



**THIS BOOK BELONGS
TO:**

THE TRADITIONS BOOK

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Dedicated To

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

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



AMERICA THE BEAUTIFUL

O beautiful of spacious skies
For amber waves of grain
For purple mountain majesties
Above the fruited plain
America! America!
God shed his grace on thee, and
Crown thy good with brotherhood
From Sea to shining sea!

APPLES AND BANANAS SONG

I like to eat, I like to eat
I like to eat, eat apples and bananas
I like to eat, I like to eat
I like to eat, eat apples and bananas

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

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

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

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

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

I like to eat. I like to eat
I like to eat, eat apples and bananas

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

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.

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)

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)

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 GRIL 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)

CRAWDAD SONG

You get a line, I'll get a pole
honey, honey
You get a line, I'll get a pole,
Babe, Babe
You get a line, I'll get a pole, we'll
all go down to the crawdad hole,
Honey, sugar baby mine.
YAHOO!!
What you gonna do when the
pond runs dry, honey, honey
(repeat with babe, babe)

(repeat first line again and end with:)
Sit in the bank and watch the
crawdads die, honey sugar baby
mine. YAHOO.

Heard the duck say to the drake
etc. , etc.
Heard the duck say to the drake
etc. , etc.
there ain't no crawdads in this lake,
honey etc.

Yonder comes a man with a pack
on his back, etc. etc,
Yonder comes a man with a pack
on his back, etc. etc,
got all them crawdads in his sack,
honey etc.

Man fell down and broke his sack,
etc.
Man fell down and broke his sack,
etc.
see all them crawdads crawling
back, honey etc.

Repeat first verse

DESPARADO

Chorus
He was a big bold man
He was a desperado
From cripple creek way out in
Colorado
And he horsed around like a big
tornado
And every where he went he gave
his war hoot.

Repeat and answer
There was a desperado from the
wild and wooly west
He wore a big sombrero and two
guns across his chest
And everywhere he went he gave
his war hoot

Chorus

Repeat and answer
He rode out to Chicago just to
give the west a rest
He went to Coney Island just to
check out all the sights
He saw the Hoochi Koochi and
the girls in purple tights
It got him so excited that he shot
out all the lights

Chorus

Repeat and answer
There was a big fat policeman just
a walkin down the street
There was a desperado just a
cruisin' down the boulevard
The policeman grabbed him by
the collar and he grabbed him by
the seat
And threw him where he couldn't
give his war hoot

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)

DOWN BY THE BANKS

Down the banks of the Hanky
Pank
Where the bullfrogs jump from
bank to bank
With a eep-op-op-um
Ee sop a dilly and ker plunk

EACH CAMPFIRE LIGHTS A NEW

Each campfire lights a new
The flame of friendship true
The joy we've had in knowing you
Will last our whole life through
And as the embers die away
We wish that we might ever stay
But since we cannot have our way
We'll come again some other day.

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 went downstairs for breakfast
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")

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, 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)

HUMPTY DUMP

Chorus:

Hump, de dump, Hump hump, de

dummy de dummy

Hump, de dump, Hump hump, de

dummy de dummy,

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 dummy

Hump, de dump, Hump hump, de hump de dummy,

Other rhymes:

Hickery Dickery Dock

Little Bo Peep

Jack be nimble

Three blind mice

Three visually impaired rodents

I WANT TO LINGER

Ym-m I want to linger

Ym-m A little longer

Ym-m A little longer here with you

Ym-m This is the perfect night

Ym-m It doesn't seem just right

Ym-m This is our very last night with you,

Ym-m Then comes September

Ym-m We'll all remember

Ym-m Our camping days and

friend ships true

Ym-m And as the years go by

Ym-m We'll stop and take a sigh

Ym-m This is so long and not good bye.

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.

I'D LIKE TO TEACH THE WORLD TO SING

I'd like to build the world a home,

And furnish it with love

Grow apple trees and honey bees

And snow white turtle doves.

I'd like to teach the world to sing

In perfect harmony

I'd like to hold it in my arms

And keep it company.

I'd like to see the world for once

All standing hand in hand

And hear them echo through the hills

For peace throughout the land.

That's the song I hear

Let the world sing today

A song of peace that echoes on

And never goes away.

Put your hand in my hand

Let's begin today

Put your hand in my hand

Help me find the way.

I'd like to teach the world to sing

In perfect harmony

I'd like to hold it in my arms

And keep it company.

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"*)

A PIECE OF TIN

I'm a little piece of tin
no one knows just where I've been
got four wheels and a running board
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

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 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

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

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

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

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

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

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

Come by here, my Lord,
Kumbaya, Come by here, my
Lord, Kumbaya
Come by here, my Lord,
Kumbaya, Oh Lord, Kumbaya

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

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 O'LEARY

Late last night when we were all in
bed
Old Lady O'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!

(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 Hagdelena 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

NERVE SONG
(*to the tune of Glory Glory
Hallelujah*)

I know a song that gets on
everybody's nerves,
I know a song that gets on
everybody's nerves,
I know a song that gets on
everybody's nerves,
I know a song that gets on
everybody's nerves.
Repeat many times.

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.

SALVATION ARMY

Salvation Army, Salvation Army
Put a nickel in the drum, Save another drunken bum
Salvation Army, Salvation Army
Put a nickel in the drum and you'll be saved.

(Tell one liner jokes in between verses of the song)

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.

TARZAN

O aeii 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 everything's just great!

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.

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

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

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-joyce
1 chartreuse buzzard
1 chartreuse buzzard
1 chartreuse b-u-z-z-a-r-d
Living in a dead tree

Look one has returned
Let us re-joyce
2 chartreuse buzzards
2 chartreuse buzzards
2 chartreuse b-u-z-z-a-r-d-s
Living in a dead tree

Look one has re turned
Let us re-joyce
3 chartreuse buzzards
3 chartreuse buzzards
3 chartreuse b-u-z-z-a-r-d-s
Living in a dead tree

UNDERWEAR SONG #2
(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.

UNDERWEAR SONG #1
(sung to Bye-bye Blackbird)
I have lost my underwear
I don't care, I'll go bare!
Bye, bye Long Johns
They were always good to me
Tickled me, He, He, He
Bye, Bye Long Johns
I've left my drop seat behind me
It will never ever find me.
I have lost my underwear
I don't care, I'll go bare!
Long Johns, Bye, bye.

