inquisitive to know
 How he became reduced so low,
 Ant asked: “While I worked hard and fast,
 What did you do this summer past?”
 “In summertime, dear Ant,” said he,
 “Ah, those were merry months for me!
 I thought of nothing but delight,
 I sang and danced, both day and night.
 Through yonder meadows you did pass;
 You must have heard me in the grass.”
 “Ah!” cried the Ant, and knit her brow,
 “It is enough I hear you now.
 And Mr. Hopper, to be plain
 You seek my charity in vain.
 We workers do not share our due
 With worthless vagabonds like you!
 I have some corn, but none to spare;
 Next summer learn to take more care;
 And while you frolic, please remember,
 July is followed by December.”



The Noisy Gecko
Indonesia
 (Taken from ‘The Storytelling Handbook’ by A. Pellowski)

Try to repeat the animal sounds the way they are written here, because that is how they are generally spoken in Bahasa, the language of Indonesia.

One night, in a village in Indonesia, the village chief was awakened by the sound of “tok-keh, tok-keh, tok-keh!” (*Pronounce this with intonation up – “tok” – then slight pause, then intonation down – “keh.”*) It was Gecko, the lizard, complaining to the chief.

When the chief asked Gecko what he was complaining about, Gecko replied, “Firefly keeps shining in my eyes and I cannot sleep.”

The chief went to Firefly and asked him why he was shining in Gecko’s eyes. “I heard Woodpecker drumming,” replied Firefly. “All day and all evening he has been going “tuk, tuk, tuk, trrrrrrrrrr” so I thought it was a message calling everyone to a meeting. I was flashing my light to pass on the message.”

The chief went to Woodpecker. “Why are you drumming ‘tuk, tuk, tuk, trrrrrrrrr?’ Firefly thinks you are sending a message so he keeps flashing his light in Gecko’s eyes. Gecko cannot sleep and now he has awakened everyone with his “tok-keh, tok-keh, tok-keh.” We want to go back to sleep.”

“I was sending a message,” said Woodpecker. “I heard Frog go ‘kung, kung, kung, kung’ all evening and I was sure it was a warning about an earthquake coming so I decided to pass it on.”

The chief went to Frog. “Why have you been calling out ‘kung, kung, kung, kung’ all evening? Woodpecker thinks it is a warning of an earthquake. He keeps drumming ‘tuk, tuk, tuk, trrrrrrrrrr.’ Firefly thinks that is a message calling everyone to a meeting so he keeps flashing his light in Gecko’s eyes. Gecko cannot sleep and now he has awakened everyone with his ‘tok-keh, tok-keh, tok-keh.’ We want to go back to sleep.”

“I was protesting,” said Frog. “I saw Beetle walking down the road carrying some dung and I thought he should not dirty up our road.”

The chief went to Beetle. “Why are you carrying dung while walking right down the middle of the road? Frog protests with his ‘kung, kung, kung, kung’ that it makes the road dirty. Woodpecker thinks Frog is sending a warning about an earthquake so he sends the message on with his ‘tuk, tuk, tuk, trrrrrrrrrrr.’ Firefly hears Woodpecker and thinks it is a message calling everyone to a meeting. He keeps flashing his light in Gecko’s eyes. Gecko cannot sleep and now he has awakened everyone with his ‘tok-keh, tok-keh, tok-keh.’ We want to go back to sleep.”

“I was only cleaning up after Water Buffalo,” said Beetle. “He dropped his dung right in the middle of the road and I thought it was my duty to clean it up.”

The chief went to Water Buffalo. “Why do you drop your dung in the middle of the road? Beetle thinks it is his duty to clean it up. Frog sees Beetle and protests with his ‘kung, kung, kung, kung.’ Woodpecker thinks Frog is sending a warning about an earthquake so he passes it on with his ‘tuk, tuk, tuk, trrrrrrrrrrr.’ Firefly hears Woodpecker and thinks he is calling everyone to a meeting. Firefly keeps flashing his light in Gecko’s eyes and Gecko cannot sleep. Now he has awakened everyone with his ‘tok-keh, tok-keh, tok-keh.’ We want to go back to sleep.”

“I was only trying to make the road even,” said Water Buffalo. “Rain washes away the stones and makes big holes in the road and I felt I could fill them up.”

The chief went to Rain. “Rain, why do you wash away the stones and make big holes in the road? Water Buffalo fills them with his dung. Beetle thinks it is his duty to clean it up. Frog sees Beetle and protests with his ‘kung, kung, kung, kung.’ Woodpecker thinks Frog is sending a warning about an earthquake so he passes it on with his ‘tuk, tuk, tuk, trrrrrrrrrrr.’ Firefly hears Woodpecker and thinks it is a message calling everyone together. He keeps flashing his light in Gecko’s eyes and Gecko cannot sleep. Now Gecko has awakened everyone with his ‘tok-keh, tok-keh, tok-keh.’ We want to go back to sleep.”

“I don’t understand,” said Rain. “If I don’t come and fill some holes with water, there are no mosquitoes, and without mosquitoes, Gecko would go hungry. So tell him to stop his complaining.” The chief went back to Gecko. “We all have our place in life, Gecko. The animals are all trying to do what they think is right. If I order them to do something not in keeping with their nature, something even worse might happen than being kept awake. I suggest you go back and try to hide in a corner where Firefly’s flashing cannot reach you. Then we can all get some sleep.”

HALF OF EIGHT

*From the book How You See Anything Is How You See Everything
by Gail Van Kleeck*

The colorfully dressed second-grade teacher stood with her back to the board, looking out at her class. She tucked a lock of partially graying hair behind her ear and smiled. Teaching for her was an experience of the heart. She had never stopped marveling at the children’s sense of wonder and their excitement in learning.

“You’re doing so well at addition and subtraction,” she said encouragingly. “And now that you know our times tables, multiplying is getting easier too.” She smiled again, focusing her energy on the children, who were still struggling with the concept, hoping to somehow reassure them. “Today we begin learning to divide. This is going to be fun, because you already know some of the answers.” She paused for a moment, enjoying their sense of anticipation. “Who can tell me,” she asked, “what number is half of eight?”

The classroom was suddenly filled with an ocean of waving hands. "Half of eight is four," they called out excitedly. The teacher nodded. Sweeping her gaze across the room, she noticed that the tall, pale boy in the back row seemed uncomfortably silent.

The boy had arrived at the school late in the year, after many of the children's friendships had already been formed. While her instincts told her the child was intelligent, his shyness and lapses into a world of his own made him more difficult to reach. Now she could see he was puzzled by the class's response. Not wishing to add to his discomfort, she simply fell silent. "I don't understand," the boy said, almost to himself. "How can half of eight be four?"

A girl in the front row giggled. The teacher frowned her into silence. The tall, pale boy shuffled his feet and looked down at his hands. "Could I go show you something?" he asked shyly. "Of course," his teacher replied. Without waiting for further encouragement, he walked slowly toward her and stood awkwardly in front of the class.

The teacher's heart felt heavy. Years of experience had taught her how often children need to find their own answers, but she was concerned about this lonely boy. She watched anxiously as he stepped to the board, took the chalk in his hand, and drew a large figure eight. For a moment he simply stood there; then, covering the top loop of the eight with his hand, he stepped back so his classmates could look. "See," he said shyly. "Half of eight is zero." Moving back to the figure on the board, he covered the left side with both hands. "Now," he explained, "half of eight is three." Tears of understanding gathered in the teacher's eyes. Standing beside the boy, she placed her hands gently on his shoulders and turned him, so he could see both her and his classmates. "What a wonderful mind you have." The admiration in her voice was clear. "I've been teaching for a very long time, and no one has ever seen that possibility before! I can't wait to tell your parents and the other teachers what you've helped us discover today." The boy's thin shoulders straightened as he heard the murmurs of approval from his classmates.

"Now, let me show you something else." Pressing her thumbs into her palms, she held her hands toward him. "How many fingers am I holding up?"

"You are holding up eight fingers, four on each hand," the boy replied.

"Tell me what happens if I take half of them away," she asked, putting her right hand behind her back.

"A smile lit the lonely boy's face. "You have four. I see now," he said, pleased by his own understanding. "Half of eight can also be four."

Imagine how our lives might change if we looked through the eyes of possibility.

The Bear

Have you ever noticed how all of the best stories start with 'Once upon a time'? And since this is one of the best stories, it has to start with 'Once upon a time,' too.

Once upon a time, there was a little girl named Morgan.

Every afternoon a great big Bear would appear in Morgan's room.

The Bear would growl, and snarl, and roar (the Bear had a terrible roar)

And every afternoon, Morgan would give the Bear a great, big hug. Or as big a hug as a little girl can give, which are surprisingly big.

One day Morgan thought she saw the Bear getting smaller. And the next day, and the next. A little bit smaller every day.

Each day the Bear grew smaller, he roared a little less, he snarled a little less, and growled a little more softly.

And smiled just a little more

And as the Bear grew smaller and smaller, Morgan grew just a little bigger each day. And smiled even more than she ever had before. Until the day she could hold the Bear in her arms.

Morgan and the Bear played every day.

They had tea parties. They played dress up.
They went on adventures. The Bear stopped growing smaller. But Morgan kept growing bigger and bigger. As Morgan grew bigger, Bear started losing parts of himself. A bit of fur here and a blot of ticking there. A small piece of his nose came off one time during and explore. But he didn't mind. He like giving up pieces of himself in his love for Morgan. Just as she had given him unconditional love when he would roar, and snarl and growl.
As time went by, Morgan and Bear played together less and less.
Bear missed her some, but he was getting old and tired and with all his missing pieces he just didn't feel like playing as much anymore.
So he sat up on a quiet shelf and rested. And watched. Except, of course, for those times when Morgan wanted to play. For he was glad of the attention.
More time passed. Morgan went to school. Made other friends. And played with Bear even less. Oh, she'd take him down from his shelf from time to time, dust him off, give him the hugs he adored, show him to a friend.
And Morgan would return him to his shelf and his shelf like thoughts.
One day, Bear noticed that he hadn't seen Morgan in a long time. His eyes were going, and he couldn't see very well. His hearing was going, and he couldn't hear very well.
To his great joy and surprise, Morgan came. She gave him a hug and placed him gently in a box. A box. Black and dark and dry. With tissue paper around him.
Have you ever noticed how all the best stories end with 'And they lived happily ever after'? And since this is one of the best stories, it has to end with 'And they lived happily ever after,' too.
Little Morgan grew into a beautiful and big Morgan. Tall, dark, graceful, and slender as a reed.
One day, when she was grown, she met a man and they fell madly in love. Eventually they got married and had a little girl. The little girl was named Hunter.
Every day a great big bear would appear in Hunter's room.
The Bear would growl, and snarl, and roar (the Bear had a terrible roar)
And every afternoon, Hunter would give the Bear a great, big hug.
And they lived happily ever after.

The Country Mouse and the City Mouse

Once upon a time there was a little country mouse who lived in a rickety old kitchen cupboard in a ramshackle house belonging to a hard-working farmer and his wife. Needless to say the farmer and his wife were poor. But because they worked hard every day and were able to scrounge together enough to eat, they lived a reasonably contented but low profile life.

And the little country mouse led a pleasant life as she enjoyed the beautiful countryside and there were always plenty of crumbs to be gathered after the farmer and his wife ate their simple supper. Now the little country mouse - being a mouse - had of course millions and millions of cousins. One day one of her cousins from the big city arrived for a visit. The country mouse was delighted and of course invited her big city cousin to stay for dinner.

Presently the farmer and his wife retired for the night - (since they did a great deal of physical labor and had paid off their debts years ago, the farmer and his wife had no trouble sleeping).

So the mice were free to dine heartily on the leftovers which included some macaroni and cheese and a few broken pieces of Ritz crackers - which, prices being what they are, were a special treat for the country mouse. While the city mouse ate heartily, for he was quite hungry after his journey from the city, he was decidedly unimpressed with the offerings.

"I am glad you are able to sustain yourself on such paltry and plain morsels," he told the little country mouse - "But really, I mean, macaroni and cheese? Ritz cracker crumbs?! It's hard to imagine more pedestrian fare. If you will come back to the Big City with me, I will show you another life style altogether."

The country mouse had often heard that life in the Big City was more elegant and sumptuous and she was curious to see it for herself. So she joined her cousin in hitching a ride to the city in a shiny red Jeep Cherokee belonging to one of the dual-career, yuppie couples who had a weekend house nearby. Presently the little mice made their way to the elegant 8-room apartment of the city mouse. The little country mouse was mightily impressed especially when she saw the magnificent feast spread out on the shiny mahogany dining table. As it happens there had been a tv commercial shoot that afternoon and so the leftover food was especially choice. There was herb and pepper brie on six-grain caraway crackers, boneless chicken breasts in a mustard wine sauce and a good size piece of mango cheese cake.

"You do indeed live in splendor, dear cousin," proclaimed the country mouse, "I am most impressed. I only regret that I have waited so long to come to the city and try out this magnificent lifestyle."

And with that both the little mice began their meal with the nicely ripened brie. "Hmm. Just ripe, a fine buttery taste," said the city mouse - "and not a bit overripe, which is the trick with brie..."

They were just moving on to the six grain caraway crackers when they heard the front door open. It was the maid, returning with three Pekinese dogs. "Pay no attention to those over-groomed dust mops," the city mouse told his country cousin.

"Those simpleminded fluff balls will soon retire to the library," he mumbled through a mouthful of chicken in mustard wine sauce. But the entrance of the maid with the dogs had awakened the cat who got a notion to jump up onto the dining table where she immediately spied the little mice. The cat crouched low, growling, ready to spring. This caused the dogs to race into the dining room, yapping loudly - which brought the maid running, too, now brandishing a large broom.

"Quick! - spring for the butler's pantry!", shouted the city mouse, as the cat lunged towards them and the maid slammed the broom onto the table with a tremendous "thwack!," shattering a crystal wine glass but missing the little mice by a few hairs.

The mice leapt through the air, and skillfully dived onto the antique Killiam carpet, narrowly making it into the mouse hole by the Butler's Pantry just in the nick of time.

