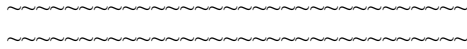


## Survivor event ideas



### Rewards:

Perhaps offering use of carts or something to help bring gear down? (if it's hot when you go, I'm sure they'll appreciate it)

### Challenges:

Does your area have the 'team skis' - they are 4x4? blocks cut length to fit about 4-5 people on - each person has ropes to their hands, and all right feet are on one ski, all left on the other - they have to coordinate the group to get them moving properly without falling over.

At our co-ed campout in fall (BS & GS), we usually do knot races (team has 3-4 knots - fastest group timed with stopwatch) & atomic pile (bucket in center, have to use string and an elastic/rubber circle to be pulled around the container - no crossing the line around the area, and no spilling - you'll get blown up).

Got more info. on this Atomic pile game later:

Question: let's see if I've got this right: there's a bucket in the center of the

group (I'm picturing them circled around it - line marked out on ground perhaps to keep them a proper distance away (how far?)) and as a group they have to use string to guide a rubber circle (like a bike tire's inner tube, perhaps?) over the bucket without tipping it?

Answer: We usually had to use the holding strings to stretch the circle a bit to fit around the bucket. I think the distance was around 1 or 2 feet.

Also have timed races to set up GS tents (with the beam down the center) and run a canoe from point A to B. Perhaps the timed canoe part could be included with the "watermelon rescue" and make some sort of obstacle type course out of it.

Another one we did was a pancake race - make a pancake on top of a (premade) buddy burner - light it, mix the batter, and then when done, we had to take the made pancake and flip it over a clothesline onto a waiting plate. We also had an orienteering/compass skills race. Don't remember much of it, since I never learned compasses too well.

At resident camp training last year, we did a 'survivor' type activity. We all sat around the tables, and said one quality that would help us if stranded on the island. We then had to decide which 2-3 people we'd 'kill off' since not all of us would survive. We ended up getting into some good discussions about 'we don't need x number nurses, we'll kill one of them. do we really need the tree climber? let's keep her, and get rid of the animal tamer' - it ended up showing the value of teamwork, and that everyone has something to offer.

That's all I can think of right now. Hope it helps!

~Christy

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For a challenge that spans the whole 3 days you could give points for each Leave No Trace camping practice the girls use. If you need help with this just ask me for more info or check out the Leave No Trace web site at [www.lnt.org](http://www.lnt.org)

I think at least one of challenge should be done in the middle of the night.

Please send me whatever ideas you get for this camp

YIGGGS

Phil Martens - who has a really cute Gopher Guiding patch and NEW Edmonton Area Logo crests to trade  
Edmonton, Alberta Canada  
[pmartens@interbaun.com](mailto:pmartens@interbaun.com)

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Reward:

Does the camp you will be staying at have showers? You could do a hot shower as a reward.

Challenge:

How about the challenge about how much you know about the other people in your tribe. And one about how much you know about Girl scouts. On the how much you know subject you could do outdoor skills know how to. Taking from the show also fire building. I'll think some more and see if I can come up with some more. I enjoy the show and would like to do a camp with this theme for my Juniors in the future. Not this year though. Good luck. YFIGGGS Vickie, Michigan Waterways Council, Junior and Daisy Leader

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Reward:

Since it's summer, how about getting the girls a set of those neck coolers -- they look like a bandana tied around the neck, but have some sort of crystals sewn into them that stay cool when wet. Really help in our muggy, Ohio Valley summers. There were directions posted on AOL a while ago to make them, but we bought some at Meijers last summer.

Cathy in KY

\*\*\*\*\*

hide the dutch oven and give girls a map and compass to find it--the first team to find it gets it for dinner! Or hide a cache of goodies--candy, chips, the makings for s'mores --and make the girls find that through a course. Just a thought.

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Rewards: I saw a little clip on TV the other night where one of the

previous Survivor members was talking about how wonderful the food rewards were. So definitely include some. It doesn't have to be a full meal, but perhaps something that would complement the rest of the meal but isn't easily done when backpacking -- e.g., ice cream sundaes for dessert.

Another reward might be some sort of tool that would facilitate future tasks? Or a hot shower? "Immunity" from a particular kaper?

As for challenges, I haven't watched the show so I really don't know what they do, but what about lashing some sort of camp gear or building a rope bridge? For compass work you could work out an orienteering course, or simply give them a series of bearings and distances that would take them to a particular location or set of locations.