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!!

WORMS
Nobody loves me, Everybody
hates me
Guess I'll eat some w-o-r-m-s
Chorus:
Long slim, slimy ones
Short fat juicy ones
Itsy bitsy fuzzy wuzzy w-o-r-m-s.
First you bite their heads off,

Next you chew their tails off
Then you throw the rest away.

Down goes the first one,
Down goes the second one,
Oh, how they wiggle and they s-q-
i-r-m

Oops, comes the first one
Oops, comes the second one
Oh, how they wiggle and they s-q-
i-i-r-m

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 and cried.



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.

The Humming Bird Story

As retold by Brian Crater

Camp Ronald McDonald for Good Times

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 cript 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.

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 leggeds, 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 an 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 turned 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 than the Humming Bird expected. His wings grew sore and tired, but all along the 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 its 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 land 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 witnessed 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.

OH THE PLACES YOU'LL GO

by Dr. Seuss

Congratulations! Today is your day. You're off to Great Places! You're off and away!

You have brains in your head. You have feet in your shoes. You can steer yourself any direction you choose. You're on your own. And you know what you know and YOU are the guy who'll decide where to go.

You'll look up and down streets. Look'em over with care. About some you will say, "I don't choose to go there." With your head full of brains and your shoes full of feet, you're too smart to go down any not-so-good street.

And you may not find any you'll want to go down. In that case, of course, you'll head straight out of town.

It's opener there in the wide open air.

Out there things can happen and frequently do to people as brainy and footsy as you.

And when things start to happen don't worry. Don't stew. Just go right along. You'll start happening too.

Oh! The places you'll go!

You'll be on your way up! You'll be seeing great sights! You'll join the high fliers who soar to high heights.

You won't lag behind, because you'll have the speed. You'll pass the whole gang and you'll soon take the lead. Wherever you fly, you'll be best of the best. Wherever you go, you will top all the rest.

Except when you don't. Because, sometimes, you won't.

I'm sorry to say so but, sadly, it's true that Bang-ups and Hang-ups can happen to you.

You can get all hung up in a prickly perch. And your gang will fly on. You'll be left in a Lurch.

You'll come down from the Lurch with an unpleasant bump. And the chances are, then, that you'll be in a Slump.

And when you're in a Slump, you're not in for much fun. Un-slumping yourself is not easily done.

You will come to a place where the streets are not marked. Some windows are lighted. But mostly they're

darked. A place you could sprain both your elbow and chin. Do you dare to stay out? Do you dare to go in? How much can you lose? How much can you win?

And if you go in, should you turn left or right... or right and three quarters? Or, maybe, not quite? Or go around back and sneak in from behind? Simple it's not, I'm afraid you will find, for a mind-maker-upper to make up his mind.

You can get so confused that you'll start into race down long wiggled roads at a break-necking pace and grind on for miles across weirdish wild space, headed, I fear, toward a most useless place. The Waiting Place...

... for people just waiting. Waiting for a train to go or a bus to come, or a plane to go or the mail to come, or the rain to go or the phone to ring, or the snow to snow or waiting around for a Yes or No or waiting for their hair to grow. Everyone is just waiting.

Waiting for the fish to bite or waiting for wind to fly a kite or waiting around for Friday night or waiting, perhaps, for their Uncle Jake or a pot to boil, or a Better Break or a string of pearls, or a pair of pants or a wig with curls, or Another Chance. Everyone is just waiting.

NO! That's not for you!

Somehow you'll escape all that waiting and staying. You'll find the bright places where Boom Bands are playing.

With banner flip-flapping, once more you'll ride high! Ready for anything under the sky. Ready because you're that kind of guy!

Oh, the places you'll go! There is fun to be done! There are points to be scored. There are games to be won. And the magical things you can do with that ball will make you the winning-est winner of all. Fame! You'll be famous as famous can be, with the whole wide world watching you win on TV.

Except when they don't. Because, sometimes, they won't. I'm afraid that some times you'll play lonely games too. Games you can't win 'cause you'll play against you.

All alone! Whether you like it or not, Alone will be something you'll be quite a lot.

And when you're alone, there's a very good chance you'll meet things that scare you right out of your pants. There

are some, down the road between hither and yon that can scare you so much you won't want to go on.

But on you will go though the weather be foul. On you will go though your enemies prowl. On you will go though the Hakken-Kraks howl. Onward up many a frightening creek, though your arms may get sore and your sneakers may leak.

On and on you will hike. And I know you'll hike far and face up to your problems whatever they are.

You'll get mixed up, of course, as you already know. You'll get mixed up with many strange birds as you go. So be sure when you step. Step with care and great tact and remember that Life's a Great Balancing Act. Just never forget to be dexterous and deft. And never mix up your right foot with your left.

And will you succeed? Yes! You will, indeed! (98 and $\frac{3}{4}$ percent guaranteed.) KID, YOU'LL MOVE MOUNTAINS!

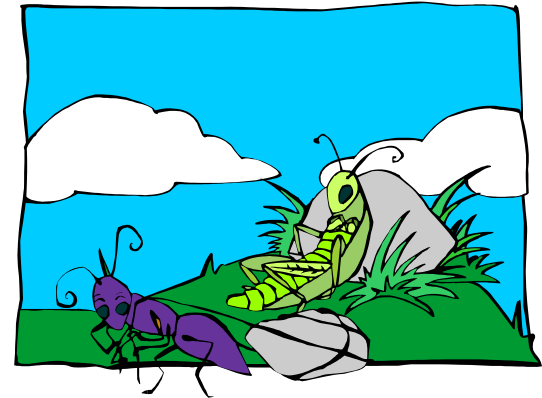
So be your name Buxbaum or Bixby or Bray or Mordecai Ali Van Allen O'Shea, you're off to Great Places! Today is your Day! Your mountain is waiting. So...get on your way!

The Ant and the Grasshopper

Aesop's Fable

‘T was 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)

This tale is found throughout the South Pacific. The Filipino version ("The Trial of the Animals") is a "why mosquitoes buzz in ears" story. 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, trrrrrrrrrrr' 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, trrrrrrrrrrr.' 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, trrrrrrrrrrrrr." 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.

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 examples in APPETIZERS – Cheers and Fast 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 examples in MAIN COURSE – Skits and Group Offerings]

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 examples 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.