"Whew!" said the city mouse, wiping his brow. "Close call - and most invigorating, wouldn't you say?! We must have burnt up a couple of calories with that one!"

But the country mouse didn't find it invigorating at all. She quivered and cowered ever deeper into the hole, never having experienced such an upsetting commotion in all her life. The city mouse tried to be reassuring, "Not to worry, dear cousin, those yappy dogs get bored pretty quickly and the cat and the maid usually retire by ten. And then we'll be free to resume our feast - that is, whatever hasn't been put into the refrigerator."

But the country mouse replied, "While it's true that your dining table has more glorious food than my farmer's modest provisions, I see now that I prefer our simple macaroni and cheese and occasional Ritz cracker to all the herb and pepper brie on six-grain caraway crackers in the world, under such trying conditions. I guess I'm just a simple little country mouse at heart - who likes to live with less stress."

And so at the very next opportunity the little country mouse caught the service elevator down to the street, where she was able to hitch a ride, once again with the yuppie couple, back to the countryside, and to her rickety old kitchen cupboard in the farmer's house.

And that's where you may find her - and her children - and grandchildren - and even her great, great, great grandchildren - living happily - and relatively stress-free - to this very day.

It Could Happen...

One day, overnight, the world turned violet. Just about everything turned violet from the sky and ocean and mountains to the trees and animals and people and from the tallest skyscrapers to the tiniest ant. People sat around looking at one another wondering if they were dreaming. But nobody woke up and things stayed violet, all except for a single Blue Jay who hadn't changed color and stayed the brightest blue. Being the only thing in the world that wasn't violet, he was caught and put in a cage. People were shocked. Some were afraid and some were amazed and a few thought it funny, because along with everyone else, the President was very violet. Whole families were violet as were teachers, movie stars, doctors, nurses, gas station attendants, the Queen of England, the President of Mozambique, taxi-drivers, everybody. They went from place to place in their violet cars and buses and rode violet bikes and sat on violet furniture and ate violet food. Even Hershey's candy bars had turned all violet as had Skittles and M&M's. Girls generally thought this yucky, but some boys thought it was pretty neat.

The smartest scientists in the world gathered to figure it out. Was something wrong with people's eyes or was it a trick of nature? They did studies and tests and analyzed and evaluated and debated and wrote article after article, but couldn't explain it.

And no longer could people say they felt "blue" or were "green" with envy or had a "green" thumb. So what they said and how they said it began to change. Some people said violet was now the most important color in the world because it was everywhere. Others said that violet had no importance at all because there was too much of it. They discussed and argued, joined clubs, held debates, wrote books, and produced movies all about the issue of the importance or unimportance of the color violet. The color of the Blue Jay became a big issue because he had such a little bit of blue and the world had such a whole lot of violet. People argued about the importance of that. Some said the Blue Jay must be a very special bird or maybe not a bird at all because he alone had kept his true color. Others said this was silly, that the Blue Jay ate bird seed and drank water and fluffed his feathers and that other than his special color he was still just a bird.

It was exactly one year to the day after the world had turned violet that people awoke to find the world had turned yellow. All except the Blue Jay.

In some ways a yellow world isn't any different than a violet world. People simply said yellow instead of violet when they talked about things. Only now the Blue Jay was more important than ever because he alone had stayed the color blue and people argued about what that meant. They lined up for miles just to take a look at him.

For the next two years, exactly on the day the world had turned violet and then yellow, it turned new colors: first orange and then pink. Still the Blue Jay stayed blue, causing ever greater disagreement -- until in the fifth year the whole world turned blue.

The first thing people asked was what about the Blue Jay. Had he stayed blue? Yes, he was still the same color. No longer were there two colors in the world, but just one -- the color blue. And because the Blue Jay was a color like everybody and everything else people began to lose interest. Now that he was neither more nor less important crowds stopped coming and one day, six months into the year that the world had turned blue, somebody let him out of his cage and he flew off looking happy to be free.

The very next morning the world regained its rainbow of colors as if nothing had ever happened. At first this was a novelty but soon people forgot the world had once been all violet. They forgot the world had once turned yellow, then orange, then pink, and then blue. They returned to saying they felt "blue" or were "green" with envy or had a "green" thumb.

But on occasion they wondered where the Blue Jay had gone and how he was doing and, most of all, if he was still the color blue and what it had all meant. THE END

Mr. Coyote Meets Mr. Snail

Mr. Coyote was getting very old and had to be more careful for his own safety. He had been walking for hours and hours through a beautiful valley when he came upon a large tree. Mr. Coyote was very tired and wanted to rest but he also needed to be safe. He kindly asked the tree, "Please open up so I can rest safely in your care".

The tree opened up so that Mr. Coyote could go inside to rest, then it closed to keep him safe. Mr. Coyote slept for hours. When he woke up he could not remember what he had said to make the tree open. He said, "Let me out Mr. Tree", but nothing happened. He said, "Please let me out now!" and again nothing happened. The tree didn't even creak. Mr. Coyote knocked on the tree, but it would not open up. Mr. Tree was upset with Mr. Coyote for not having said please the first time he spoke to the tree! It let him rest a little longer.

Because the birds heard Mr. Coyote banging on the inside of the tree, they came down to peck on the tree to help get him out. But they were too small and the tree was just too big! Finally Mr.

Woodpecker came down and pecked a hole in the tree. Although it was a very small hole, it caused Mr. Woodpecker to get a bent beak! This meant he couldn't peck on the tree any more.

Mr. Coyote put one hand out the hole but he could not fit through. He then tried his leg but still he could not fit through. He had to come up with a way to escape since Mr. Woodpecker's beak was now bent. Mr. Coyote knew there had to be a way. "Ah, come on you old ugly tree," he cried, "Just let me out!" But still nothing happened, just the silence around him.

Mr. Coyote decided to take off his arms one at a time and put them through the small hole. He then put his legs through one at a time by taking them off. He put his body through by taking it off. This was working out fine. I'll show you Mr. Tree, you can't keep me in here, he thought.

Next Mr. Coyote tried to put his head through the hole, but it was too big. His ears were in the way. So he took off his ears and put them through the hole. He again tried his head, but his eyes were too big. Mr. Coyote took his eyes off and put them through the hole.

Mr. Raven saw the eyes and flew down to take them. Then Mr. Raven flew back up high in the tree with Mr. Coyote's eyes. They were such beautiful eyes, blue like the sky, and would be a treasure to put in his hiding spot!

Mr. Coyote finally put his head through the hole. He then put himself back together. One piece at a time he became a whole coyote again. But after he put his head on he could not find his eyes. He was feeling all over. His ears were listening to hear him touch his eyes, but not a sound could be heard from his eyes. His fingers were being careful while feeling around, but still no eyes were found.

Mr. Coyote knew he could not let the animals know he was blind. He felt his way to a wild rose bush; he then put two rose petals in for his eyes. This would cover the blindness for a little while, but he would have to keep looking for his eyes. Surely they were close by!

Along came Mr. Snail who saw Mr. Coyote with the rose petals in his eyes. He asked Mr. Coyote, "Why do you have those rose petals in your eyes?"

Mr. Coyote said, "Because they are very beautiful. They have lovely colors. You can try them if you want and I will hold your eyes."

Mr. Snail took off his eyes. He put them into Mr. Coyote's hands and tried the rose petals in his eyes. Then Mr. Coyote put Mr. Snail's eyes into his head and ran off with his long tail wagging.

To this day Mr. Snail is crawling with his head down looking for his eyes. And all coyotes have brown eyes instead of blue; this is because Mr. Coyote was naughty when he took Mr. Snail's eyes. And Mr. Raven still has those beautiful blue eyes in his secret hiding place, but he cannot return them because the secret hiding place was so secret not even Mr. Raven can find it!

Campfire & Skits



CAMPFIRE!

A historical perspective by Bear

To understand campfire for Camp Ronald McDonald for Good Times, you must understand campfires in general, and to understand campfires in general, you need a historical perspective. After extensive research and interviews with hundreds of campfire historians, I write this with the full knowledge that few, if any of you, will actually read it. You will only flip through the pages when you first get this book and maybe one other time when you are in such a complete panic that you will not actually be able to read anything, only stare at the printed words. If this is that time, flip straight to the follow up example sections, and don't waste your few precious minutes on this. For anyone else, here goes.

Early people, way back before e-mail and the Internet, even before DVD's and CD's, even before cassettes, way, way back, people use to live in caves. Their social structure was what we call a "hunter – gatherer" society. In this type of society, people had two very different types of jobs. There were the "gatherers" who gathered things to eat like plants and nuts. They sat together in groups, talked to each other, and did the long hard process of food preparation. They would talk about the food, discuss whose earthenware was better, and complain about the hunters. Hunters, on the other hand, spent all their time sharpening their spears and making a big show of what skilled warriors they were. They would line up and march impressively around the village until they were out of sight from the gatherers, then they would try to trip each other and make rude noises. All day long, the gatherers would prepare nutritious meals of all the gathered items. All day long, the hunters would try to hit each other with sticks and sleep in the shade. At the end of the day, the hunters would get together, and make a big show of marching back into the village and utter those famous words, "Honey, I'm home. What's for dinner?" Sometimes, the hunters would catch a saber-toothed-something-or-other, but usually they would be empty-handed. The gatherers would start to get angry, but would serve the meal they had prepared so that the children would not go hungry. All

through the meal, the gatherers would do a slow burn, getting madder and madder until they would finally ask, "So, what did you hunters do today?"

This is the stage that was set. Imagine a dark night, and everybody sitting around the gatherers' cooking fire. A tension filled silence. Anger from the gatherers. Nervous laughter from the hunters. Finally, one hunter steps forward to offer an explanation; we'll call him Og, probably the first lawyer. Og knows what he must do. He must give some explanation for what the hunters have been doing all day, but he's better off not speaking of the sticks and the rude noises. If he can somehow give some sort of explanation that takes everyone through an entertaining, emotionally satisfying process, he just might save himself and live to see another day. Because this is dinner time, his plan is something like a meal.

APPETIZERS (See songs)

The beginning of the campfire should grab everyone's interest. It should be high energy and get everyone going, but it should be in small bite sized pieces. Often this means some sort of cheer or lively song. It seems to work best if it is something familiar to the children, or easy to learn, so that they can readily join in. Og thinks about the early stone age roller coasters, and how they have to start to chug up a hill, gathering strength and momentum, so he knows that he has to start small and build from there. He probably does some of the same cheers and songs we do today.

MAIN COURSE (See Skits & Songs) When Og is sure that he has everybody's attention, he has the other hunters join in and act out scenes of adventure and danger on the hunt. He does this so the gatherers get scared and feel glad they spent all day in the village. The bigger and more dramatic the story, the better. Sometimes things get pretty crazy. All the hunters take part in this, so that each has an alibi for their day's activities (and shares in the blame if it doesn't work).

Today, we do variations on these re-enactments that we call skits. There are no real rules about them, except that we know that children are watching, so the skits must be suitable for a family audience, and, as in Og's time, we make sure to include everyone. There seem to be a few old standby skits that have been around for years, but often the best ones are created fresh by the children (with appropriate guidance).

SEASONING AND SPICE [See in SEASONING AND SPICE – Quick Bits and Fillers]

If the campfire starts to drag, the gatherers will realize that Og is trying to pull a fast one, so the key is time management. Keep things moving. Sometimes, to keep things lively, as the others are setting up for their skits, Og breaks things up with quick bits or short songs. Some of this will be spur of the moment ad libbing, and some will be things he has seen or done in other campfires.

Back to the Stone Age roller coaster, here we are reaching the top of the hill, and letting our momentum carry us through. Plan the skits and fillers as best you can to reach a peak and start the slide down. Remember Og's plan is to work everyone up and then settle them back down so that by the end, folks are ready to go to bed, and no one is thinking about chasing him with a stick.

CAKE AND ICE CREAM [See examples in CAKE AND ICE CREAM – Stories and Quiet Things]

At this point, Og is starting to think about ways to settle people down. In some campfires, to start quiet time, they stop cheering and clapping for the skits and start snapping their fingers as a sign of appreciation. This is a time for quieter songs or activities such as "Making Rain." Og gets everyone staring into the fire and listening to the voice of one person as they use their imaginations to picture what he's talking about. Og has seen studies that show that this can cause the brain to produce beta waves, helping people feel calm and relaxed. Og might tell a story here.

Finally, Og does some traditional things that he always does at the end of a campfire. He might call the village elders up to sing a ritual song that carries the message of good night and the promise of a good tomorrow such as Kumbaya or Taps. This establishes a pattern or ritual that serves as a conscious signal or reminder that things were

drawing to a close. He has the families get up one by one, gather their things and quietly leave the fire and go home. Og says good night to everyone and congratulates all of them on the wonderful campfire. He smiles to himself because he has lived to hunt another day.

SEASONING AND SPICE – QUICK BITS AND FILLERS

The quick bits and fillers bring out the personality and sense of humor of the campfire MC. It's one of the things that make each campfire memorable and different. Like the skits, some bits have

become standards, and we pay tribute by borrowing them shamelessly. Again, a list of descriptive titles is more effective than long explanations of what are often physical bits.

- Camp Good Times Cheer
- Clapping Hands
- Give Me All The Honey
- Oh Waata Goo Siam
- Simon Says
- Yell When The Bandanna Is In The Air

Some of the other fillers are things that are not just for timing purposes, but can be special parts of campfire. Some examples are nightly poetry readings (e.g. Dr. Seuss or Shel Silverstein), the nightly camp news bulletin, camp gossip, advice from the heart.

CAKE AND ICE CREAM – STORIES AND QUIET THINGS

Sometimes the way to say goodnight is with a quiet song or activity. It is important to remember that the point is to settle folks down, so shouting and berating campfire goers for not singing does not add to this atmosphere. Think of creating a mood, so gathering everyone closer sometimes adds to this, as does letting the campfire burn itself down without adding fuel. It is often helpful to explain your intentions for this time in the campfire ahead of time to other staff and older campers and ask for their assistance.