Here's a game that isn't particularly focusing on skills but rather group communication and coordination and is a lot of fun. It's called Radioactive Isotopes :-). Imagine a circle, about 8-10' in diameter. 4 girls stand at the NESW points on the circle. In the middle is a plastic milk crate with a 3-lb coffee can on top of it. On top of the 3-lb can is a 1-lb can with the top removed. Inside that is a 2-liter soda bottle. The game "facilitator" then "dismantles" this structure, placing the cans and bottle in various places within the circle. The goal is to rebuild the structure. The catch is that the girls cannot enter the circle. Instead, they must use a rubber ring, with 4 long ropes attached to it. Each girl holds one rope. They have to work together to devise a strategy to use the rubber ring to pick up each of the items and move it to the appropriate place. This was a big hit with our troop!

-- Beth

Note from Sallie: I later asked Beth for more details on the rubber ring for this game - here they are:

It might have been a car inner tube? The ring was black rubber, about 3-4 wide. The diameter was enough so that relaxed it easily could slip over the 3-lb coffee can -- but not TOO easily :-). So it doesn't have to stretch, but when two girls at opposite sides of the circle pull on their ropes to pull 2 ends of the ring, the ring has to elongate nicely so that the sides of the rubber ring "grab" the coffee can or bottle.

Then she came up with more challenges:

..our girls do a travois race

every year which is popular. They have to use 3 different lashes: square, shear, and diagonal to make a travois using 2 10' poles and a cross-piece that is 6'. Then they have to carry a member of their patrol across a field. They are graded not only on the amount of time it takes to finish, but on the accuracy of the lashes.

Another lashing event is to take those same 3 poles and lash them together into a flagpole to which they attach their patrol flag. They are not allowed to overlap 2 poles more than 18", so the resulting flagpole is about 23' high -- which makes it a challenge just to raise the darn thing once you have finished lashing! Of course if your lashes aren't really tight, the flagpole can lean precariously or even come down, so make sure the girls stay behind the angle at which it is leaning! Again, accuracy as

well as time is important.

Other events at the competitive camping meets my troop attends are:

\* knot tying: girls race to tie 6 knots (square, clove hitch, double half hitch, tautline, bowline around the waist, and sheet bend) correctly.

\* constellations: how many objects in the night sky can they identify correctly

\* "snowshoes": race where 3 girls stand on 2 pieces of wood (the right and left "snowshoes") with webbing stapled into them to provide straps for them to slip their shoes into. Does this description make sense? They stand behind each other and have to coordinate moving the wood "snowshoes" through a course that you set up.

\* string burning: Set up a wire about 12" above the fire area, and a string 6" above that. The girls may build the fire up to, but no higher than, the wire. The first to burn through the string wins. For safety, only allow one girl to tend the fire at a time. They may switch off, but only one girl at a time can lay wood, blow on the fire, etc. The others gather the wood. You can modify this to be a race to boil water or accomplish some other fire-related task.

\* first aid: The girls have to react to a scenario and get points for each of the required actions -- e.g., they might have to diagnose a case of hypothermia and get the girl off the ground onto a blanket or something, get her into dry clothes, give her hot fluids, etc.

\* Kim's game. These get increasingly sophisticated. For example, last time the girls were asked to list only the items that were on the blue background (the background was a blue and green print). Or they might be asked to list only things that have red in them or are made of wood or . . .

\* Cooking contests: depending on the camporee, they might be judged on the appropriateness of their dinner to their environment or they might be judged on how elegant a dessert they can create while camping.

The girls are also scored on how well they set up their campsite, how waterproofed their backpacking gear is, level of personal preparedness (e.g., packed a working flashlight, a towel & toiletry kit, appropriate clothes, waterproofed matches, etc.).

-- Beth

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You might be able to use the "scavenger hunt" thing they did on TV. Where you have lots of little useful items hidden around, and they have to find them in the dark (or blindfolded). These could be things other than food items, like you asked. Maybe a deck of cards, extra batteries, lanyard stuff, gum, little things to do in their spare time? We threw in some rubber snakes, fake spiders, and other "icky" stuff for them to pick up while feeling around for the good stuff.

We also did the "eating grubs" activity, but we tied gummy worms over their heads with string, and they had to eat them with their hands held behind their backs.

HOpe that gives you some ideas!