APPETIZERS – CHEERS AND FAST SONGS

- Apples and Bananas Song
- Bing [and variations]
- Boom Chica Boom
- Boom Boom Ain't It Great To Be Crazy
- Bubble Gum
- Don't Wear No Socks
- Hidey Ho
- Humphrey The Camel
- Humpty Dump
- Little Green Frog
- Little Pieces of Tin
- My Name Is O
- Na Na-Na Na Na
- Shuggy Cheer
- Singin' In The Rain
- Skinna Ma Rinky
- Super Lizard
- Three Chartreuse Buzzards

MAIN COURSE – SKITS AND GROUP OFFERINGS

For this section, since the skits are often old standards, Og just kept a list of titles. It takes up a lot of room to write out the plot lines, and just about everyone has seen them, so if you cannot remember any of the ones listed below, chances are you can ask the person next to you and they will know about the skit. If not, just find Og or me and we'll be happy to explain them to you.

- The Candy Store
- The Doctor's Office
- The Fortune Teller
- Going Fishing
- Got To Go Wee
- The Incredible Enlarging Machine
- The Invisible Camp Bench
- Is It Time Yet?
- Picking Cotton (also called J.C. Penney)
- Reporter Without A Story

- The Secret Papers
- Simba The Nervous Elephant
- The Ugliest Person In The World

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.

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
- Taps (also Canadian Taps)
- He's Got The Whole World In His Hands

Objects D'art



MONKEY'S FIST

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.

Fig II-54

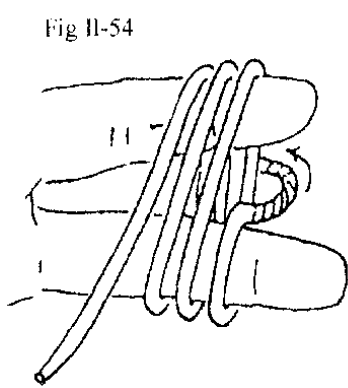


Fig II-55

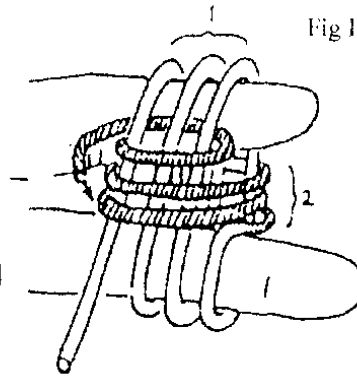


Fig II-56

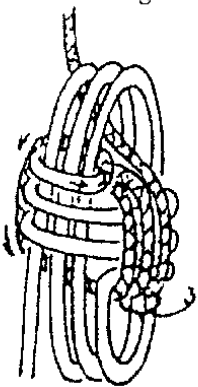
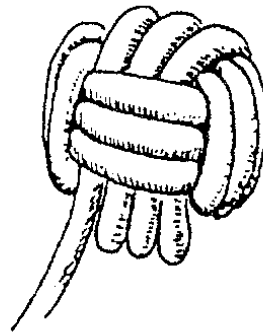


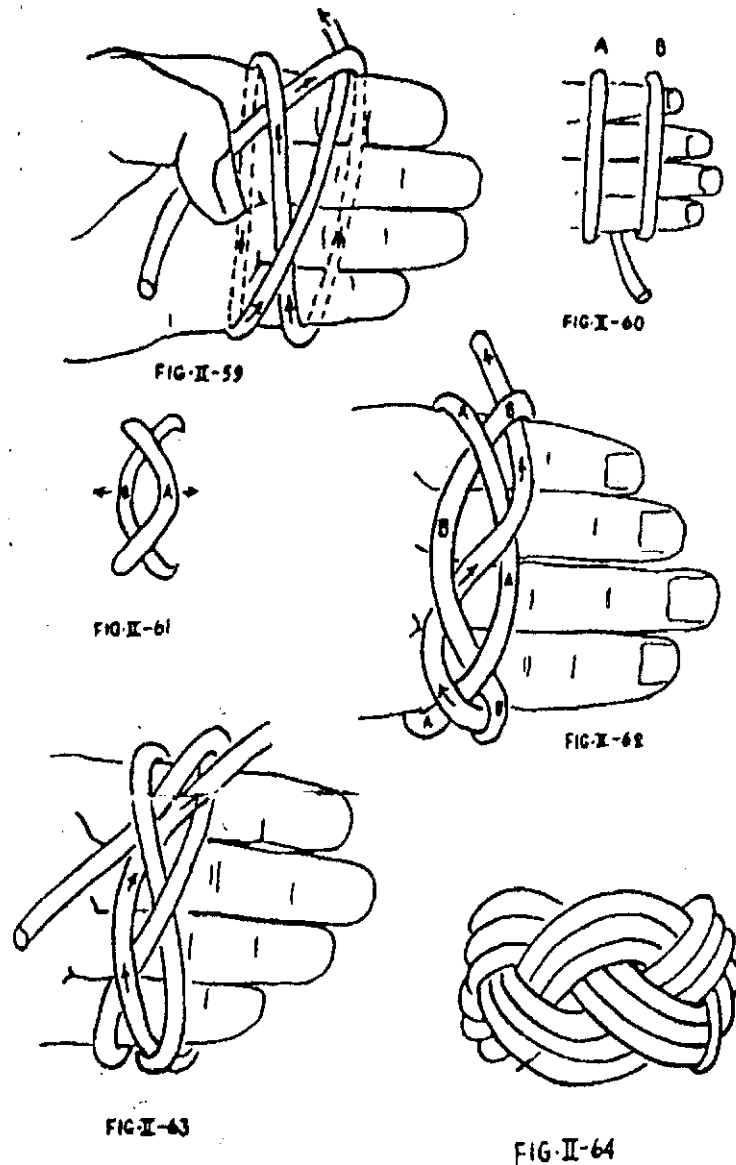
Fig II-57



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 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



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 Chopper, 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.