Stories

- Humming Bird
- Happy Birthday Moon
- The Gopher's Eye

Quiet Songs

- Bubblin' Over
- Chairs To Mend
- Come Fill My Cup
- Each Campfire Lights A New
- Puff The Magic Dragon
- Leaving On A Jet Plane
- Rose
- Today

Og was a fan of traditions, and knew the value of consistency. It was his practice to always end his campfires with the same song, and the same method of sending folks home. People came to expect it, and would follow the method without argument. It actually became comforting and satisfying to be a part of the ritual.

Good Night Songs

Kumbaya

Skits

BANDANA/BANANA SKIT

One person explains to the audience how essential a bandana is as a camp accessory. They would like to demonstrate to the camp all the wonderful things they can do with a bandana. The person asks for one or 2 volunteers who have bandanas with them (they are planted ahead of time) to stand behind him/her and help demonstrate the usefulness of a bandana at camp. They are told, "Just do what I do." As the leader pulls a bandana out of his/her pocket, the volunteers pull out bananas. The leader demonstrates using a bandana as a sweatband, to keep your hair out of your eyes, to put around your neck, wipe a sweaty forehead, blow your nose, etc... The volunteers act confused, but go along with it. Eventually, the leader turns to see that they are using a banana and exclaims, "I said BANDANA, not BANANA!"

BUMBLE BEE, BUMBLE BEE, GIVE ME SOME HONEY

One person tries to convince another reluctant person to play a game with them called Bumble Bee. The second person finally agrees, and the first person explains that they need to act like a flower, and that they will act like a bee. The bee (person 1) buzzes around the flower for a bit and then stops in front of the flower (person 2). The flower then is supposed to say, "Bumble bee, bumble bee, give me some honey." After this is explained and practiced in a funny manner, it is acted out. While the bee is buzzing around, they stop to put a little water in their mouth, which they spit on the flower when asked for honey. The flower doesn't like this and asks to switch roles. The bee agrees, but while the new bee is putting water in their mouth, the new flower puts water in theirs as well. When the bee stops in front of the flower, the flower does not ask for honey. The bee spits their water out on the ground and says to the flower, "you are supposed to say, "bumble bee bumble bee, gibe me some honey!" The flower then spits water on the bee.

CANDY STORE

The main person says to the audience "I'm going to be opening a candy shop and I need some things in my empty shop. What do you think I'll need? How about a sign?" Then ask for a volunteer from the audience to come act as your sign. Then tell them "Okay you are going to be my sign, now I need to be extra loud and catch people, say something like, OPEN OPEN OPEN!!!! Really loud" Continue on and pick more volunteers for a door, cash register, fridge, coat rack, etc. Make sure they all make noises and run through each time you add a person and make sure they sound and look funny. When you have those volunteers ask if you need anything else in your shop, when they finally shout candy, tell them "Why do I need candy when I got a whole bunch of suckers right behind me??"

DENTAL HYGEINE

A cabin counselor tells the cabin they all need to brush their teeth before bed. The entire cabin pantomimes brushing their teeth. The counselor then pretends to use some mouthwash. One camper asks, "What are you doing?" The counselor explains that he/she is using mouthwash. The camper asks if he/she can use some too. The counselor then pretends to spit the mouthwash into the camper's ear. The camper then pretends to use the mouthwash and the other campers decide to join in, with the mouthwash passing from ear to ear. Once it gets to the final camper, (they should have some water in their mouth), he/she spits the mouthwash out into a cup.

DOCTOR'S OFFICE SKIT

Patients come to the doctor complaining of various ailments. As the doctor heals the patients, the doctor takes on their ailments. At the end, a pregnant woman comes to see the doctor-the doctor runs away.

THE FORTUNE TELLER

A fortune teller tells fortunes by smelling various people's shoes. Tells them fortunes such as, "you will have lots of money." At the end, a volunteer (usually a counselor) comes up to have their fortune read. The fortune teller tells them, "you have a long journey ahead of you," and then throws their shoe off stage.

GOT TO GO WEE

A similar concept to "Is it time yet."

Camper on one end tells the person next to them, "I gotta go wee." This is passed down the line, with a "no" in response. After a few times, of stressing how badly the camper really has to go wee, the response is, "alright he/she can go." The camper then gets up and runs around the stage, shouting "WEEEEEE!!!!"

ICE FISHING

One camper enters and pantomimes ice fishing. A second camper enters and greets the first, commenting on the cold weather. The first camper mumbles a response (mouth full) and then acts out catching fish, after fish, after fish. The second camper watches amazed, because they are not having any luck catching fish. He/she asks, "What's your secret?" The fisherman/woman answers with a mumble. Finally he/she slowly pulls a gummie worm from his/her mouth and exclaims proudly "You gotta keep the worms warm!"

THE INCREDIBLE ENLARGING MACHINE

A sheet or tarp is set up as a curtain. One person stands behind the curtain, and one person needs to facilitate the skit. Ask for a volunteer from the audience (usually a counselor) to help. Introduce the curtain as the Incredible Enlarging Machine. Have the volunteer toss small objects, such as a paper airplane, ball, etc. behind the "machine" and a larger version of that object will be thrown back out at them. At the end, have the volunteer toss a water bottle or wet sponge into the machine, and water is then thrown back onto them.

THE INVISIBLE BENCH

One camper comes on stage and pretends to be sitting on something. Another camper comes up and asks what they are doing; the response is, "Sitting on the invisible bench." The other camper joins them. This continues with any number of campers asking what the others are doing and joining them. Finally, one person informs the group that the invisible bench was moved, "over there." And all the campers fall down!

THE IMPORTANT PAPERS

A king or some person of great importance is asking for his important papers. Various people bring him different papers, but he always responds, "These are not my important papers, to the dungeon with you!" This continues until someone brings him toilet paper, the important papers!

J.C. PENNEY

One camper is hanging out on stage and any number of campers walk on stage, individually, wearing some super awesome article of clothing. They are asked, "Hey cool (clothing article), where did you get it. The response is, "J.C. Penney." This continues with different clothes with the same answer from every person until one camper walks on stage wrapped in a towel (be sure they are still appropriately covered). They are asked, "What happened to your clothes?" The person says, "I am JC Penney."

LOST QUARTER

One camper holds up a flashlight as a spotlight on the ground. Another camper acts as though he/she is searching for something in the light. Any number of campers can come on stage to ask what they are searching for. The searching camper explains that he/she lost a quarter and help is offered. After a few campers have joined in the search party,

one finally asks, "Where were you when you lost it?" The response is, "Over there (point somewhere far away)." The questioning camper then asks, "So why are you looking for it here?" and the response is, "because this is where the light is!"

PEANUT BUTTER AND JELLY

Two counselors (or campers) sit on a bench and start talking about how dry, itchy, bug bitten their skin is. One claims that the best choice of treatment is peanut butter and begins to rub the substance all of their arms and legs... the second claims that jelly is better and does the same thing. They then begin to talk about all the great things you can do with the products (and actually use the products to do so). Such as, exfoliate your face, use it as hair gel, deodorant, etc... Finally, one of them says, "And you can eat it too!" Both campers pull out some bread, wipe the PB & J off their bodies and onto the bread, and take a bite. They then exchange sandwiches, offering the other person a bit of theirs, and take yet another bite.

(This is also sometimes portrayed as 2 truckers discussing the resourcefulness of using PB & J while they are on the road for long periods of time).

RAISIN BRAN

A number of campers dance around in a group singing, "Oh it's the raisins that make, the raisin bran so great, o yea". They keep repeating it until another camper runs on stage to act as the Crazy Spoon Man and scoop out a raisin. The raisins act scared and shout out, "CRAZY SPOON MAN!!!," while running around the stage. The spoon takes away a raisin and this continues until there is only one raisin left. The last raisin, realizing their impending doom, begins to sing, "Oh I wish I were an Oscar-Mayer wiener..."

REPORTER WITHOUT A STORY

Reporter walks on stage acts as if he/she is on the edge of a bridge. A person walks by and asks him/her, "What are you doing?" The reporter replies, "I'm going to jump off this bridge. I'm a reporter, and I don't have a story." The person replies, "Well, I'm a lifeguard who is afraid of water!" The reporter says, "Do you want to jump with me?"

They both stand on the bridge, prepare to jump, and next person walks on with a problem.

This can happen as many times as you want. They continue to stand on the bridge. Then the reporter says, "One, two, three, jump!" All jump except for the reporter. He/she says, "Great, now I've got my story!"

SIMBA, THE NERVOUS ELEPHANT

One person acts as the ringmaster of a circus and introduces Simba, the elephant, who can step over people without hurting them. 4 campers should be cover with a blanket and one of them with their head in a sweatshirt and arm sticking out as a trunk, so that they look like an elephant. The person in the middle of the elephant hides a bottle of water. The ringmaster asks a person from the audience to be a volunteer in this show. He is supposed to lay down on the ground and the director shows off and says that the elephant can step over him without stepping on him. This continues successfully with a few volunteers, until the elephant gets too nervous, and wets himself (spills the water) while crossing over the volunteer. The ringmaster apologizes for the nervousness of Simba.

SOAP AND WATER

A cabin and their counselor act as though it is meal time. The counselor begins to pass out utensils and plates. One camper comments on how clean the utensils are, and asks the counselor how he/she gets the dishes so clean. The counselor responds "Soap and Water." You do this a few more times with different utensils. At the finish, one more camper says "May I have a fork?" The counselor says "Hold on, I have to clean some first."

The counselor then yells, "Soap, Water, come here" and 2 campers pretending to be dog come up and lick all silverware. All the campers act sick.

IS IT TIME YET?

A group of campers sit with their legs crossed in the same direction. A camper on the end asks the person next to them, "Is it time yet?" The question is passed down the line and a "no" response is passed back down the line. This continues for a bit until the response is "yes" and the campers then all cross their legs in the opposite direction as before.

UGLIEST PERSON IN THE WORLD

One camper sits under a blanket/sheet and another camper brags to the audience, "Come one, come all, to see the Ugliest Person in the World!" A few campers can come to look under the sheet at the ugly person, and should run off stage scared. After a few times, ask for a volunteer (generally a counselor) to come see the ugly person. When the volunteer looks under the sheet, this time it is the person under the sheet who gets scared and runs off.

WORLD'S BEST SPITTER

A camper claims that he/she is the world's best spitter and can spit farther than anyone else. A second camper helps the spitter demonstrate and offers to catch the spits in an empty coffee can. The spitter pretends to spit into the can from varying distances, and the catcher thumps on the bottom of the coffee can with each catch so that it sounds like spit is actually landing inside. Finally, the spitter boasts that he/she can spit all the way around the world. The spit begins going over the audience, and some water is thrown out over their heads.

Some of the best group efforts come from the kids at camp. They have often been to other camps, or have seen things on TV shows that translate well into the campfire setting. It's important to give them some guidance to make sure that the offering involves everyone, and is appropriate for a family audience both in language and in the overall message. Some ideas involve music – singing a song as a cabin around a camper or counselor who plays an instrument, karaoke to a popular song, interpretive dance to a classical music piece, keeping a beat going with unusual noise makers, and just about any idea a group of imaginations can come up with.

OBJECTS D'ART



MONKEY'S FIST

Fig II-54

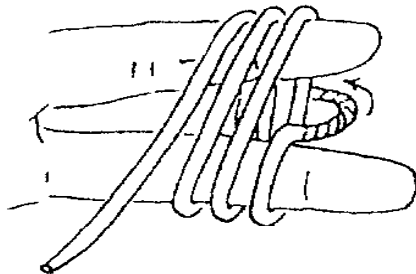


Fig II-55

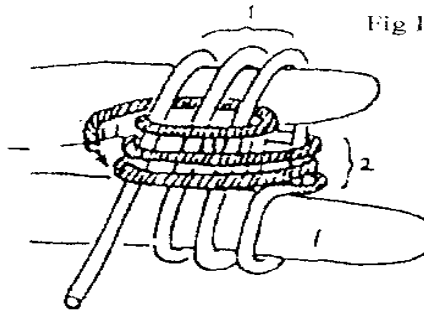


Fig II-56

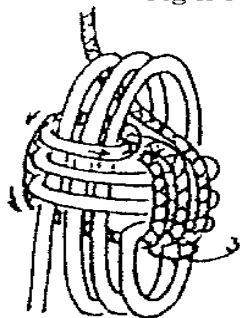
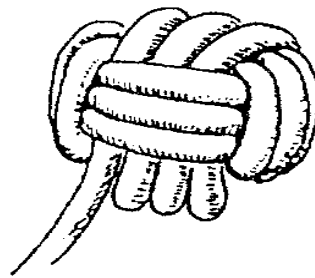


Fig II-57



This is an ancient nautical knot used by sailors and mariners. It was originally made with 3/4" halyard rope and a cannon ball. The knot was used as a weighted fob to propel a ship's tie down lines to either a neighboring ship or to a dock.

Directions:

1. Cut a piece of cording a large arm span + approximately 4 inches, roughly 66"; then burn the frayed ends.
2. Hold a marble between the 2nd and third digits of the left hand, palm facing toward you.
3. Wrap the cord around four times (as shown in figure II-54, but the figure only does three and you should do four.)
4. Next cross and wrap four times in the next direction. (fig. II-55)
5. Next hold the marble wrapped with cord with the right hand and wiggle off the left hand.
6. Then cross and do the final four wraps. (fig II-56) These wraps go through the loops that were on your fingers.
7. Start with one end and tighten the loops and you go around the pattern all the way around.
8. After you have tightened it sufficiently, tie the ends together with a square knot.