YIS  
Karen  
GSCNWG (Atlanta)

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How about some Orienteering since backpackers need to know how to use a compass?

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How about canoe ball? The props are canoes & paddles, one very large sponge, two hula hoops or plastic circles that float, two plastic bottles with handles.

Fill the plastic bottles with sand and tie them to the hoops with nylon twine so they act as anchors. put your two hoops at opposite ends of the playing area. The sponge is the ball and the object is to put the ball into the hoops as in basketball but the players can not touch the ball with hands, they must use only the canoe paddles. They also can not carry the ball but may only pass it. If the ball lands inside a canoe they must scoop it out using only their paddle.

I learned this in my canoeing class and it is fun. It almost guarantees somebody will fall out of the canoe trying to reach the ball and over extending. Life vests must be worn and bathing suits are a great idea too. When we were playing one leader fell out and was hollering she couldn't swim, we all laughed like crazy, the water was only 2 feet deep! When a basket is made the referee takes the ball out and throws it into the center of the court where play starts again. Have fun...

Mike Baird "TheSwampFoX"

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I too have a cadette troop and your adventure sounds wonderful. I especially like the watermelon in the creek/pool idea. I can remember as a kid going to Cumberland Falls and the recreation staff "greasing up" a watermelon and it being thrown in the pool with 50 or so kids scrambling to hang on to it and bringing it out for all to share. The thrill was trying to hang on to it.

I will be co-chairing our Fall Camporee in September and we have thought the Survivor Theme as a great one for all the troops that will be coming out. So any

ideas that you come up with, I would love to hear about. Some of the ideas that we have come up with are at our "big" meal that we will cook for everyone out of our kitchen is to have a "giant" meatloaf in the shape of a rat with potato droppings, etc.

Some of the challenges are an obstacle course (blind folded of course) and a night time scavenger hunt. We also plan to give each troop a box with "limited" supplies for them to start their fire for lunch - everyone will get ONE match.

With reference to rewards - you may be able to (budget allowing) come up with squirt bottles or the ones with the fans on them (especially if you are doing this in the summer) Also freezing cans with water to create a giant ice cube that can be rolled into a bandanna to allow the winner to be cool and comfortable in the hot sun is a reward worth a million if it is truly hot. Again, budget is a concern - but you may be able to hit up your local manufacturer's etc. to get ball caps donated, etc.

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Below are some Survivor ideas that I clipped from somewhere and saved - it may have been WAGGGS-L, but I'm not sure. I don't know if there is anything there you can use or not, but thought I would send it along just in case. Your Survivor campout sounds great!

Andrea

Survivor: Terms of being stranded on an island and base our crafts, song, food, etc, on what girl scouts on that island might make, sing, eat, etc. Or I might also throw in some actual survival skills workshops: What kinds of plants or creatures on that island could you eat if you really were lost there? How would you purify water for drinking (without a commercial purifier)? What kinds of natural disasters might you need to be prepared for? What kinds of animals would you need to be aware of? What other dangers should you be aware of? I think it'd be cool to teach them how to make a shelter out of twigs and leaves if you're in a wooded area! And /or out of a (square tarp or blanket). Maybe some wide games (where girls go from station to station). Or maybe each unit could have a list of certain articles that they had managed to "rescue" when they became stranded, and

a list of problems to solve using only the items on the list. I also what to do some physical and mental games. I've been watching Survivor and the blindfold could be done. A friend at school sent me a book called: Gross Grub by Cheryl Porter. Wretched recipes that look yucky but taste yummy! (Boogers-on-a-Stick, Hairball salad with saliva dressing, worm burgers, chickenpox pancakes, blackberry blackheads etc.....) One thing about this Island no one will be cast out!!! A friend got me some carpet tubes, and we're going to make trees for the Island.

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My girls had their campout this weekend and it couldn't have been better! They arrived in good weather as we weighed their bags and asked to see their "luxury" item. Every one of them had a very practical item - for the most part! We had a flashlight, lantern, tissues, rash cream (she needed it for her brace - broken collarbone), extra blanket, air mattress, (okay - a stretch, but she is a big girl with many physical injuries), and deodorant ("my mother made me!").

Then, we packed them into the car and drove them around to the start of their hike. We had flagged the course with orange fabric strips and told them they had to have all of them when they arrived at camp. It was about a mile long hike (estimate) and it took them only 30 minutes. The girls commented that the hike should be longer next time, but we were concerned about a few physical limitations the girls had (collarbone, dislocated shoulder, and knee injuries.)