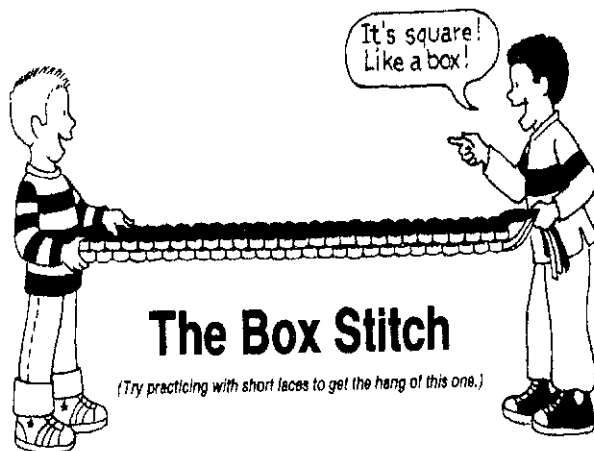
Just then Princess Lornadoon appeared beside him. She realized what had happened and told him that she had made a terrible mistake; she had given him the wrong magic dust. She reached into her Coach bag and took out some different dust that looked a lot like powdered sugar and sprinkled in on Gopher.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

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.



The Box Stitch

(Try practicing with short laces to get the hang of this one.)

How to make the Box Stitch

- 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.
- 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.)
- Put the laces together at the middle like this, with B on top of A.

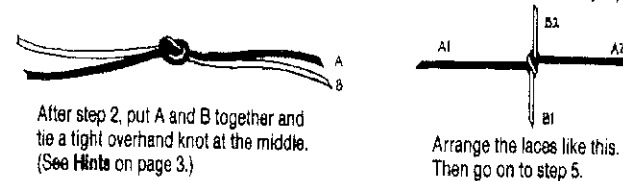
Put A₂ over B₁. Leave A₂ between B₁ and A₁. **Leave a loop.**

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.
- Pull all four ends to make a knot. It should not be too tight.

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.)

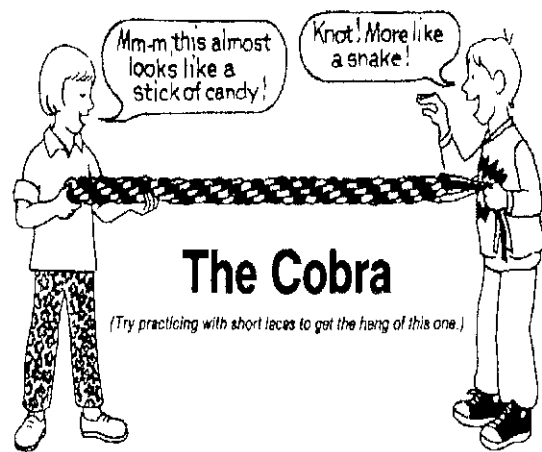


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- Repeat step 5. **Keep the laces flat. Try not to let them twist.** Keep going until the Box Stitch is long enough to go around your wrist.
- To close the bracelet, bend the Box Stitch into a circle. The ends should look like this.

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.

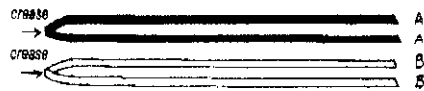


The Cobra

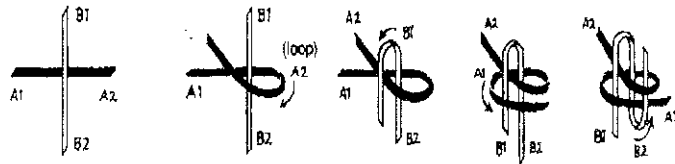
(Try practicing with short laces to get the hang of this one.)

How to make the Cobra

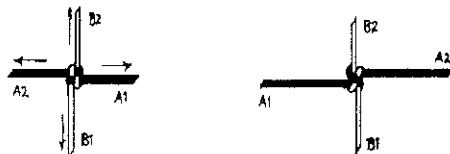
1. You will need two different colored pieces of lace (A and B), each 6 feet long. Be sure to cut both ends of the laces at an angle.



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.)

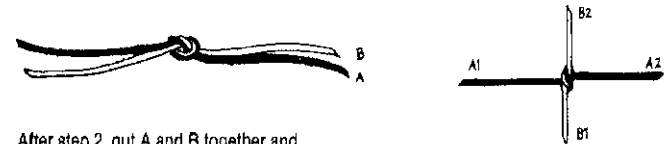


3. Put the laces together at the middle like this, with B on top of A. Put A₂ over B₁. Leave A₂ between B₁ and A₁. Leave a loop. Put B₁ over A₂ and A₁. Leave B₁ between A₁ and B₂. Put A₁ over B₁ and B₂. Put B₂ over A₁ and through the loop made by A₂.



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.

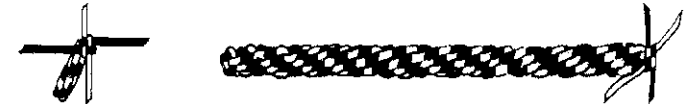
Note: If you're having trouble with the first knot, here's an easier way to start the Cobra. (But you won't be able to close the bracelet as you do in step 7.)



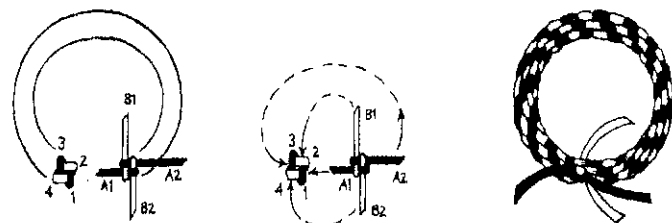
After step 2, put A and B together and tie a tight overhand knot at the middle. (See **Hints** on page 3.)

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

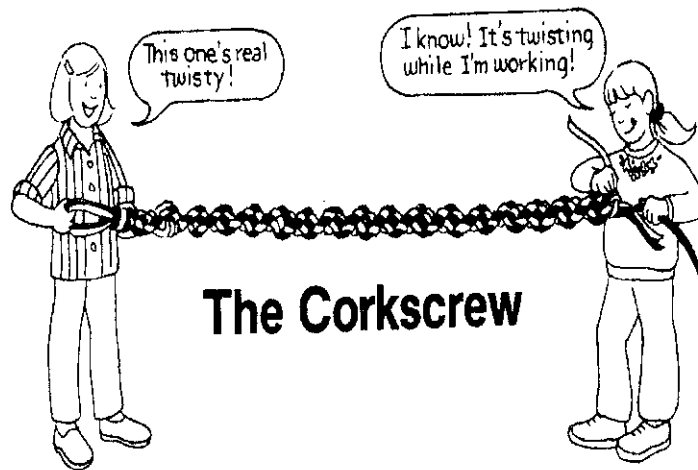
5. Put A₂ over B₁ and leave between B₁ and A₁. Leave a loop. Put B₁ over A₂ and A₁ and leave between A₁ and B₂. Put A₁ over B₁ and B₂. Put B₂ over A₁ and through the loop made by A₂. Pull all four ends to tighten the knot.