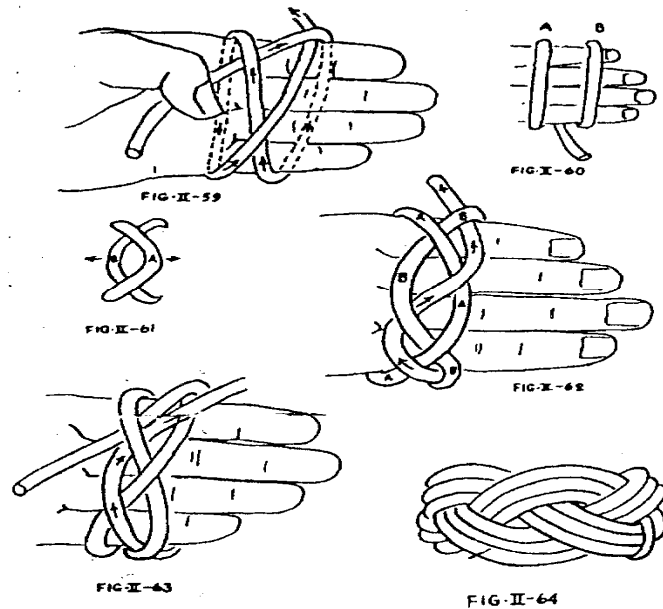
Monkey Fist Symbolism

- Each completed Monkey Fist is different in some way, just as friendships each are different and special.
- A Monkey Fish once completed will not be perfectly round and will possess imperfections (gaps and bumps)...just as a developing friendships. Yet the first, as the friendship, will become more round with time and attention. The imperfections, we all have them, will come to be appreciated or be less important with time.
- The fist is attached to a circle neck loop. This reminds the wearer that the friendship represented by the Monkey Fist is one of a many circle of friends.
- At the top of the neck loop is a square knot to join the ends. The square knot has also long represented friendship. Just as a handshake is the bringing of individuals in friendship, the square knot is two pieces of flexible and individual cord brought together to form a strong union. To many the knot even looks like hands shaking.
- In the center of the Monkey Fist is the marble. Many fist creators spend hours searching for the perfect marble to represent that friendship. Once the marble is chosen, the creator

encases it with cord. This has double symbolism. The description of the encased marble's beauty and characteristics is shared by the creator with the recipient only, in itself a bond between the two. The marble also serves as a reminder to the inner beauty and strength they (and we all) possess.

- The creator can choose to add beads or decorative items to symbolize the particular experience shared.
- The presentation of the Monkey Fist should be accompanied by the creator telling of its symbolism and is always remembered as a special moment between friends.
- Tradition holds that the Monkey Fist first made by a student may be kept by the student, but every one thereafter should be passed on to a friend, old or new.
- Monkey Fists are created with time, care, effort and thoughts of the intended recipient. The result is a thing of beauty not to be kept or sold, just as a friendship.
- We are aware and have seen campers that have relied on their Monkey's Fist as a reminder of the friends and support they have at camp. During difficult times or painful procedures, campers have held tight to their Monkey Fist, and received support and help from the "ever present" friends. We are also proud to have known of camp friends being laid to rest wearing their Monkey Fist, a humble symbol of the love they shared with friends.
- If you choose to continue the tradition, go forward knowing that teaching the art and creating a Monkey Fist is much more than an afternoon craft. A Monkey Fist is an opportunity to create a bond between people and carry a symbol of that union

GOPHER'S EYE



GOPHER'S EYE

This knot is a Turk's Head Knot. It is a decorative knot used to cover ends as a whipping. When made with a marble in the center we call it a gopher's eye. It can be made into a necklace, keychain, zipper pull, etc...and given as a symbol of friendship. Tradition holds that one should learn from another and be told the story of the gopher's eye to pass down. These directions intend to refresh one's memory who has already been taught the making of this knot.

Directions:

1. You can use any cording or leather strip. Cut a piece one adult arm span wide (from finger tip to finger tip) and burn the ends so they don't fray while you are making the knot.
2. Start with the cord over fingers of the left hand, holding end down with thumb. Keep only about 6 inches tucked and work with the long end. (I usually wrap around two fingers to make it the right size to hold a marble. It is the same as the picture except you wrap around your 2nd and 3rd fingers only.)
3. Go around hand (fingers) around the back, back up to palm side and cross the strand you have tucked with your left thumb, and then wrap around the back a second time. As you come across the palm again you will cross the last loop and then tuck it under the first loop at the top of your fingers. On the palm side the strands should all cross (fig. II-59) and on the back side you should have two parallel strands. (fig. II-60)
4. Turn your palm side away such that you are facing the back of your hand and your 2nd finger is down. Pull stand 'A' over strand 'B' and form a small circle between them. (fig II-61) Place the end of the string to the left of both strands, then under 'B' and up through the circle between them.

Next, lay the cord over 'A' from left to right and then under the 'B' strand that is rightmost and at the rim of your third finger just before it crosses onto the palm side of your hand. (fig. II-62)

5. Rotate hand back so you are once again facing your palm. Your working end of the strand should be in the middle of two others at the bottom of your two fingers. Cross over the first leftmost strand and proceed upward and cross under the next leftmost strand just inside of the start of the strand held by your thumb. (fig II-63)
6. Follow the exact path as the first, keeping the strand just to the right so that you form parallel paths. You can continue following around until you have completely traced the pattern. You can repeat this (3 or 4 strands parallel) if you have thin enough cord, otherwise, twice is enough to make a traditional gopher's eye.
7. Place marble in the center and tighten cord by pulling slack out and following all around the pattern. Tie the ends in a square knot or burn the ends together.

The Gopher's Eye *by Bear*

(A bunch of years ago, a friend of mine named Chris Yusi wanted to come up with a knot that could be given to friends besides a Monkey's fist. Chris decided to use a knot that his grandfather taught him called a Turk's head knot, but he changed it by tying it around a marble. Because the marble was visible, it looked like an eye, and since Chris' nickname is gopher, it was called a Gopher's Eye. This is a story to go along with it.)

A long time ago, about last month, there was a little gopher. Gopher was a little guy. He wasn't especially smart. He wasn't especially strong. He was terribly nearsighted. But he could dig and tunnel better than a bulldozer.

Gopher spent much of his time alone underground. Partly because the bright sun hurt his eyes and partly because he was terribly shy. But even his shyness could not keep him from the thing that meant the most to him, his great secret love.

In the late afternoon of each day Gopher would climb out of his tunnels. He would go across the forest to a cliff that overlooked a small valley. When the sun was just right, if he squinted his little gopher eyes, he could just make out a beautiful castle on the other side of the valley.

It was spectacular. The walls were golden, there were huge stained glass windows, and there were so many jewels and precious stones that there were some just laying on the ground. Gopher never saw any people in the castle, but he just knew that anyone who lived in such a beautiful place had to be wonderful. Folks who would care for one another and for all things. A whole castle full of friends. Just knowing that there was a place like that and people like those convinced him that all was right in the world.

Gopher loved his castle so much that he would go to see it every day, even though it meant that he would have to walk past the thing that he feared the most: the junkyard. Actually, it wasn't just the junkyard that scared him, it was the animal that guarded the junkyard; Chopper.

It was said that Chopper was part Doberman and part pit bull and part gorilla. He was so tough that he ate engine parts

as snacks. He was tied up with a cable as big around as a Buick. He would let out a growl that sounded like a cross between a chain saw cutting sheet metal and a jet taking off in bad weather. And Gopher heard that growl every time he scurried past the junkyard.

One day, as Gopher was walking to see the castle, he could hear Chopper growling especially loudly. As Gopher got closer, he saw that Chopper had trapped someone in the corner of the junkyard inside the fence. Chopper was straining against his cable and blocking any escape. It seemed like only a matter of time before the cable broke and Chopper would snap up the poor animal like a Sausage.

Now, I guess technically it wasn't any of Gopher's business, and he could have just figured that it meant that he could go by the junkyard today without Chopper growling and snarling at him, but the more he thought about it, the more he felt that it would be wrong not to help that animal. How could he look at his beautiful castle and feel that all was right with the world, when he had left another animal in such a terrible predicament? What kind of friend would that make him? But what could he do? Gopher decided that he would run into town and gather all the other animals he could to help, so he ran just as fast as his chubby little gopher legs could carry him.

When he got to town, he tried to talk to the other animals, but no one seemed to notice him, and shy as he was it was hard for him to get their attention. Finally, he took in a deep breath and let out a yell. Everybody stopped.

Gopher explained that someone was in trouble and needed their help, and everybody started getting organized and running around. Some started bossing folks around, others started yelling for everybody to listen to them, even though they really didn't have anything to say, and some started telling everybody to follow them and they went off running out of town. Gopher struggled to keep up as they all ran.

"Where are we going?" someone in the front yelled.

"To the junkyard!" Gopher yelled back, huffing and puffing as he tried to catch his breath.

"Isn't that where Chopper is?" someone else asked.

"That's right. Chopper has some poor animal trapped and we're going to rescue him and teach ol' Chopper a lesson." Gopher said, gaining confidence.

Gopher was feeling pretty good. Everyone was so excited and everybody was running. Gopher started to feel himself getting stronger and noticed that he was in the front of the crowd. Maybe he was a natural leader. And then he noticed that everyone else had disappeared. Maybe this wasn't such a good idea.

Now what should he do? He was all alone. There was no way he could stand up to Chopper. He might as well just forget about it. But how could he face his castle of friends when he wasn't much of a friend to that poor trapped animal? What could he do? All he could do was dig.

And then, Gopher had an idea. He could dig right under the fence around the junkyard, right under Choppe, right to the trapped animal, and then right on through to the other side of the fence. Ol' Chopper would never know what hit him. Gopher was the fastest in the forest at digging and he would be long gone before Chopper could even figure it out. Dumb ol' Chopper.

So Gopher started to dig. He could hear ol' Chopper growling and snarling above him and it scared him terribly. And then he heard something that scared him even more: nothing. Chopper stopped growling and was listening. And then he was sniffing. Gopher was almost directly under him now, and he could hear Chopper starting to dig, straight down.

Gopher realized that Chopper was digging to cut him off. If Chopper was able to dig down into Gopher's tunnel, Gopher would be just another fully little Kibble and Bit. He started digging even faster in sheer terror. Just then, the roof of his tunnel crumbled and there was a blinding light, and huge Chopper teeth snapping in the air.

Remember when I said that Gopher was the fastest tunneler in the forest? He was already gone. He had dug through to the trapped animal, rescued him, and was already on

the other side of the fence, catching his breath and laughing. Dumb Ol' Chopper.

When he finished laughing, Gopher realized that he had rescued Princess Lornadoon, the fairy princess of the forest. All of a sudden he was all shy and embarrassed again.

Princess Lornadoon was so grateful to Gopher, she told him that she would grant him any wish in her power. Gopher had a hard time thinking of anything he needed or even wanted, and then the thought, "My eyes are so bad, when I look at my beautiful castle, I can't see any people. And I have trouble seeing just how beautiful my castle really is. Could you help me to see it clearly?"

So Princess Lornadoon reached into her magic Gucci bag and took out some magic dust, it looked a lot like shredded coconut and sprinkled it on Gopher. Poof! Contact lenses magically appeared on his eyes and he was finally able to see clearly.

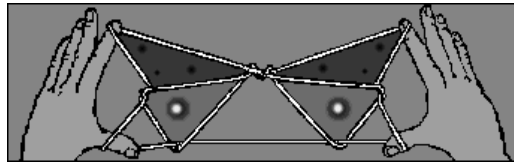
Gopher went to the cliff and looked at his beautiful castle. But, it wasn't so beautiful. The walls weren't gold, they were dirt. There were no stained glass windows, just the glare of light off of broken down car windshields, and there were no jewels on the ground, only broken glass bottles. It wasn't a castle, only another junkyard. Gopher started to cry.

Just then Princess Lornadoon appeared beside him. She realized what had happened and told him that she had made a terrible mistake; she had given him the wrong magic dust. She reached into her Coach bag and took out some different dust that looked a lot like powdered sugar and sprinkled in on Gopher. Poof! Like magic, the lenses became disposable and disappeared.

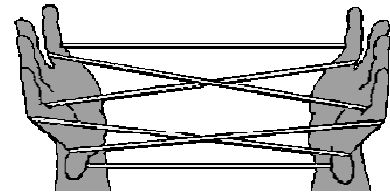
When Gopher opened his eyes, his beautiful castle was back. With tears in his eyes and the sun setting just right, the walls were even more golden, the stained glass windows were more spectacular and there were even more jewels all around. And all was right with the world.

Sometimes you see things the clearest when you look with your heart and not with your eyes, and the gopher's eye reminds us of that.

Introduction to Easy String Figures



Making string figures is a pastime that people throughout the world have enjoyed for untold thousands of years. String figures are an important part of many cultures. They represent people, animals, places, and things of importance. String figures may have ritual, aesthetic, mythological, or religious significance—or just be fun to make! Long before TV or any print media, people were using string figures to illustrate the stories they told around the campfire.

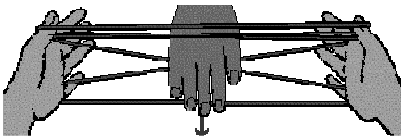


Position 1:

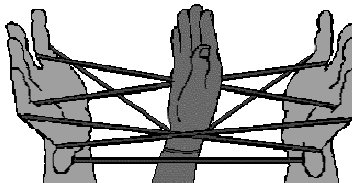
Pick up one short section of the string loop on both thumbs without twisting it. Extend hands apart. The string now goes from one thumb to the next without any twists in it. The string closest to you is called the near thumb string, and the farthest one is called the far thumb string. Now, using your little fingers, pick up the far thumb strings on the fingernail side of the little fingers. (If told to grab a string, you would curl your finger around it and either hold it with the fingerprint side or, if instructed to, twist it 180 degrees towards or away from you as directed to take the string up on the finger or thumb.) Now just spread your hands and fingers apart to tighten the string and you have Position 1.

Do Position 1. Use your right forefinger to move left and pick up the left palm string on the back of the forefinger. Tighten the strings. The left forefinger then moves right, goes through the right forefinger noose, and picks up the right palm string. Unless told otherwise, tighten the strings after each step with palms facing each other, and fingers pointing up and spread apart. (Opening B is the same except you start with the left forefinger picking up the right palm string.)