Meanwhile, my co - (Mamie) and I drove back to the site (her back yard on 4 acres) and packed a foot locker with supplies. We only gave them 2 tarps, 2 tiki torches, rope & twine, bug spray, a knife, dutch oven, cast iron fry pan, and a few other minor tools. Food included rice, breakfast bars, trail mix, beef jerky, tang, cooking oil, and salt & pepper. We also supplied them with a 5 gal cooler of water and a regular cooler with "wash water". There wasn't a stream or fresh water supply, so we felt we had to do this.

Our focus was team building, rather than individual competition, so all activities and challenges involved a group effort. When they arrived we greeted them and gave them instructions on where to begin. They had to build a shelter, dig a latrine, and gather /organize fire wood. If they were successful, they would be given 3 matches to light their fire. They dove right in, dividing up the jobs and getting the tasks done quickly. They set a fire and we gave them matches. They had a fire going in no time and used that to light their tiki torches. With a few girls left to supervise the fire, we brought the others inside to watch a video about survival skills. I highly recommend it because it showed skills for every weather condition and focused on 7 major dangers that interfere with a person's survival. It was called SURVIVAL: 17 Ways to start a fire without a match, and 100 other useful skills. I found it in our local library system, but it is also available for sale through internet sites. I would suggest you view this with your girls BEFORE the camp out, because it may be very useful in helping them decide what necessities to pack. We just ran out of time and so we did it at the site. After the video, they retired to their site to enjoy the fire and get a good night's sleep.

The next morning, I tried to sneak up to catch them sleeping in their shelter at 6:30 am, but instead, I was called a lazy bum because they had been up since 5am! They had eaten breakfast and washed, played tag, restarted the fire, and were waiting for further instructions. They had a somewhat "buggy" night and didn't sleep real well, but their spirits were high and they were ready for more. Their next challenge was to impress us with their lashing skills and create useful items for their campsite. As soon as we left, they started in on their planning and ideas. This is not an area that we have worked on enough (my fault) but they understood the premise of lashing and we had reviewed the technique at a meeting last month. What they didn't understand was that they needed thicker wood to support the weight they were going to put on the items. One girl made a table, but didn't reinforce the bottom and used thin branches, so it wasn't really usable. A wood carter looked great, but I later showed them how to turn it into a tripod and they used it several times over the fire to hang the dutch oven. Their efforts were interrupted, however, as our guest speaker arrived an hour before we had expected him.

We had a county sheriff come and talk with the girls about survival skills. He is an Adirondack trained guide and brought along several packs to show what types of things you could use for survival. One pack was small -- his emergency pack, that included the basic essentials. He said that one was with him at all times (in his car) no matter where he was. The other pack was a backpack filled with useful items. He demonstrated several of the items and the girls were truly impressed and a bit envious of some of the gadgets -- especially the head net and solar blanket. It began to rain steadily as he talked and everyone pulled out ponchos.

Next, the girls decided to move their campsite into the woods. They had used both tarps as a covering, and didn't overlap where they joined, so water was beginning to leak in all over their sleeping bags. They found a site under a huge pine tree, with a soft pine needle floor. This time, they set up one tarp above, and used the second for a floor covering. We were impressed at their decision making and how they worked as a team, using their mistakes to help them learn.

They also had to start a fire in adverse conditions, and we had them do this in teams. We set up three small areas adjacent to the camp fire. We put up two sticks, about 12" apart, and tied a string between them -- about 15" from the ground. The task was to start a fire and have it burn the string. The rain was pretty steady now, so they had to work quickly. Originally, we were only going to give them one match, but that proved useless. We gave them the long fireplace type matches, so we kept relighting those in the established fire as needed. It took quite a long time! Each team would get close, but then not have enough kindling nearby to keep feeding the flame. Finally, we told them to work as one group and they were able to get the fire going and strong. The cheers went up when the string finally caught the flame and burned!

We gave them a pound of ground beef and some tomato sauce as a reward. They cooked some rice and had quite a nice lunch. They also had to demonstrate two ways to purify water (boiling & with the iodine tablets.)

In the OUTDOOR SURVIVAL IPA, one requirement was to have them create a board game to teach survival skills to younger girls. We left the materials they would need for this under their mailbox and left them alone for a few hours

of down time. They did a fantastic job!