6. Repeat step 5, always starting with A on the right. Keep braiding in the same direction. Keep the laces flat. Try not to let them twist. Keep going until the Cobra is long enough to go around your wrist.



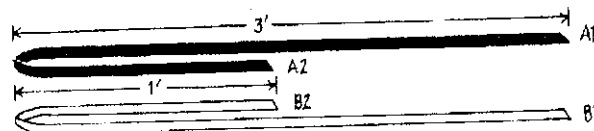
7. To close the bracelet, bend the Cobra into a circle. The ends should look like this. Slip the loose ends into the finished ends like this: Put A₁ through loop 1. Put B₁ through loop 2. Put A₂ through loop 3. Put B₂ through loop 4. Pull all four ends tightly to close the bracelet. Trim the loose ends as close to the bracelet as you can.



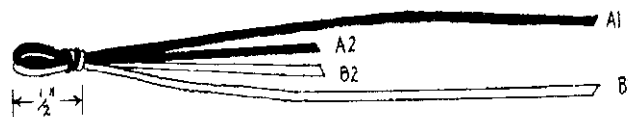
The Corkscrew

How to make the Corkscrew

1. You will need two different colored pieces of lace (A and B), each 4 feet long.



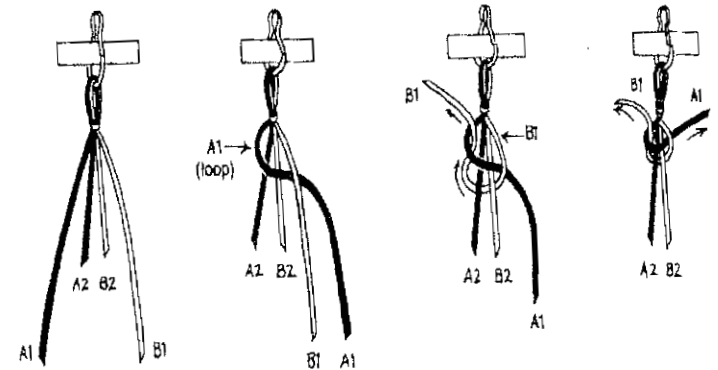
2. Fold each lace so that one side is 3 feet long (A₁ and B₁) and the other side is 1 foot long (A₂ and B₂).



3. Tie the laces together with an overhand knot about 1/2 inch from the folds. (See **Hints** on page 3.)



4. Clip a lanyard hook through the loops. Anchor the lanyard hook to keep the laces in place while you work. (See **Hints** on page 3.)

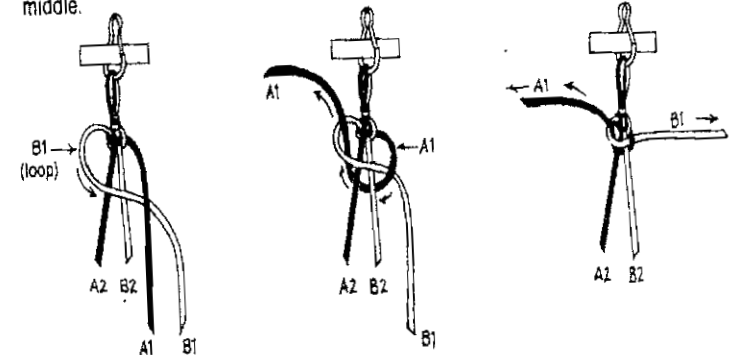


5. Arrange the laces like this: A₁A₂B₂B₁. The shorter laces should be in the middle.

Start with A₁. Put A₁ over A₂ and B₂, then under B₁. **Leave a loop.**

Put B₁ under B₂ and A₂, then up through the loop made by A₁.

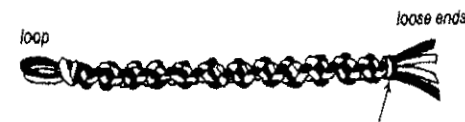
Pull A₁ and B₁ to tighten the knot.



6. Take B₁ and put it over A₂ and B₂, then under A₁. **Leave a loop.**

Put A₁ under B₂ and A₂, then up through the loop made by B₁.

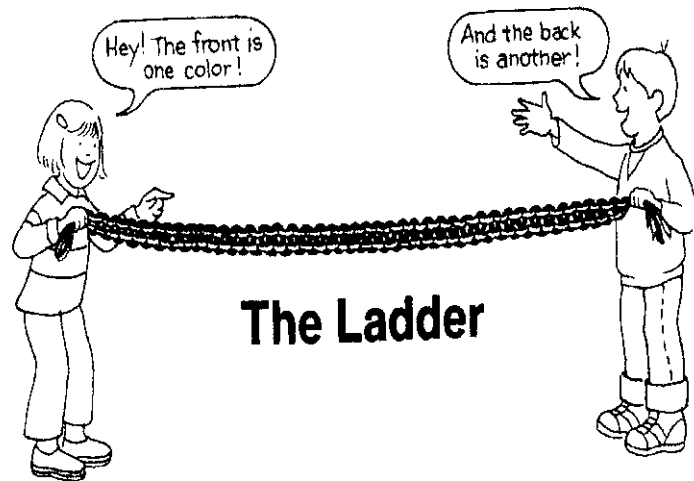
Pull A₁ and B₁ tightly after each step. **Keep the laces flat. Try not to let them twist.**



7. Repeat steps 5 and 6 until the Corkscrew is long enough to go around your wrist. Tie the loose ends together with an overhand knot. Take off the lanyard hook. Trim the loose ends.



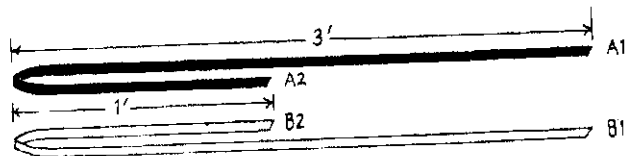
To close the bracelet, just slip the knotted end through the loop.