A Hand Catch:

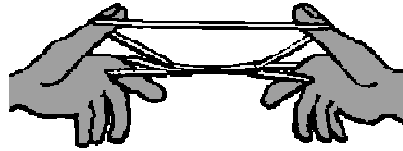


Do Opening A. Hold your hands them put one hand through the release the strings on both little keep the strings on the thumbs. other person's hand.



out towards someone. Have center of the figure. (2) Now fingers and forefingers, but You have now caught the

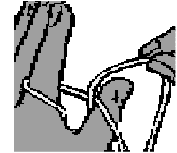
Do Opening A again with the far string still around the other person's wrist. Tell them to put their hand back up, from below, into the center of the figure. (3) Let go of the strings on your little fingers and forefingers again, and pull your thumbs apart. The string will go right through their arm!



Cup & Saucer:

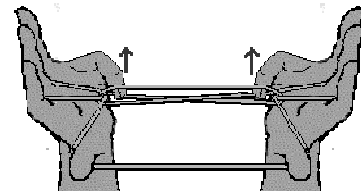
Do Opening A. Move both your thumbs over the near forefinger strings and pick up both far forefinger strings (pulling the hands apart and strings tight is normally implied after each step).

Now remove the lower of the two strings, the original thumb nooses, from both thumbs (navaho thumbs). You can remove each bottom string with the opposite hand, or you can use your middle fingers to remove the bottom near thumb string up and over the thumbs (at the same time) while leaving the upper string nooses in place (or use your mouth to remove the bottom near thumb string from the thumbs). Release both little fingers and extend thumbs up.



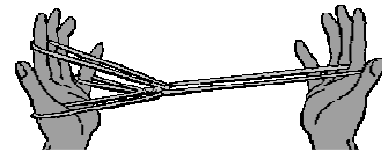
The Star:

Do Cup and Saucer using a short #4 string loop or a regular size loop that has been doubled. (2) Hold your hands with fingers pointing up. Look at the center of the figure where the bottom of the cup sits on the saucer. This part is made up of three strings. Two are crossed and go to the near side of the forefingers; the other is on top and loops around the far forefinger/far thumb strings. Use your little fingers to pick up this top straight string as shown. Now release the strings on your thumbs. (3) With your thumbs move over the forefinger nooses and pick up the near little finger strings. Now release just the string noose on your right little finger. If the star doesn't look right, try using a shorter string.



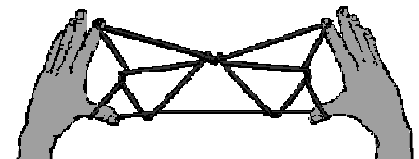
Fishing Spear:

Do Position 1, then use the right forefinger to pick up the left palm string, but do not pull on this string yet. As your right hand returns to its starting position, the forefinger moves away from your body twisting the right forefinger noose 360 degrees. (2) The left forefinger then moves right, through the right forefinger noose, and picks up the right palm string just like in **Opening A**. (3) Release the right thumb and right little finger nooses at the same time.



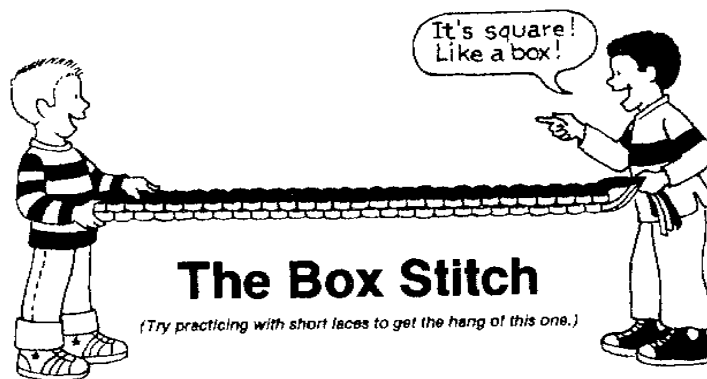
A Moth:

Do Opening A using a short #5 or #6 string. Release thumb strings. (2) Thumbs then move over the forefinger strings and pick up the near little finger strings. Release the strings on the little fingers. (3) Thumbs next pick up the near forefinger strings. Now remove (navaho) the lower thumb strings (which is easiest to do using the middle fingers to lift them off and over the thumbs while leaving the upper thumb strings in place). (4) Forefingers move down and grab the top string that goes around the middle of the thumb/forefinger noose, then, moving away from you, extend the forefingers up and palms out.



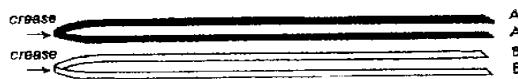
LANYARDS

1. It is easier to work with the lanyard sting if you warm it up in your hands first and cut the ends at an angle.
2. The designs can be made into bracelets, key chains, zipper-pulls, etc...
3. Hooks and lanyard string can be found at arts and crafts stores.
4. You can begin and end your lanyards with overhand knots.
5. Lanyards can be melted to end, but this requires much practice and can turn the plastic black.
6. The following pages contain four designs and more designs can be found in the book, *Knot Again! The Complete Lanyard Kit!* By Margaret Hartelius.

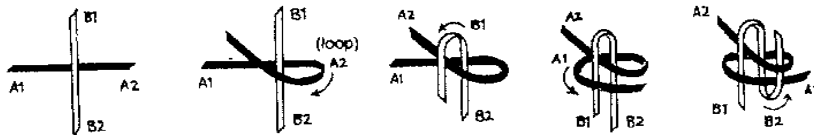


How to make the Box Stitch

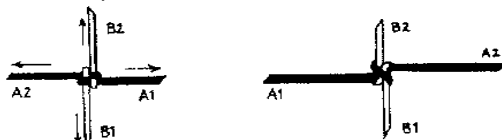
1. You will need two different colored pieces of lace (A and B), each 6 feet long. Be sure to cut both ends of the laces at an angle.



2. Fold the laces in half. Make a crease to mark the middle of each one. (Hint: Mark the creases with a pen, if you like.)



3. Put the laces together at the middle like this, with B on top of A.
 - Put A₂ over B₁. Leave A₂ between B₁ and A₁. Leave a loop.
 - Put B₁ over A₂ and A₁. Leave B₁ between A₁ and B₂.
 - Put A₁ over B₁ and B₂.
 - Put B₂ over A₁ and through the loop made by A₂.

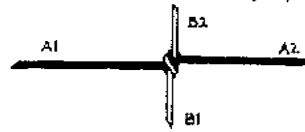


4. Pull all four ends to make a knot. It **should not be too tight**. Now turn the knot over so the "X" is facing you.

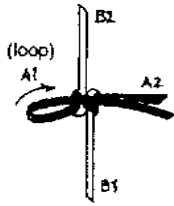
Note: If you're having trouble with the first knot, here's an easier way to start the Box Stitch. (But you won't be able to close the bracelet as you do in step 7.)



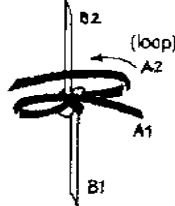
After step 2, put A and B together and tie a tight overhand knot at the middle. (See **Hints** on page 3.)



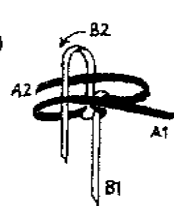
Arrange the laces like this. Then go on to step 5.



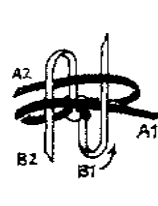
5. Loop A₁ over the middle of the knot and leave between B₁ and A₂. Leave a loop.



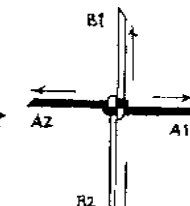
Loop A₂ over the middle of the knot. Leave a loop.



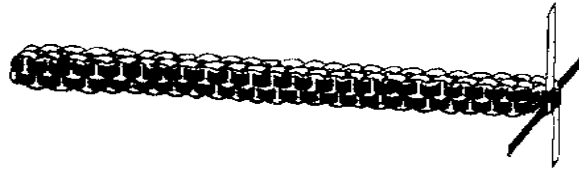
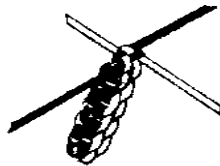
Weave B₂ over A₂ and under A₁.



Weave B₁ over A₁ and under A₂.

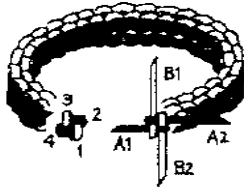


Pull all four ends to tighten the knot.

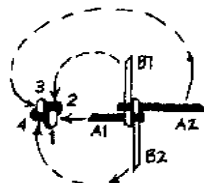


6. Repeat step 5. Keep the laces flat. Try not to let them twist.

Keep going until the Box Stitch is long enough to go around your wrist.



7. To close the bracelet, bend the Box Stitch into a circle. The ends should look like this.



Slip the loose ends into the finished ends like this:

- Put A₁ through loop 1.
- Put B₁ through loop 2.
- Put A₂ through loop 3.
- Put B₂ through loop 4.

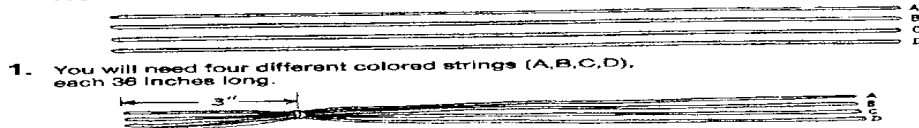


Pull all four ends tightly to close the bracelet. Trim the loose ends as close to the bracelet as you can.

FRIENDSHIP BRACELETS

1. Bracelets can be made with yarn, string or cording, but most are made with embroidery thread found at sewing or craft stores.
2. Generally speaking a string strand can be cut about the length of the chin to the hand on an adult. Looped threads are twice the length of single strands.
3. It is best to either braid both ends before you start the bracelet or leave extra on both ends so that you can tie the bracelet when you are finished.
4. Highly contrasting colors highlight patterns best.
5. The end can be secured while making the bracelet with a safety pin or tape.
6. Most bracelets begin or end with an overhand knot.
7. It is best to tie the bracelets on with a square knot.
8. The following pages contain four designs and more designs can be found in the book, *Knot Again! The Complete Friendship Bracelet Kit!* By Margaret Hartelius.

How to make the Candy Stripe:

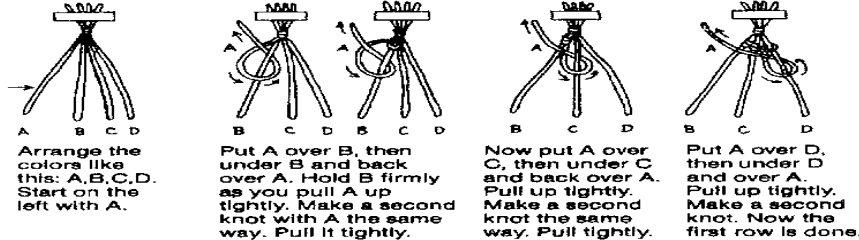


1. You will need four different colored strings (A,B,C,D), each 36 inches long.

2. Tie the strings together with a knot about 3 inches from the top.

Note: The Candy Stripe is made with just one basic double knot. It takes 5 inches of string to make 1 inch of knots! That's why you need such long strings. To make a wider bracelet, just use more strings! (But they will have to be even longer.)

3. Tape the short ends of the strings to a tabletop. Remember to always knot from the left.

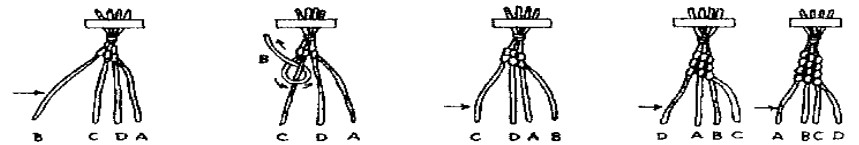


4. Arrange the colors like this: A,B,C,D. Start on the left with A.

Put A over B, then under B and back over A. Hold B firmly as you pull A up tightly. Make a second knot with A the same way. Pull it tightly.

Now put A over C, then under C and back over A. Pull up tightly. Make a second knot the same way. Pull tightly.

Put A over D, then under D and over A. Pull up tightly. Make a second knot. Now the first row is done.

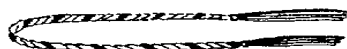


5. To start the next row, go back to the left and knot with B.

With B, tie double knots around C, then D, then A. After each knot pull B up tightly.

For the next row, go back to the left and knot with C. Tie double knots around D, then A, then B. Pull tightly.

Keep knotting row by row. Remember to hold the strings firmly and pull the knots tightly!

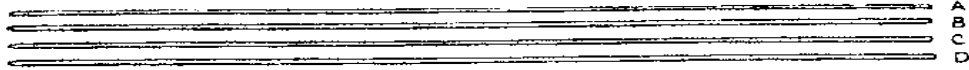


6. Keep knotting until the bracelet is long enough to go around your wrist. Tie a knot at the end.



7. To close the bracelet, tie a square knot. (See page 3 for directions.)

How to make the Spinning Spiral:

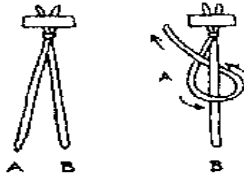


1. You will need four different colored strings (A,B,C,D), each 30 inches long.

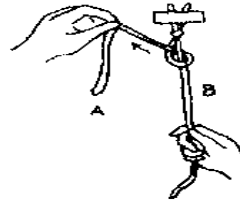


2. Tie the strings together with a knot about 5 inches from the top.

Note: One basic knot is used in all the knotted bracelets. Here's how to do it:

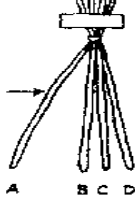


Put A over B, then back under B and over A.



Hold B firmly as you pull A up tightly.

3. To begin, tape the short ends of the strings to a tabletop. When you make the Spinning Spiral, always knot from the left!



A B C D



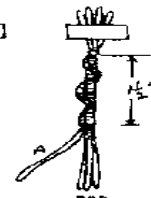
BCD



BCD



BCD

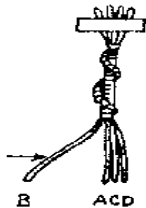


BCD

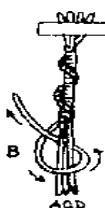
4. Arrange the colors like this: A,B,C,D. Start with string A on the left. Hold B, C, and D together like one string (BCD).