Oh, by the way, we communicated the challenges and tasks through a mailbox hung in the woods. It was a small cylinder shaped basket and we used pieces of brown paper bag to write our poetry notes. The girls loved getting mail, and decided to save all of them for their scrapbook. (All but one, which was used to patch a hole in the tarp!)

Another reward was dinner -- a pizza party on the deck. (Yes, we fed them too much, but I really didn't feel comfortable 'starving' my girls!)

After dinner, there was an obstacle course where they had to challenge themselves to get their best times. Some girls wanted to do it a couple of times to see if they could improve. The whole time, they rooted and cheered for each other and there was NO competition! Their reward was ice cream sundaes and some time in the hot tub! (Okay, I know, not much on survival here!)

A little while later, we had them meet at the campfire for their last challenge of the day (at about 10pm). Sitting around the campfire, we sang a few songs, then announced the game. It was a Survival Trivia contest. Each girl would be given a question and if she answered it correctly, she could pick a treat out of the bowl (small candies, or a handful of trail mix.) If she didn't answer it right, no treat. There was also a huge package of Twizzlers -- their eyes lit up! We told them that was a bonus prize if they met our criteria, but that they would not know what the criteria was. (We had decided that if they treated this game as an individual competition --think greed for the candy -- then they would not be rewarded. If they worked as a team and supported each other, then they would earn it.) We had about 40 questions and the girls did SUPER! If someone was stuck, they could say "pass," but in many cases, I heard someone say, "Can I give her a hint?" They were not concerned with the candy (though they enjoyed it) but helped each other through. I couldn't have been prouder of them. We stopped on occasion to discuss questions -- especially those that would have a greater impact on their survival. It was the highlight of the entire event! The girls learned so much and they really worked as a team. They talked about getting to know each other better, and having to work with a partner because they would make a good team, rather than picking a best friend. Mamie and I were glowing . . .

As we concluded the evening, we sang Taps and passed around the friendship squeeze. In that moment, I knew why I had remained a leader for these 8 years . . .

It was now pitch dark outside and the girls were afraid to walk into the woods to find their campsite, even though they had reused the orange strips to mark the way. Mamie walked them back and got them settled and then they were set. We set the morning mail, then she and I enjoyed a hot cup of tea in the hot tub before bed.

In the morning, about 6am, I listened for any signs of movement. I rang the bell that we used when there was mail to be picked up. Nothing. About 15 minutes later, I tried again. No noise, no movement. So, I decided to make the trek back to see how they had spent the night. Mamie came out and walked with me. The girls were absolutely motionless! They were so tired, they didn't hear us come up and only when we rang the bell did they stir.

One girl was being picked up at 6:45am to go to a soccer tournament, so we had to get her moving. We told the rest to get up and check the mail.

They moved very slowly that morning, but finally got up and about and started the fire going. They found the mail, which said they would receive eggs, bacon, hashbrowns, and toast for spending the night in the woods without a tent. It wasn't until about 3 hours later that they were enjoying their breakfast . . .

The final tasks for the day were building a solar still and starting a fire without a match. We were originally going to do this on Saturday, but the rain would have made this difficult, so we rearranged some things. They built the still, but didn't really seal the edges, so it was working slowly. After sealing the edges, they could see what would happen if they left it long enough. The fire was another matter. They were so tired . . . they looked at their manuals and tried to figure it out, but I don't think they were all thinking clearly. They tried a few methods unsuccessfully, then I brought out the magnesium match & striker and demonstrated its use. They thought that was really cool!

Finally, we told them to break down camp and bring everything up to the house. When this was done and the site was looking better than we found it (Mamie wanted the tripod cooker for her own campfires!) we brought them up to the deck and asked them to write thank you letters for those that had helped us -- the sherriff and the neighbor. We had some snacks on deck and after that chore was done, the SURVIVOR camp was officially over. We let them enjoy the hot tub before being picked up.

This was the highlight, not only of our year, but of the girls' careers in Girl Scouting. It was so wonderful to see how they applied what we had been teaching them over the years and really worked together to "survive."

The girls said they'd like to hike further next time, and not be given so much food! They had a truly memorable campout, and can't wait to do it again. Not sure how we can beat this one, though!