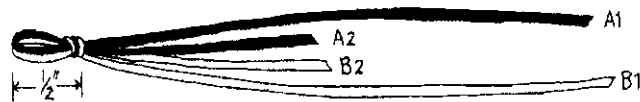
The Ladder

How to make the Ladder

1. You will need two different colored pieces of lace (A and B), each 4 feet long.



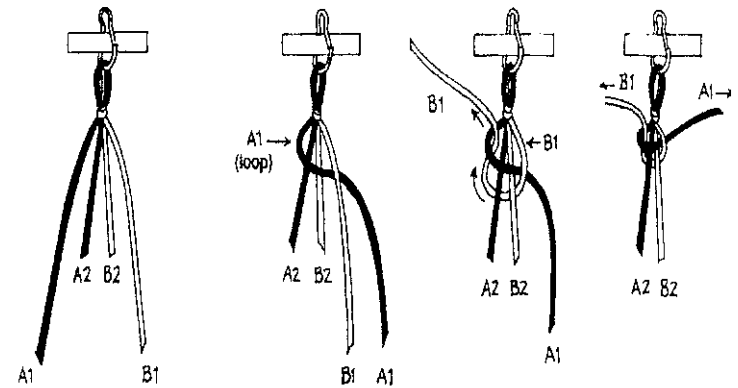
2. Fold each lace so that one side is 3 feet long (A₁ and B₁) and the other side is 1 foot long (A₂ and B₂).



3. Tie the laces together with an overhand knot about 1/2 inch from the folds. (See **Hints** on page 3.)



4. Clip a lanyard hook through the loops. Anchor the lanyard hook to keep the laces in place while you work. (See **Hints** on page 3.)

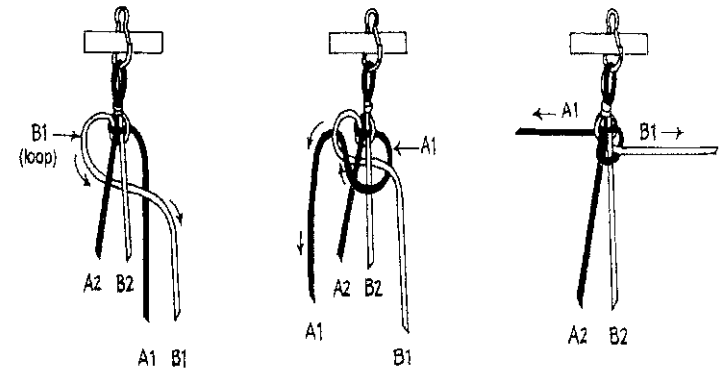


5. Arrange the laces like this: A₁, A₂, B₂, B₁. The shorter laces should be in the middle.

Start with A₁. Put A₁ over A₂ and B₂, then under B₁. **Leave a loop.**

Put B₁ under B₂ and A₂, then up through the loop made by A₁.

Pull A₁ and B₁ to tighten the knot.



6. Take B₁ and put it under A₂ and B₂, then over A₁. **Leave a loop.**

Put A₁ over B₂ and A₂, then down through the loop made by B₁.

Pull A₁ and B₁ tightly after each step. **Keep the laces flat. Try not to let them twist.**



7. Repeat steps 5 and 6 until the Ladder is long enough to go around your wrist. Tie the loose ends together with an overhand knot. Take off the lanyard hook. Trim the loose ends.

To close the bracelet, just slip the knotted end through the loop.



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:

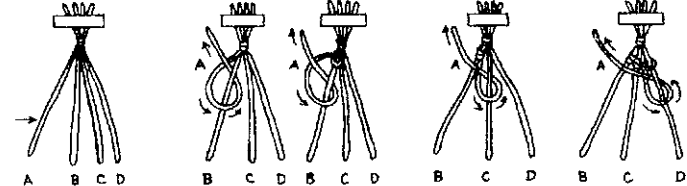
1. You will need four different colored strings (A,B,C,D), each 36 inches long.



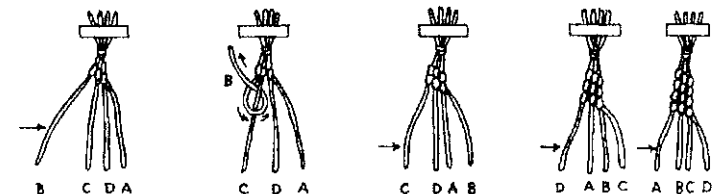
2. Tie the strings together with a knot about 3 inches from the top.

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.)

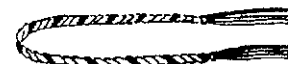
3. Tape the short ends of the strings to a tabletop. Remember to always knot from the left.



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.)

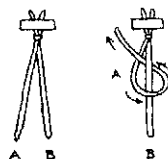
How to make the Spinning Spiral:

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

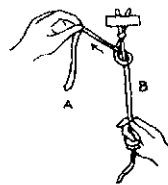


2. Tie the strings together with a knot about 5 inches from the top.

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

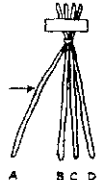


Put A over B, then back under B and over A.



Hold B firmly as you pull A up tightly.

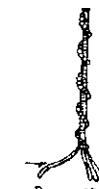
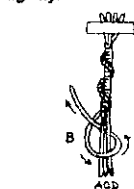
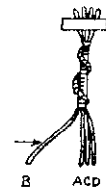
3. To begin, tape the short ends of the strings to a tabletop. When you make the Spinning Spiral, always knot from the left.



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.

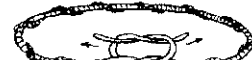
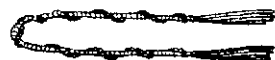
Keep knotting with A for about 1½ inches. Keep the knots close together and pull A up tightly after each knot.



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 1½ inches.

Now knot with C around strings ABD for 1½ inches. Then knot with D around ABC.

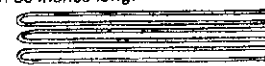


6. After knotting with D for 1½ inches, stop knotting and tie all the ends together with a knot.

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

How to do Toe Weaving:

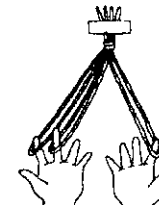
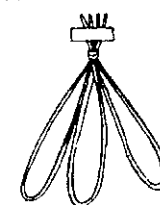
1. You will need three different colored strings, each 30 inches long.