Make the basic knot with A: Put A over the other three strings (BCD), then under them and back over A. Hold BCD firmly as you pull A up tightly.

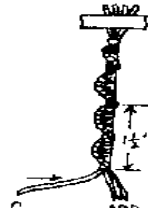
Keep knotting with A for about 1 1/2 inches. Keep the knots close together and pull A up tightly after each knot.



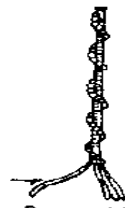
B ACD



ACD



ABD

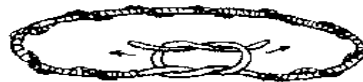
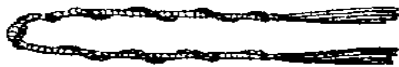


ABC

5. Now start knotting with a new color, B. Hold A, C, and D together like one string (ACD).

Make the basic knot with B: Put B over the other three strings (ACD), then under them and back over B. Pull B up tightly after each knot. Do this for 1 1/2 inches.

Now knot with C around strings ABD for 1 1/2 inches. Then knot with D around ABC.



6. After knotting with D for 1 1/2 inches, stop knotting and tie all the ends together with a knot.

7. To close the bracelet, tie the ends together with a square knot. (See page 3 for directions.)

EAT, DRINK, AND BE MERRY

GRACES!

BLESS OUR FRIENDS

(To the tune of Edelweiss)
Bless our friends, bless our food
Lord, we're gathered together
See our joy, feel our love
As we break bread together
Friendship and love are our Guiding
Light
Guiding Light forever
Bless our friends, bless our food
Seeing You in each other

DO WAH DITTY

We want to thank you for the food
we're gonna eat,
Singing Do Wah Ditty Ditty Dum
Ditty Do.
And we're looking forward to a
really tasty treat,
Singing Do Wah Ditty Ditty Dum
Ditty Do
Looks good (audience repeats)
Looks neat (audience repeats)
Looks good, looks neat,
Really wish that we could eat

FAITH GRACE

(to the tune of Faith, by George
Michael):

Well I guess it would be nice
If we could feed our bodies
I know that everybody
Is probably hungry like you.

Oooh...and you better think twice
Before you give your food away
I know the camp will surely say
We've got the best kitchen crew

Oh and we need some time to
Get our grub on
And you got to keep your napkin off
the floor

And when we finish eating
We will get to make this crib all
shiny by cleaning up our space.

But first we gotta have grace.
Oooh...we gotta have grace.
You know we gotta have grace,
grace, grace
We gotta have grace, grace, grace!

FAME GRACE

(to the tune of Fame):
Grace!
We wanna eat with Hector,
We wanna learn how to dine...Fine!
Elbows are kept off the table,

Keeping the 3 keys in mind..
Remember, remember, remember...
Grace!

THE FRANK SINATRA GRACE

(Sung to the tune of "L is for the way
you look to me...")
G is for the way you grub with me
(grub, grub, grub)

R is for the Really good food we see
A is very, very extra Awesomary
C is for the Cooks who treat us right
and hope we Clean up
E is the last letter of our SONG!

GREASE GRACE

(to the tune of Grease Lightening)
This food is yummmatic,
It's tastamatic,
It's Fantastimatic!
Why, we need a Grace lightening!

JOHNNY APPLESEED

Oh, 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 apple
seed
The Lord is good to me

For every seed I sow
I know a tree will grow
And there will be an apple tree
For everyone in the world to see
The Lord is good to me

Dining Hall Ditties

There are certain rules to be followed in the dining hall, such as putting your napkin on your lap, keeping your elbows off the table and not chewing with your mouth open. Members of each cabin often watch other cabins closely to see if any camper or counselor has gotten a bit lazy. If they notice a lapse in judgment, the following songs are directed to the person who committed the infraction:



Song 1: (Elbow Infraction)



Get your elbows off the table camper Johnny,
Get your elbows off the table camper Johnny,
We have seen you do it twice and it isn't very nice,
Get your elbows off the table camper Johnny.
Stand up, stand up, stand up and sing us a song,
Stand up, stand up, stand up and sing us a song!

Song 2: (Napkin Infraction)

Camper Suzy don't be a sap,
Put your napkin on your lap,
This is not a horse's stall,
This is a first class dining hall!

Round the mess hall you must go, you must go, you must go
Round the mess hall you must go, you were naughty!

Note: The last two stanzas of the above songs can be switched if you choose to do so.

Song 3: (Close Your Mouth)

Hey, Johnny
Close your mouth while you are chewing
This is not a horse's stall.
This is a first-class dining hall
Stand up, stand up, stand up and sing us a song

Announcements! (to be sung when someone stands in front of the group and says "I have an announcement")

Announcements, announcements, annou.....ncements!
Gotta make 'em!
Why?
Why not!
I'll tell you why...
Argh! (like a pirate)

OTHER FUN REPARTEE BETWEEN CABINS:

One cabin may ask another cabin to *GET DOWN* by saying:
Hey Cabin 7, let us see you get down!

If this occurs, cabin 7 responds by standing up and doing some dance motions to the following song:

D-O-W-N, that's the way we get down,
D-O-W-N, that's the way we get down.

Another request made to other cabins is the following:

Hey Cabin 4, let us see you do the Beauty Walk (or Muscle Walk)



Cabin 4 would respond by walking around the inside of the dining hall strutting like beauty pageant contestants and striking poses. (Or flexing and posing like a body builder.)



Other fun requests to be made of cabins or individuals:

Lemon Lime Tutti Fruitti
C'mon Cabin 4
Shake your booty!
Song:
Shake your booty
Shake, shake your booty
*Repeat

Hey, Cabin 4
Let us see you do the Apache
Song:
Duh, duh, duh, duh, duh
Jump on it, jump on it
*Repeat

SQUIRREL

Lost and Found items are placed in the squirrel box throughout each day. During lunch, two staff members are responsible for helping kids identify their missing items by entering the dining hall dressed in crazy costumes (perhaps following a chosen theme) accompanied by music and then holding up all the items that were placed in the box throughout the previous day. All campers (and counselors) who have identified an item to be theirs, must stand in the front of the dining hall and sing this song as a group (with motions).



The Squirrel Song

Paws up!

(Hands in front, acting like paws)

Squirrel, squirrel, shake your bushy tail
(turn and shake your rear)

Squirrel, squirrel, shake your bushy tail
(turn and shake your rear, again)

Put a nut between your toes

(place an imaginary nut in your toes)

Wrinkle up your little nose (rubbing your nose),

Squirrel, squirrel, shake your bushy tail.
(turn and shake your rear, again)



CHEAPER BY THE DOZEN



Ice Breakers & Group Games

Ice Breakers

Group Juggle into Warp Speed -

Group Juggle - the ball/object gets thrown from one person to another so that each person gets it once & it ends up with the person who started (to get to know names, say the name of the person you are throwing it to before you throw it & thank the person by name that you received it from). Can expand this to several objects, one after another.

Warp Speed - using the order of people from the group juggle, figure out (let the participants figure out) how to do it the fastest, only rule is that everyone must touch the ball/object in the original order.

2 Truths and a Lie -

Ask each person in the group to think of two true facts about themselves, and one lie. Each person in the group takes a turn telling the group their three facts. The group then has to agree on which fact they think is a lie. Once the group announces their decision, the speaker tells the group the correct answer. The group then can talk about any of the interesting things they just learned about the new person.

Adjective with first letter of name -

Everybody introduces themselves with a descriptive adjective starting with the same letter as their name (e.g. Charismatic Carolyn, Smarmy Susan, Egalitarian Elizabeth, Vivacious Vicky, Bouncing Bob, Friendly Fred, etc, etc)

10- Fingers -

Have everyone sit in a circle or close enough to be able to hear everyone. Tell them to hold up all 10 fingers. A counselor can start off by stating one fact about themselves. For ex: "I have never been to Florida." or "I have blue eyes." Then the participants who have been to Florida, or don't have blue eyes, will put one finger down. This will continue around the circle, having each person share one fact about themselves until someone is all out of fingers. Who ever has the most fingers left at the end Wins!

Face to Face -

The leader has the group randomly pair up. Once introductions between partners are made, the leader gives the group a topic to discuss with their partner for 30 seconds or so. At the end of the time, the leader will call for the group to switch partners and call out a new topic. Try to choose topics that are both fun and insightful. Examples include: "If you could have lunch with anyone from the entertainment world, who would it be?" "If you could be granted one wish, what would it be?"

Drop the keys (great game to play in a cabin or it can be adapted to play outside)-

Have everyone sit on a bunk bed or set up chairs in a circle. One person needs to stand in the middle of the circle holding a set of keys in one hand. The person in the middle will call a name of someone sitting in the chair or in a bunk bed. Once that person's name is called they will walk to the center of the circle and grab the hand of the person holding the keys, they will then proceed to somehow tangle themselves up, then the person who just got into the circle calls a name of someone else, and then they tangle themselves up, you can crawl under people's legs, etc. This continues until the person drops the keys. When the keys are dropped everyone must run to a spot. The spots are the designated bunk beds or chairs. Once a person will not have a spot and then that person is now the one who starts the game with the keys.

Group Games & Team Builders

Duck Duck Duck Goose w/ greeting ½ way around -

Just like normal duck duck goose, but run opposite directions around the circle, stop when meet and greet each other by name.

Joke & Punchline -

Set-up: Write a joke (CAMP APPROPRIATE) on one card and a punch line on another. Be sure to mix the cards up. Give each person a card. Explain that they may have a joke or a punch line on the card. On a given signal, they are to walk amongst the crowd trying to find the other part of their joke/punch line. When this is done, everyone can return to a circle and, with their partner, tell their joke.

Group Number Count -

As a group, try to count to a given number; you cannot go consecutively around the circle and cannot talk at the same time. Each time someone says the same number at the same time, you must start over.

Jack -

Each person names a word with "jack" in it - this game can last for days (e.g. Jack Johnson, Jackson Browne, hi-jack)

One Word Movie Titles Alphabetically -

As a group try to go through the alphabet finding a movie title starting with each letter consecutively that is only one word long.

Human Knot -

Group stands in a circle, everyone puts hands into center and grabs someone else's hand, (note: both your hands can't be holding both of someone else's hands), then try to get out of the knot without letting go of hands.

Giggle Belly -

Everyone lies down with their head on someone else's tummy (like a train). The person without their head on some else's tummy (the head of the train) starts to laugh - (the bouncing of the head of the next person should make them laugh and so on down the line)

Stand up, Sit Down -

The kids can start out in a standing or sitting position. You ask them questions, such as "do you have a sister?" or "are you wearing pink?" if their answer is yes they change to the other position. If no then they stay the same.

Everybody's IT -

Everybody is it, if you are tagged you are frozen, to be un-frozen tow un-frozen people must sing "ring around the rosie" around you.

Elbow Tag -

You are only safe/untaggable if you are part of a pair linked at the elbow. A free spirit running around tries to link with a pair...this sends the person on the opposite end out looking for another pair to link to.

Flip me the World/Bird -

One person is it, you are safe from being tagged by IT if, and only if, you have the Bird (or the world), hence you may ask someone to "flip me the bird" (or toss me the world) (please by mindful of age groups)

Sharks, Eels, Sea Crustaceans -

Set up two lines with borders on either side (cones are totally fine). Depending on the size of the group, 1 - 3 people start out as sharks ("it") in the middle. The other participants are behind one of the lines. They choose what species of fish they'd like to be...give them options, like tuna, octopus, sea bass, etc. When the shark calls out a species, those participants have to run from one line to the other, staying within the boundaries. If the sharks tag them they become stationary kelp. They are planted, but can wave about and help the sharks to tag others. Eventually, the sharks are "hunting" through a kelp forest...oooh!

Fresher -

Form two lines on opposite sides. If you are behind your line you are safe. If you cross your line you say "Fresh" or "Fresher." Once on the playing field, you can tag out anyone on the other team who is less fresh than you (they were on the field before you) but you can be tagged by anyone "fresher" than you (anyone entering the field after you). If you are tagged you go to jail. The jails are on each side of the playing field at the half way mark. Your teammates can break you out of jail by entering the playing field and tagging you before they get tagged.

Band aid Tag -

One person is "it." Whenever someone is tagged by "it" they must hold a band aid (their hand) on the spot where they were tagged. Then the game continues. When someone runs out of band aids, (they get tagged three times), they are frozen until two other people come over to them and "operate." The two other people need to tag the frozen person at the same time and count to five. Switch the person who is "it" often.

Other non-tag Games:

Right Hand Person -

Everyone decides who their right hand person is (without telling) then they decide who their left hand person is (also without telling) then each person must keep their right hand person to their right and their left hand person to their left.

Roulette (or over 1 under) -

Works best sitting around a table. Everyone crosses their hands over / under the people on each side. An invisible ball is passed around by hitting the table with a flat hand. One hit moves the ball one hand in the same direction it started. Two hits reverses the direction of the ball. A fist pounding the table once skips one hand and moves the ball in the same direction. A fist pounding the table twice reverses the direction and skips one hand in the new direction. You get "out" by hitting the table when it's not your turn. If you've got two hands, you get two chances!

Moonball (how many hits) -

Use a moon ball - how many hits can you keep it in the air; let group set a target & see if you can meet it or beat it.

Ropes w/ knots -

Undo w/o taking hands off rope - (ask about using a climbing rope), tie overhand knot in it a yard to 2 yards apart the length of the rope. Have everyone pick it up with one hand on each side of a knot and they have to undo it w/o taking their hands off the rope.

Catch on numbered bounce -

Use dog toy or weirdly bouncing ball; person has to catch it after a specified number of bounces.