If anyone is doing this or thinking about it -- I highly recommend it! Words cannot describe all that was accomplished on many different levels. If you have any questions about our camp -- or want some of the questions we asked during the trivia contest, please email me! I'm happy to share! THANKS for taking the time to read our saga!

~~~~~

In our neighborhood we are planning on planning an Older Girl vs. Leader Survivor Day. We are basing it on the "Survivor" show idea. Some of the challenges we are planning to have will be...  
Setting up a tent, starting a fire, obstical course, cleaning your dishes , cooking lunch using only the items you have been given. We're still in the early planning stages for this, but many of us are really looking forward to it. So I know that alot of the older girl leaders will be working on these things with their girls through out the year.

~~~~~

Our survival day! Thanks to the many of you, our day was a success. Thought I'd give you the details of our day and maybe, someday down the road, you can use it!

We started the day with "CARVING YOUR WAY" - this was simply signing in and I had some word searches and some color sheets for them to do.

Next we went to WELCOME TO OUR KINGDOM. We made a circle and did our pledge and promise and explained some of the what the day would be.

On to KINGDOM'S DIVIDED AND CAVE ETCHINGS.. While still in the circle, the girls were divided into separate "tribes" and given their tribal troop name. Each tribe had their own color and style of bandanna to represent themselves. Each tribe then made a banner (cave etchings) that we hung up between trees.

MASK - IT - With paper plates, each girl was asked to make a mask with what they thought their "tribe" represented.

TO THE WETLANDS - potty break

BELLY BUST AND CHEESE - Lunch was belly bust and then followed by "cheese" - having their picture taken.

Following lunch was "ALL AROUND THE ISLAND"- Each tribe went on their own scavenger hunt.

On to "CAVES & HUTS"- Each tribe had to make a shelter of some type using only the materials in nature. It had to be big enough to house a squirrel. This was great until one of the tribes uncovered a nest of hornets.

BACK TO THE WETLANDS

Just as a little added activity, each girl made a friendship bracelet with the different colors of pony beads representing something.

CIRCLE OF FUN - Each tribe made a line holding hands and were given a hula hoop to pass through the line. They couldn't let go of their hands - only use their bodies to pass it.

ISLAND RETREAT - Each tribe had to prepare some type of skit, song, dance, etc. to describe their tribe.

TRIBAL ACTS - Presentation of the above. After their skits, this is where I told them what their tribe name actually meant.

FINAL FAREWELLS - Each was also given a certificate of survival.

I had made up several posters with the activities of the day - except no one except for me knew what they meant. The girls spent alot of time trying to decide what the next activity actually meant. I also made a kaper chart listing the activities and when they were completed, each was marked off! Until the end, the girls thought their would be a winner of the day.

I also made a sheet up with the different things you could do with a bandanna along with a poem of two. All this I gathered from the list too.

To everyone's surprise, when they ask where I come up with these creative ideas, I give each of you credit on this list. The list has helped me throughout lots of activities. Thanks guys!

~~~~~

We did a Camp Survivor Twilight Camp a few weeks back. During our camp we taught basic skills like lantern cleaning, tent boxing, dishwashing, latrine cleaning ect. We have a great SUM who made swaps for each skill for each girl. We only had 30 girls attend, but those 30 girls had a BLAST! They really enjoyed what for some of us is WORK! We had challenges on the last night at camp. I've described them below for anyone else who might be doing something like our camp.

One challenge was a sleeping bag roll contest. Points were awarded on speed and neatness and of course if it was done correctly.

Another challenge was flag folding. Points were awarded based on correctness as well as respectfulness during the activity. (The respectfullness part included the entire tribe as well as flag folders)

We also did a flashlight relay challenge where the girls had to take the batteries out of a flashlight, reload them, and then turn on flashlight to show it was done correctly.

Another challenge included a relay where the girls had to tie one dunkbag to the clothesline and bring back the one that was already there for the next person in line. When done correctly, it's a snap to remove. If not . . . boy it takes a long time to untie.

Depending on your location and if you use canvas tents, you could have a tent boxing competition.

When I did my troop camp training, we built fires and had a little clothesline made about a foot above the fire, First one to burn through the line, won.

However, our best challenge, where we had the MOST fun was this:

Clean up the campsite: We had 3 tribes and the field was divided into 3 areas using clothline that was laid out in the shape of a "Y". In each "campsite" were old socks, sponges, and very light weight balls. Because it was hot, each team also had a washpan of water in which to dip their items. At the sound of the whistle, everyone starts throwing their "trash" into the other campsites. Wetting takes time, but makes for a good splat on someone. After 2 minutes, the whistle blew and the tribe with the cleanest campsite got the points. We played an extra round with just the "chiefs" (adults). That was great fun with our tribes cheering us on.