2. Fold the strings in half.

Tie the strings together with a knot about 5 inches from the loose ends, so you have three very long loops.

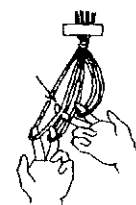
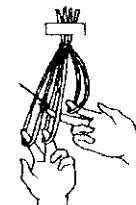
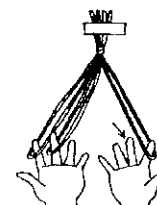
3. Tape the loose ends to a tabletop.



4. Separate the loops like this.

Hold your hands with the palms up, facing you. Always keep your palms up as you work.

Put your fingers in the loops like this. Now you are ready to begin weaving.

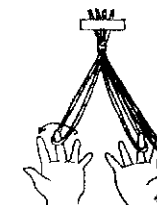


5. Use your right middle finger to hook with. Always hook with the middle fingers.

Put your right middle finger up through the first loop as shown.

Hook the second loop with the tip of your right middle finger.

Pull the second loop off your left index finger and back through the first loop.



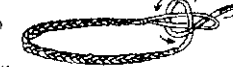
Now the loops on your fingers will look like this. Slip the loop on your left middle finger onto your left index finger.

Now hook with your left middle finger. Put the finger up through the first loop and hook the second loop with your fingertip.

Pull the loop off your right index finger and back through the first loop. After each stitch, pull your hands apart to make it tight.

Now the loops will look like this. Always move the loop on your middle finger over to your empty index finger.

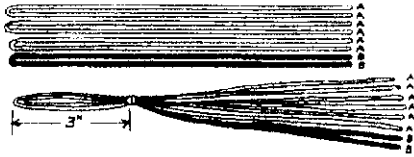
6. Keep on weaving until the bracelet is long enough to go around your wrist. Tie a knot. To close the bracelet, wrap the loose ends around the loop. Pull the ends through the loop as shown. Pull tightly.



How to make the Jewel-in-the-Middle:



1. You will need three 30-inch strings of one color (A), and one 30-inch string of another color (B).

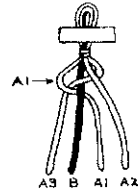
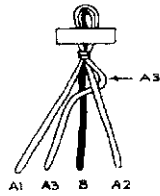
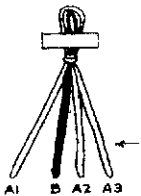


2. Fold the strings in half. Tie them together with a knot 3 inches from the top. Now you have eight strings to work with.



Note: Put two strings of the same color together to make four thicker strands (A₁, A₂, A₃, B).

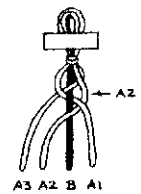
3. Tape the loop to a tabletop.



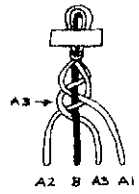
4. Arrange the colors like this: A₁, B, A₂, A₃. Start on the right with A₃.

Put A₃ under A₂ and then over B. Leave A₃ between B and A₁.

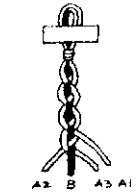
Put A₁ over A₃ and then under B. Leave A₁ between B and A₂.



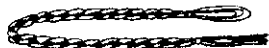
Put A₂ under A₁, then over B. Leave A₂ between A₃ and B.



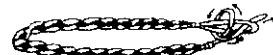
Put A₃ over A₂, then under B. Leave A₃ between B and A₁.



After each step, pull the strings up tightly!



5. Keep braiding until the bracelet is long enough to go around your wrist. Tie the loose ends together with a knot.



6. To close the bracelet, wrap the loose ends around the loop, then pull the ends through the loop as shown. Pull tightly.

Eat,
Drink,
And
Be Merry

GRACES!

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!

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

IRISH GRACE

The Food is green

Let us thank him

For this theme

GOD HAS CREATED A NEW DAY

God has created a new day

Silver and Green and Gold

Live that the sunset may find us

Worthy his gift to hold.

RUBBA DUB

Rubba dub dub, thanks for the grub, Grace!

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

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

THANK YOU LORD

(audience can make up verses - choose 3 to sing together)

Thank you Lord, for this fine day,

Thank you Lord, for this fine day,

Thank you Lord, for this fine day,

Right where we are.

Suggestions for other verses:

For food we eat, for all my friends, for the sun and the
moon.

Dining Hall Ditties

There are certain rules to be followed in the dining hall, such as patting 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.

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 dance motions to the following song:

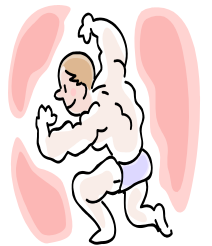
D-D-W-N, that's the way we get down,
D-D-W-N, that's the way we get down.



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.)



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)

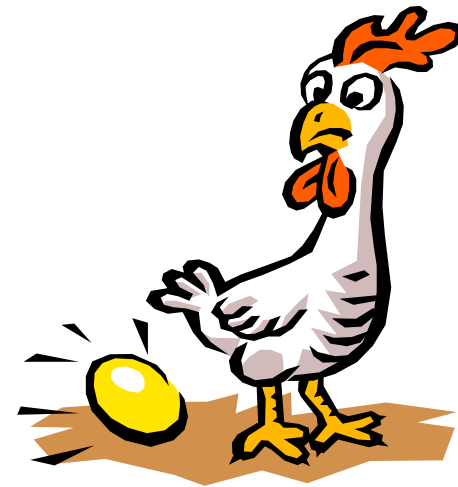
Wrinkle up your little nose (rubbing your nose),

Squirrel, squirrel, shake your bushy tail.

(turn and shake your rear, again)



Cheaper by the Dozen



Ice Breakers & Group Games

Group Handshake –

Break group up in pairs, each person teaches their partner their handshake, then they combine them and teach them to another pair of people until it is all one big handshake.

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.

Bumpity Bump Bump Bump (w/ names) –

Start with one person in the middle of the circle (trying to get out by catching someone up). The person in the center points to one person and says either left, right, me or you and then says “bumpity bump bump bump” and the person they point to has to say the name of the person on their left, right, themselves, or the pointer before the pointer gets through saying “bumpity bump bump bump.” If the person doesn’t say the right name in time, they then go into the center. (note, if no one ever gets it, you can add more “bumps” or conversely, if no one ever wins, take out some “bumps.”) There are other versions such as “bunny bunny bunny” and other animals or certain t.v. shows.