Dumb Dice -

Each player needs a piece of paper. For the whole group you need one pencil and a pair of dice. The players take turns rolling the dice until someone gets doubles. Usually they yell out "DOUBLES" when they get this. They then grab the pencil and begin to write consecutive numbers (1 2 3 4 5 6 7...) until the next person gets doubles. The first person to reach 100 wins.

Sardines -

The person that is "it" goes and hides - similar to hide-n-seek. Everyone else counts slowly to 100. When they're done counting they go find the "it". But when they find "it" they hide with him/her until the last person finds the hiding group. You can get very creative in location.

Fox in the Den -

Break up a large group so that there are 3 or 4 groups. Each group should have an even number of squishy balls or "loot" to guard in their den. Then each group must decide who will go and try to grab more loot from the other teams and who will guard the den. If a player tries to grab loot and gets tagged by a guard, they must return to their den before stealing again. After one round of playing, ask players to analyze how they were effective or not. Have them change their strategy.

Draw & Pass -

Have the group sit in a circle with a piece of paper and a drawing instrument (or markers). Have each person start to draw any picture. After a certain amount of time (2 minutes, 5 minutes, etc.) have them pass their picture to the person to their left (or right). Listen for the audible groan! Draw

again. Pass. Continue until the pictures have made a full circle and return to the original artist. Have each person share what they intended the picture to be and what it ended up. Talk about how the group worked as a team to create these wonderful works of art!

Camouflage Game -

This game should be played in an area where kids can run and not trip over stumps, vines, etc, but there should be a fair amount of trees or shrubs to hide behind. Discuss what camouflage means and put what they know to the test. One person is to stand in the middle of an area and with eyes closed & count to 50. Meanwhile, everyone else scatters through the area. (For safety, set boundaries with them.) The kids need to try and camouflage themselves as well as possible, **BUT** they must be able to see the person counting. When counter (the predator) finishes, he/she opens their eyes and looks around. They can pivot on one foot, but may not take steps from their original position. They can call camper's names, but to be more specific, they should describe the location. (the person squatting behind the tall tree with the green shirt on...) After a minute or two, the predator closes his eyes again and counts to 25. The hiders (prey) must change hiding spots to somewhere closer to the predator. The predator opens his eyes again and calls out whomever he can see. Finally, the predator counts to 15 and the prey runs in to tag his outstretched hands. The first to tag gets to be the next predator. Reinforce the idea that brightly colored animals have a harder time hiding. Discuss different strategies that the "prey" had while hiding.

Minute Mysteries

1. If a plane crashes on the border of Canada and the United States, where would the survivors be buried?
2. If you have ten cows and all but three die, how many are left?
3. A rooster sitting on the center of a dog house lays an egg, which side of the roof will the egg fall on?
4. How far can a bear run into the forest?
5. There are two coins that total 55 cents, one is not a nickel. What are the two coins?
6. Is it possible for a man to marry his widow's sister?

7. You walk into a room with only one match. You must light a lantern, a gas stove, the pilot light of a water heater and a fire in the fireplace. What would you light first?
8. Pretend you're the driver of a bus. You drive your empty bus to the first stop and seven people get on. At the next stop, two get off and five get on. (continue for several more stops) What color are the bus driver's eyes?
9. There is a cabin with four walls all facing south. There's a bear outside, what color is the bear?
10. In the old West, a man rides into town on Thursday, stays three days and rides out on Thursday. How can this be?
11. There's a man walking down the road dressed entirely in black. There are no lights on anywhere and no moon. A car with no lights on comes down the road and manages to avoid the man. How?
12. A man goes into a town with only two barber shops to get a haircut. The barber in the first shop has a very bad haircut. The barber in the second shop has a neat, good looking haircut. Which barber should the man go to?
13. Two men walk into a coffee shop. They both order cherry cokes with extra ice from the same waitress. One man drinks his quickly and the other sips his slowly. The man who drank his cherry coke slowly died an hour later, the other man lived. What happened?
14. A man is lying dead surrounded by 53 bicycles. What happened?
15. A man walks into McDonald's and asks for a glass of water. The woman behind the counter pulls out a gun and points it at him. The man says "thank you" and walks out. Why?
16. Two people are out on the desert with nothing around them, not even any tracks. One is dead and one alive. The dead person has a full backpack and the living person an empty one. What was in the backpacks?
17. A man lives on the 14th floor of an apartment. When he goes to work, he goes into the elevator, pushes the first floor button, goes out and walks to work. To go home, he goes into the elevator, pushes the 7th floor button, then walks up the other seven flights; except when it is raining then he goes up to the fourteenth floor in the elevator. Why?
18. A man is sitting in his house reading. He gets tired, turns out the light and goes to sleep. The next morning he reads in the paper that the Queen Mary ran round and sank nearby. The man was very upset when he heard the news. Why?
19. A father and his son are involved in an auto accident. The father is killed and the son is in critical condition. When the boy arrives at the hospital, the doctor in the emergency room exclaims, "I can't operate on this boy, he's my son!" How can this be?
20. A man is running towards home. When he gets there he sees another man, in a mask, holding an object. The first man turns and runs away from home. Who are the men?
21. A farmer has a chicken, a fox and a sack of grain. He needs to get all three across the river. The rowboat will only hold him and one other thing. How will he get all three across?
22. Spell "roast". Now spell "boast". What goes in a toaster?
23. Ten crows are sitting on a fence. The farmer shoots three. How many are left?

24. The man who makes it sells it. The man who buys it doesn't need it. The man who needs it doesn't care. What is it?
25. What gets bigger when you take away from it?
26. Ted and Alice are on the floor dead. Nearby is a puddle of water and broken glass. George is asleep on the couch. What happened?
27. If it takes six men one hour to dig six holes, how long does it take one man to dig half a hole?
28. Two men play five complete games of checkers. Each man wins the same number of games. There are no ties. How?
29. A clerk in a butcher shop is 5' 10" tall. What does he weigh?
30. An archaeologist reports that he has discovered two gold coins dated 435 B.C. in the desert near Jerusalem. His fellow scientists refuse to take him seriously. Why?
31. Three men on a business trip go into a hotel and each pays ten dollars for a room they are sharing. After they get back to the room the hotel manager realized he overcharged for the room; it should have been \$25. He gives the bellhop five one-dollar bills and sends him to refund the money to the men. As he walks toward the room, the bellhop puts two dollars in his pocket. When the bellhop gets to the room, he gives each man one dollar. Here is the problem. Each man has paid nine dollars (ten at the counter minus the dollar the bellhop returned equals nine dollars) for the room. The amount the three men paid for the room equals \$27. When you add the two dollars the bellhop has in his pocket, the total is twenty-nine dollars. Where did the last dollar go?
32. Last weekend, Derek and Joey were camping, and around midnight, while they were having s'mores, Joey bet Derek that in exactly one week it would not be sunny. Joey knows that he will win this bet. How does he know? (In exactly one week it will also be midnight, and the sun will not be shining.)
33. A famous Italian composer born in February 1792, wrote the opera *The Barber of Seville*. He died shortly after his eighteenth birthday at the age of seventy-two! How could that be?
34. Some months have 31 days; how many have 28?
35. How many birthdays does the average person have?
36. If the earth weighs six trillion tons and you built a stone and mortar wall around the equator weighing one-trillion tons, what would be the weight of the earth with the wall?
37. A woman has incontrovertible proof in court that her husband was murdered by her sister. The judge declares, "This is the strangest case I've ever seen. Though it's a cut-and-dried case, this murderess cannot be punished." Why can't the woman's sister be punished?
38. An Arab sheikh tells his two sons that are to race their camels to a distant city to see who will inherit his fortune. The one whose camel arrives last will win. The brothers, after wandering aimlessly for days, ask a wise man for advice. After hearing the advice they jump on the camels and race as fast as they can to their destination. What did the wise man tell them?
39. Pronounced as one letter but written with three, Only two different letters are used to make me; I'm double, I'm single I'm black, blue, and gray; I'm read from both ends and the same either way.
40. What word, when written in capital letters is the same forwards, backwards and upside down?
41. What do you get when you cross an automobile with a household animal?
42. Mary's father has 4 children; three are named Nana, Nene, and Nini. So what is the 4th child's name?
43. What three numbers have the same answer when added together and multiplied together?
44. What bone has a sense of humor?
45. The more of them you take, the more you leave behind. What are they?
46. He who has it doesn't tell about it. He who takes it doesn't know about it. He who knows what it is doesn't want it. What is it?
47. It lives without a body, hears without ears, speaks without a mouth, and is born in air. What is it?

48. I have a little house in which I live all alone. My house has no doors or windows, and if I want to go out I must break through the wall. What am I?
49. I am around long before dawn. But by lunch I am usually gone. You can see me summer, fall, and spring. I like to get on everything. But when winter winds start to blow; Burr, then it's time for me to go! What am I?
50. What's full of holes but still holds water?
51. What flies without wings?
52. What force and strength cannot do, I with a simple touch can do; yet many in the street would stand, were I not a friend at hand. What am I?
53. While walking across a bridge I saw a boat full of people. Yet on the boat there wasn't a single person. Why?
54. What do you have when twenty rabbits step backwards?
55. What am I? I am the only thing that always tells the truth. I show off everything that I see. I come in all shapes and sizes. So tell me what I must be!
56. Where do you find roads without vehicles, forests without trees, and cities without houses?
57. What are two things you cannot eat for supper?
58. What time is it when 12 cats chase a mouse?
59. There's a one story house that's all blue inside. The floor was blue, the lamps were blue, the walls were blue, everything was blue. So what color were the interior stairs?
60. Have you heard the saying what goes up must come down? Well what goes up and never goes down?
61. What word in the English language is always spelled incorrectly?
62. What runs around a house but doesn't move?
63. Do you know why orange juice is so smart?
64. What kind of fish chases a mouse?

Minute Mysteries Answers

1. You don't bury survivors.
2. Three.
3. Roosters don't lay eggs.
4. Halfway, then it is running out again.
5. A fifty cent piece and a nickel, one isn't a nickel, but one is.
6. No, he's dead.
7. The match.
8. The color of the person who is answering.
9. White, the cabin is at the North pole.
10. Thursday is the name of the horse.
11. It's daylight.
12. The first, because he cut the second barber's hair.
13. There was poison in the ice.
14. He was shot for cheating at cards, the bicycles are playing cards.
15. The man had hiccups.
16. Parachutes.
17. He's a little person and can't reach without his umbrella.
18. He's the lighthouse keeper.
19. The doctor is his mother.
20. Baseball players.
21. Take the chicken over, go back and bring the grain, take the chicken back over, leave the chicken and bring the fox. Go back and get the chicken.
22. Bread.
23. None they fly away.
24. A coffin.
25. A hole.
26. Ted and Alice are fish and George the cat knocked the tank over.
27. You can't dig half a hole.
28. The two men were not playing against each other.
29. Meat.
30. People who lived during the years we now call B.C. did not call them that themselves.
31. The men paid \$27 dollars. Where did it go? The manager has twenty-five dollars and the bellhop has two.
32. In exactly one week it will also be midnight, and the sun will not be shining.
33. He was born on February 29th, 1792, a leap year. He only had a birthday every fourth year.
34. All of them.
35. A person only has one birthday; the rest are anniversaries of their birth.
36. The weight would be the same since the stone and mortar were already on the earth before the wall was built.
37. The sisters are Siamese twins.
38. The wise man tells them to switch camels.
39. Eye.
40. Noon.
41. A carpet.
42. If you said "Nono" then you are wrong. If Mary's father had 4 children, with three named Nana, Nene, and Nini, then the last child's name would have to be Mary!
43. 1,2,3
44. Humorous.

45. Footsteps.
46. Counterfeit money.
47. An echo.
48. A chicken in an egg.
49. The dew.
50. A sponge.
51. Time.
52. A key.
53. Every one on the boat was married.
54. A receding hare-line.
55. A mirror
56. On a map.
57. Breakfast and lunch.
58. 12 after 1.
59. It's a one-story house, so there are no stairs.
60. Your age.
61. Incorrectly
62. A fence.
63. It concentrates.
64. A catfish.

Logic Games & Other Fun Games

When playing these games with your campers; please keep in mind that not all the campers will get these games right away, so please make sure that both counselors and campers are mindful of each others feelings. Keep our outcomes in mind and make these games a positive fun experience for everyone.

Magic-

You need two Guiders who know the secret to play this game. Start off by telling your group that the other Guider is "psychic" and can identify an object that the first Guider is thinking about. Have the "psychic" leave the room. The first Guider then picks an object in the room... in this case, a Promise Badge on Suzy's uniform. Call the "psychic" back into the room. The first Guider then proceeds to ask the "psychic" a series of questions like: Is the object I'm thinking of the clock on the wall? No. Is it Beth's glasses? No. Is it Sarah's hair clip? No. Is it Helen's black shoes? No. Is it Suzy's Promise Badge? Yes!

SECRET: The object you "ask" the psychic about before the real object is always black. You don't always have to say the colors because the "psychic" can tell by looking; this makes the game a little harder.

Crossed-Uncrossed -

You either need two sticks or a pair of scissors for this game. Seat everyone in a circle. I find it easiest to play this game while sitting in a chair. Pass the sticks to the person sitting next to you, saying either "I pass these sticks crossed" OR "I pass these sticks uncrossed." As you pass the sticks, you can either cross one over the other or pass them parallel... it doesn't matter if your actions and your words are the same! (i.e. you can say "I pass these sticks crossed", and give the sticks parallel to the next player.) If you're using scissors, you can pass them "crossed" (open) or "uncrossed" (closed). The girls have to figure out what the pattern is.

SECRET: It's not how the sticks or scissors are passed, it's how your FEET are when you say the words. For instance, the "right" way to pass crossed sticks is to be sitting cross-legged or with your ankles crossed. Uncrossed would be legs straight out in front of you!

As the sticks get passed around the circle, tell the girls whether or not they're doing it "right" until they catch on to the secret!