~~~~~

the "survivors" had to build fires -- have a "contest" with a ribbon to the patrol/troop that can burn a string that is suspended about 18 inches above the ground, between two poles (tomato stakes work well). They have to know how (or learn) fast how to make a fire in which the flames go UP.

The survivors had to find food and prepare it. At one event I attended long ago, the troop/patrol was issued ground meat, one potato per person, same with carrot, and dry onion, and the challenge was to cook their dinner. Ala foil dinner! Or could be a group of ingredients (no recipe) and the girls "challenge" is to create a "dish" -- desserts (dump cake/cobbler types) are great for his.

The survivors had to build shelters. You could have the girls make an emergency shelter from a dining fly. Or they could lash a table or some other camp item.

A communication challenge could be devised by using Morse Code, and having a message the girls decipher.

The survivors had to keep dry. The challenge could be to do a "waterproof" bed roll (toss it in the pool to test!). And no don't use sleeping bags, use blankets and plastic ground cloth (as shown in Worlds to Explore Handbook for Brownie and Junior Girl Scouts -- borrow copy from council library/archives). (Don't know if its shown in Outdoor Education in Girl Scouting, might be, and a resource that may be more available).

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I want to thank everyone who sent me ideas for our Survivor weekend. The weekend went really well, the girls had 4 challenges including figuring out how to survive on the little food that we had for the weekend (they earned extra food items with their challenges). The challenges were a survival hike with a simulated bear and snake experience and using their survival kits to make a fire to stay warm and heat the water they had collected in the balloons in their kits. The other challenges included building a shelter, collecting water with their bandanas (which was poured over the shelter to see how water proof it was), building a raft that could hold the weight of Barbie and creating solar ovens to cook their lunch. It was a lot of fun! And a great team building experience for the most part. Our younger girls (all 5th graders) were in the same group and our older girls (all 7th graders) were in the other group --the girls got to choose their groups. Well the 7th graders worked really well together, but the 5th graders are all type A personalities, all first born children who think everything should be their way. So my co-leader and I suggested that they elect a "group leader" to help run things more smoothly. This was a disaster. This little girl who used to be really quiet, took on a dictator type rule of things. Which of course after a long day led to a blow up mutiny type of situation. It was an experience.

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## SURVIVOR INFO

### CHALLENGES:

#### Episode 1 – Quest for Fire

Description: A symbolic race for fire held on the Sand Spit, an s-shaped sand bar located one mile off Pulau Tiga. The object was to alternately float and carry a cauldron of fire from a position 50 yards offshore to the finish line, which was delineated by a 20-foot high Fire Spirit. In addition, teams had to light a succession of torches between start and finish, with the winner being the first to light all their torches and the Fire Spirit.

Winning Tribe Gets: Immunity and 50 waterproof matches

#### Episode 2 – Buggin Out

Description: Bug-eating competition. The bug of choice was a butok, or beetle larvae. The live butok is three inches long and a half-inch around.

### Winning Tribe Gets: Immunity

#### Episode 3 Reward – Treasure Chest

Description: A treasure chest is submerged 150 yards off the Sand Spit. Each tribe must swim out to the treasure chest. Once the entire tribe has arrived, they must dive down and work as a group to drag the chest along the ocean bottom back to shore. First tribe to haul their chest ashore and open it wins.

Winning Tribe Gets: Reward -- snorkel, mask, fins, fishing spear.

#### Episode 3 Immunity – Rescue Mission

Description: A cooperative effort to rescue an "injured" tribe member from deep in the jungle. Starting on the rocky beach near Bird Island, tribes dash into the jungle carrying a stretcher. The first team to locate their injured tribe member, load her onto the stretcher, and carry her back to the beach to the first aid station, wins.

Winning Tribe Gets: Immunity

#### Episode 4 Reward – Distress Signal

Description: In a fictitious scenario, a plane flies over the island. The castaways must build a distress signal on the beach to attract the pilot's attention. Best distress signal wins.

Winning Tribe Gets: A cache of spices, a sharp knife, hammocks, and other comforts dropped by parachute.