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)

Block Party –

In a circle, person in the middle says “Hi my name is Ralph (they should use their actual name) and I am having a Block Party for everyone who likes to sky dive!!” and everyone who likes to sky dive would go into the middle and say “Party, Party, Party!” and then rush back out to the circle. Whoever is left in the middle stays there and throws the next party.

Group Games & Team Builders

Hello Chicken – Using the rubber chicken...a great way to be funny and loosen up a group. Standing in a circle, toss the chicken to someone. They get to hold the chicken however they wish (usually around the neck) and introduce themselves to the chicken in some funny way...“Hello Chicken! I’m Hollywood!” They then get to throw the chicken to someone else.

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.

Yurt Circle – Where everyone is in a circle all facing counter-clockwise (or all facing clockwise) and you all sit at the same time.

7-Up/50% – In a group, the challenge is to have 7 people standing at once. People can only stay up for 3 seconds and only 7 can be up at a time. Very similar to the group number count!

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)

More Group Games

Tag Games:

Everybody's IT –

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

Elbow Tag –

You are only safe/untagable 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 be mindful of age groups)

Freeze Tag –

If tagged by IT (there is one IT) you are frozen until someone who isn't it & isn't frozen tags you.

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!

Capture the Nothing / 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.

Even More Group Games

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.

Subway – sit in a circle with as many chairs as there are people, but one person stands in the middle and tries to sit in the empty chair (everyone else moves to keep them from being able to sit), if the person in the middle moves to the seat you just left, you go into the middle.

Roulette (r over l 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.

Two-headed Expert – Two people sit or stand together with a blanket or towel covering them so that they look like one person with 2 heads. Other members of the group ask the two-headed expert a question. The two-headed person answers the question by one head saying one word at a time. This can be quite hysterical.

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? (You don't bury survivors.)
2. If you have ten cows and all but three die, how many are left? (three)
3. A rooster sitting on the center of a dog house lays an egg, which side of the roof will the egg fall on? (Roosters don't lay eggs)
4. How far can a bear run into the forest? (halfway, then it is running out again)
5. There are two coins that total 55 cents, one is not a nickel. What are the two coins? (a fifty cent piece and a nickel, one isn't a nickel, but one is)
6. Is it possible for a man to marry his widow's sister? (no, he's dead)
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? (the match)
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? (The color of the person who is answering)
9. There is a cabin with four walls all facing south. There's a bear outside, what color is the bear? (White, the cabin is at the North pole)
10. In the old West, a man rides into town on Thursday, stays three days and rides out on Thursday. How can this be? (Thursday is the name of his horse)

Minute Mysteries (continued)

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? (It's daylight)
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? (the first, because he cut the second barber's hair)
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? (There was poison in the ice)
14. A man is lying dead surrounded by 53 bicycles. What happened? (He was shot for cheating at cards, the bicycles are playing cards.)
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? (The man had hiccups)
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? (parachutes)
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? (He's a midget and can't reach without his umbrella)

Minute Mysteries (continued)

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? (He's the lighthouse keeper)
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? (The doctor is his mother)
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? (Baseball players)
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? (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. Spell "roast". Now spell "boast". What goes in a toaster? (bread)
23. Ten crows are sitting on a fence. The farmer shoots three. How many are left? (none they fly away)
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? (a coffin)
25. What gets bigger when you take away from it? (a hole)
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? (Ted and Alice are fish and George the cat knocked the tank over.)

Minute Mysteries (continued)

27. If it takes six men one hour to dig six holes, how long does it take one man to dig half a hole? (You can't 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? (The two men were not playing against each other.)
29. A clerk in a butcher shop is 5' 10" tall. What does he weigh? (meat)
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? (People who lived during the years we now call B.C. did not call them that themselves.)
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? (The men paid \$27 dollars. Where did it go? The manager has twenty-five dollars and the bellhop has two.)
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.)

Minute Mysteries (continued)

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? (He was born on February 29th, 1792, a leap year. He only had a birthday every fourth year.)
34. Some months have 31 days; how many have 28? (All of them.)
35. How many birthdays does the average person have? (A person only has one birthday; the rest are anniversaries of their birth.)
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? (The weight would be the same since the stone and mortar were already on the earth before the wall was built.)
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? (The sisters are Siamese twins.)
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? (The wise man tells them to switch camels.)

Cabin Night Ideas

- Night Hike (possibly to a particular place with an activity at the destination)
- Learn to make monkey's fist, gopher's eyes (if you don't know how or know how to teach it, make sure to enroll someone to help who does)
- Cabin Campfire
- Game night with another cabin
- Craft Night
- Texas Hold'em Tournament
- Small Casino 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)
- Scooby Doo Mystery Night
- Macro Clue Game – Murder Mystery Dinner Party

More Cabin Night Ideas

- 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!

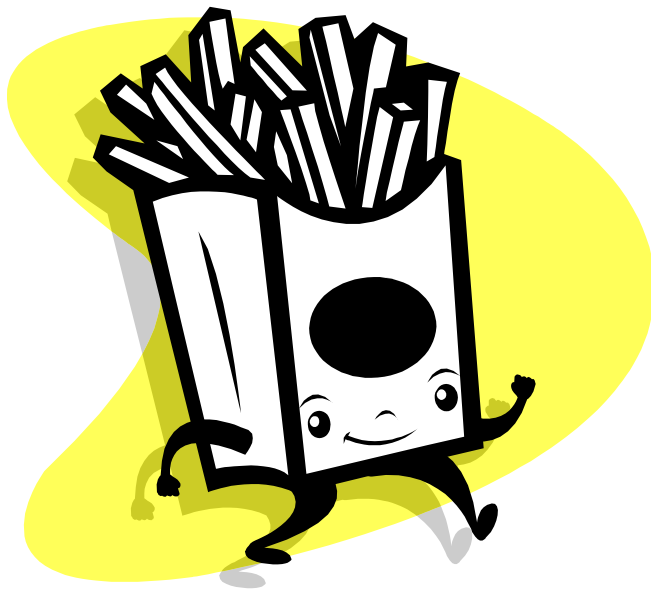
Cabin Closings

- *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.)

More Cabin Closings

- *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

1. **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.”
2. **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!
3. **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!

4. **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.
5. **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.
6. **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.
7. **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.