Going on a Picnic - Once again, sit everyone in a circle. Start the story by saying, "I am going on a picnic. You can come too, if I decide I like what you're going to bring." Then give an example of something that can come on a picnic. The secret is that whatever you bring on the picnic must start with the same letter as your first name (or, if you want to make it **REALLY** hard, use your last name!) For example (a girl named Colleen): "I am going on a picnic, and I will bring a Cake." (she would be allowed to come). (a girl named Erica): "I am going on a picnic, and I will bring a can of Pop." (she would not be allowed to come).

SECRET: Do not tell the girls that the item must start with the same letter as their first name.

I Like -

This is game of likes and dislikes. The leader starts off by saying something like "I like eggs but not chickens" or "I like puddles but not rain" or "I like noodles but not soup". The girls then try it out, with their own pair of likes and dislikes.

SECRET: All the "likes" have double letters in them, e.g., puddle, egg, noodle, while the "dislikes" don't!

Around the World -

The leader starts out by saying, "I'm going on a trip around the world and first I'll go to Africa (or any place that starts with the letter "A")." Then the rest of the people need to figure out where to go next.

SECRET: The trick is that you spell out the words "around the world" with your destinations. Ex.: First I'll go to Africa, then Romania, Oklahoma, Uganda, Norway, Denmark....

Phone A Friend -

It's time to phone a friend for a little math fun ...get your calculator...this works!

- 1) What are the first 3 digits of your phone number? (do NOT include the area code)
- 2) Multiply by 80
- 3) Add 1
- 4) Multiply by 250
- 5) Add in the last four digits of phone number
- 6) Add in the last four digits of phone number again
- 7) Subtract 250
- 8) Divide by 2.

Wisdom of the Ages -

Follow the instructions carefully, **ONE LINE AT A TIME**. Be sure to do exactly what it says before moving to the next instruction.

- 1) Write down the number of the month you were born.
 - 2) Multiply it by 4
 - 3) Add 13
 - 4) Multiply the result by 25
 - 5) Subtract 200
 - 6) Add the day of the month on which you were born
 - 7) Multiply by 2
 - 8) Subtract 40
 - 9) Multiply the result by 50
 - 10) Add the last two digits of the year of your birth
 - 11) Finally, subtract 10,500
- Notice anything funny about your answer?

Cabin Night Ideas

- Night Hike (possibly to a particular place with an activity at the destination)
- Cabin Campfire
- Game night with another cabin
- Craft Night
- Texas Hold'em Tournament
- Mafia Night
- Capture the Flag
- Bocce Ball Tournament
- Princess Night
- Spa / Makeover Night
- Jedi Training
- Boot Camp - a huge hit the summer of 1999 for boys in Unit 2 whose counselors were in the Air Force....the learned how to put on jungle make up, salute, march together, and travel together on a reconnaissance hike...very cool, but you really have to know what you are doing and set a serious and respectful tone...the boys loved it!
- Groovy Garden Night - decorating pots and planting them with flowers
- Friendship Salon - embroidery floss galore...hair wraps, bracelets, hemp jewelry, etc.
- Scavenger Hunt
- Frisbee Golf Tournament
- Sponge Bob Night (boat making)
- Fantastic Four Night
- Willy Wonka Night
- American Idol
- Macro Clue Game - Murder Mystery Dinner Party
- Holiday (Halloween, St. Patty's Day) in the Summer
- Outdoor Survival (earn a patch)
- NASCAR Night (make race tracks around the cabin and use our small remote control cars to have races...you can form racing teams with pit crews to get all involved.)
- Making "wearable tech" like the Apprentice (ipod / cell phone holders from duct tape)
- Open mic / poetry night (coffee house style)

Tips for Great Cabin Nights!

Brainstorming...Spend about 10 minutes (watch the clock! You don't have a lot of time!) in your cabin staff team brainstorming all of your individual skills / hobbies / interests. Then, quickly, choose the one that seems to fit best with your age group and that you are most psyched about.

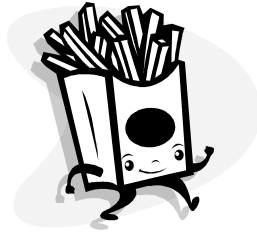
Planning is Everything...Now that you have your activity, spend some time refining it and adding the juicy stuff! Kick off, The Middle Stuff, The Closing, Staff Roles, Materials & Equipment list / request. Your Unit Director and Unit Program Director should be in on-going communication with you for help/support, and providing materials and equipment.

How to get STUFF!...In Pre-Camp, fill out your Cabin Night form, be as complete as possible so the Program Director may be able to substitute items as needed or supply extra stuff to make your event more robust! As the session gets under way, check in with your directors about your supplies. Hint: make any new requests in writing!

Cabin Closings

- *Magic Stick/microphone* - pass a stick and only the person with the stick can talk.
- *Descriptive Words* - use cards with descriptive words on them, each person picks a specified number for how they feel then go around & share.
- *Favorite Moment* - Going around the circle and sharing your favorite moment of the day.
- *M&Ms* - pass around M&Ms, then after everyone has some ask them to go around the circle and each person has to say something for each M&M in their hand (e.g. something good about a member of the cabin, something they are excited about, favorite things they've seen / done throughout the week, etc.)
- *"Popcorn"* (one word each around circle) - just pop them out like popcorn.
- *Note cards* - write down experience on note cards & share.
- *If today were a movie*, what is one scene that you'd like to see over again?
- *Newspaper* - If there was a newspaper all about you (you the group or you the individual, set that out for them), and the cover was about today, what would today's headline be? Be the picture (as in pose the picture) & write out the caption & read it to the group when sharing.
- *Web of Appreciation* - take a ball of yarn, who ever is speaking holds the ball, the first person holds the end of the yarn, and throws the ball to the next speaker, and each person holds a piece of the yarn when they throw the ball, so you end up with a web attaching all the participants, (think of the metaphors). You can have each speaker thank someone in the group (the person they are throwing the yarn to) for something they did today or noticed about them. You can then cut the yarn up and make bracelets or something symbolic out of them. (Can also be done with tape on the floor and writing words on the tape.)
- *Postcards* - they draw a picture of a favorite / memorable thing at camp & write a note to themselves about an experience (have mailed in one month/6 months later) - have them share their postcards and the meanings with each other.
- *Human Sculptures* - use other bodies to create a sculpture of something that happened & explain it to the group.
- *Map* - chalk on b-ball court creating map of the journey the group took that week as a cabin (or on big paper).
- *Coat of arms* - create a coat of arms for cabin & create all the symbols & what they mean for the cabin.
- *Bracelet / necklace* - make them sharing beads. Perhaps each person in the cabin gives the others in the cabin a bead, so that everyone has a bracelet or necklace with a bead from each person.
- *If the cabin could talk*, what would it say...?
- *What advice* would you give your best friend if they were going to do this next week?
- *Magic Box* - tell the cabin there is a special object in the box and each person in the cabin will take a look at the object, not tell anyone else what they see, and then say something positive about what they see to the group. Pass the box around the circle, when it comes to each camper, have them open it up and take a look. They will be surprised to see themselves in a mirror and realize they must now say something positive about themselves.
- *Closing Ball* - Prepare questions or use pre-prepared questions corresponding to the numbers under each segment of the ball. Have cabin sit in a circle and take turns rolling it to each other. Where ever they are touching when they stop the ball, they must pull off that section of the ball, revealing the number underneath and answer that question. Then put the piece back and ball to another member of cabin. (Could also use with a deck of cards and have questions corresponding to specific cards.)

SUPERSIZE IT!



Break That Ice!!

1. **Question Exchange** - Everyone needs a 3 x 5 card (but any scrap paper will do) and a pen/pencil. Ask everyone to think of a question they ask to get to know a person they've just met. Questions like, "What do you do for a living?" "Tell me about your favorite childhood memory," work well. Have them write their question on their card. Then the mixing begins! In pairs, partners introduce themselves and ask/answer each other's question. They then trade question cards and each find a new partner! The questioning, answering and trading continues until most have shared/met each other.
2. **How do you do?** One person is IT, everyone else stands in a large circle. IT walks around the circle, tags someone, then begins to run around the circle in the same direction he/she was walking, while the tagged player runs in the opposite direction. When the two players meet on the opposite side of the circle, they must stop and greet each other with a "How do you do?" (Make up a greeting - shake hands, bow, be creative). Players then continue running around the circle in their original direction. If the tagged player makes it back to his/her spot, IT must try again with another player. If IT reaches the spot first, then the tagged player becomes the new IT.
3. **People to People** - The leader sets a beat with a clapping and chanting "people to people" - and everyone joins in. Once everyone is clapping, the leader substitutes the name of a body part for the word "people" in the chant, with players finding a partner to assume the position of the call. If the leader yells out "knee to knee," partners touch knees. Continue to match body part to body part, until the leader calls out "People to people!" That's the signal for everyone to scamper around and find a new partner. The odd person out that does not find a partner is the new leader and continues the chant.
4. **Human Bingo** - This activity takes a bit of preparation with a big payoff! Participants have an opportunity to find people with similar and dissimilar interests / characteristics / experiences. Spend some time writing up questions that are general as well as specific about people. Give each person a sheet of questions and a writing utensil, explain how to play (find people who match the questions and have them sign your paper), and set a time limit. At the conclusion, ask people to share some of the things they learned about others in the group. Here are some examples of questions...

FIND THE FOLLOWING PEOPLE

- a) One who was born in the same town as you
- b) One who uses the same toothpaste as you
- c) One who shares your profession or major

- d) Three wearing same color socks and sing a song together
- e) One person who speaks another language fluently
- f) Two with the same color top you are wearing
- g) One wearing the same kind of watch
- h) Three with their birthday in the same month as yours
- i) One with the same make of car
- j) Two with attached earlobes
- k) Two with unattached earlobes
- l) Three who can curl their tongue?

Big Group Games & Team Builders

Salute the Captain

“The Captain” is the leader, calling out the various commands and refereeing the action. When “The Captain” calls a command, the “Shipmates” get into the appropriate configurations and perform the actions, anyone leftover without a group is sent to walk the plank and sing, “Yo Ho, Yo Ho, a pirate’s life for me,” until the conclusion of the game. Here are the commands, groupings, and actions:

“Salute the Captain” - One person, standing at attention, right hand to forehead.

“Swab the Deck” - 2 people, together holding an imaginary mop handle and mopping

“Man Overboard!” - 3 people, with 2 holding hands around a middle person who looks over their arms (the sides of the boat) for a “man overboard.”

“Row Ashore” - 4 people in a line grab imaginary oars and together “row ashore”

“Chow Time” - 5 people circle around an imaginary table and mime eating while chanting “grub, grub, grub, grub.”

Seaweed Tag

In a wide, flat space, make a boundary square with cones or something visible. Have everyone line up on one side of the square and choose to “be” one of three types of fishes (e.g. tuna, sea bass, squid, etc.). Then choose 2 or 3 people to be sharks. The sharks stand in the middle of the square and call out to the “Tuna!” who then must go from one side of the square to the opposite side without being caught by the sharks. If a tuna gets caught, he then becomes part of the Kelp Forest; he can’t move, but can catch other fish who come too close! The sharks continue to call out species, everyone going back and forth through the ever-growing kelp forest until there are only 3 left...who then become the sharks in the next game!

Relays Galore

Using any kind of prop/equipment you want, create some wacky relay races...be creative, have some be for the slowest team, the team that laughs the most, etc. The most critical piece is breaking the group into teams making sure everyone feels important and welcome...and not like they’re picked last! This goes for adults as well as kids!

Super Twister

Using the big Twister sheets from camp, make one big Twister game mat. Play variations of the game having people work together...teams of 4 (1 is the left hand, 1 the right hand, 1 the left foot, etc), teams of 2 that tie their shoe laces together or are joined somehow and race other teams from one side of the twister board to the other, or write questions on cards (from “The Book of

Questions” or other resources) and put them on random circles, when someone gets a question they get to ask anyone in the group their question.

Jedi Chicken

The “Jedi Chicken Master” stands in front of the group with a rubber chicken. Establishing 4 or 5 “Jedi-type” movements and vocalizations from the group to perform as a response to a certain movement and sound from “Jedi Chicken,” this game is much like Simon Says.

Seasons

Ask the group to get into 4 smaller groups according to the season they were born in...if they’re on the border between 2 seasons, they get to choose the one they want to be with. Once in the smaller groups, give the instruction to take 5 minutes to come up with a skit involving each member of their group to act out their season. Once the skits are prepared, have each group perform for the others.

Another Name Game

After you’ve played some name games, this one’s good for review. With participants in a circle, you stand in the middle. Point to someone and say, “right,” then say “bumpity-bump-bump.” The person that you pointed to must say the name of the person on their right before you finish saying “bumpity-bump-bump.” If they don’t get it right, or don’t say anything, then they change places with you and become the “pointer.” For large groups, have more than one person in the middle.

Lemonade

There are two sides (teams). It doesn't matter how many are on each side and it doesn't have to be even. It's sort of like Charades, but instead of acting out a word or phrase, you act out occupations. Each side gets in a "huddle" at their "home base" to decide what occupation they will act out and which ever side is ready first begins. That "team" yells loudly (while walking towards center line "Where are you from?" Answer (while the other team is also walking forward): [insert place here] Ex. "China!" The other team yells, "What's your trade?" Answer: "Lemonade!" Then the other team yells, "Show us some if you're not afraid!!" The team starts acting out its occupation (such as painters, auto mechanic, etc...) and when the other team guesses correctly, the "acting" team has to run back to its "home base" without any member being tagged by the other team. If they make it, they get to do the acting again.

Giants, Wizards and Elves

Split group up into 2 teams, designate 2 safety zones, one on each teams side, and designate a middle area. Each team then gets in a huddle and picks what they want to be as a team, a giant, a wizard or an elf. Giants put their hands up over their heads, wizards put their hands out straight in front of them wiggling their fingers, and elves make pointy ears on their head with their pointer fingers. Once the teams have decided their thing to be, they come up to the center spot and line up face to face, then on a count of 3, everyone does whatever action their team picked. Giants beat elves, elves beat wizards and wizards beat giants, so the team that beats the winning team chases the other and tries to tag as many members on the other team as possible before they reach the safety zone. The members from the team that get tagged become a part of the other team.