#### Episode 4 Immunity – Buried Treasure

Description: A combination relay race/treasure hunt. Held on Ramis Beach, a windless cove on Pula Tiga's southern side, Buried Treasure asked tribes to find a buried treasure map, then the treasure itself. In order, the relay legs leading to the final objective were swimming, floating bridge balance, rowing, jungle running, then digging for the treasure.

Winning Tribe Gets: Immunity

#### Episode 5 Reward – Choose Your Weapon

Description: An accuracy contest consisting of three disciplines: blow dart, slingshot, and spear throwing. One person per discipline competed for each tribe.

Winning Tribe Gets: Fresh fruit and three live chickens.

#### Episode 5 Immunity – Shipwrecked

Description: A kayak race, where one team member picks up other team members bobbing in the ocean.

Winning Tribe Gets: Immunity

#### Episode 6 Reward – Abandoned Barracks

Description: A nighttime romp through abandoned buildings, searching for survival items with the assistance of night-vision goggles.

Winning Tribe Gets: Canned food, chocolate, Meals Ready to Eat (MREs).

#### Episode 6 Immunity – Obstacle Course

Description: A military-style obstacle course.  
Winning Tribe Gets: Immunity

#### Episode 7 Immunity – Snake Island Relay

Description: A combination breath-holding competition and underwater swim race.  
Winning Castaway Gets: Immunity.

#### Episode 8 Reward – Archery

Description: An archery competition  
Winning Castaway Gets: To Watch a Video From Home.

#### Episode 8 Immunity – End of the Line

Description: Castaways were clipped to a length of rope by carabiner, then sprinted along a jungle trail, staying attached to the rope the entire time.  
Winning Castaway Gets: Immunity.

#### Episode 9 Reward – Out on a Limb

Description: Castaways navigate a ropes course set up in the jungle canopy. First castaway to collect 16 medallions - one for each segment of the course - wins  
Winning Castaway Gets: Barbecue dinner, letters from home.

#### Episode 9 Immunity – Squared Off

Description: A game of chess with human beings as the pieces. The game board is made of 100 2' x 2' pieces of plywood. Castaways may move one step at a time, flipping over the piece of wood on which they had previously been standing as they go. Castaways cannot step onto a piece that has been flipped over. Last castaway able to move from one piece to another wins.  
Winning Castaway Gets: Immunity.

#### Episode 10 Reward – Bamboozled

Description: A combination balance/elimination competition involving a tightrope race across segments of bamboo poles.  
Winning Castaway Gets: A pizza and a phone call home.

#### Episode 10 Immunity – Fast Fire

Description: A fire starting competition  
Winning Castaway Gets: Immunity.

#### Episode 11 Reward – Survivor Quiz Show

Description: Castaways answer a variety of questions about island living.  
Winning Castaway Gets: A night on the Sipadan Princess.

#### Episode 11 Immunity – Walk the Plank

Description: A contest of balance  
Winning Castaway Gets: Immunity.

#### Episode 12 Reward – Mud Pack

Description: Castaways pay a visit to the mud volcano, coat their bodies in mud.  
Winning Castaway Gets: Bud Light, a night at the Survivor Bar, food and a chance to watch a beginning portion of the first episode of the show.

#### Episode 12 Immunity – Witch Hunt

Description: Castaways armed with video recorders charge through the jungle in search of hand-carved idols.  
Winning Castaway Gets: Immunity.

#### Episode 13 Immunity # 1 – Fallen Comrades

Description: A test of knowledge about former castaways.  
Winning Castaway Gets: Immunity.

#### Episode 13 Immunity #2 – Hands on a Hard Idol

Description: A rite of passage involving a fire walk, slathering of mud, then placing one hand on the Immunity Idol.  
Winning Castaway Gets: Immunity.

#### LUXURY ITEMS:

Kelly – bead bag      Greg – Frisbee  
Richard – journal      Gretchen – toothbrush  
Rudy – toothbrush      Joel – shampoo  
Susan – tweezers      Dirk – Bible  
Sean – razor      Ramona – journal  
Colleen – soap      Stacey – camera and film  
Gervase – playing cards      B.B. – towel  
Jenna – journal      Sonja – ukulele

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the "survivors" had to build fires -- have a "contest" with a ribbon to the patrol/troop that can burn a string that is suspended about 18 inches above the ground, between two poles (tomato stakes work well). They have to know how (or learn) fast how to make a fire in which the flames go UP.

The survivors had to find food and prepare it. At one event lattended long ago, the troop/.patrol was issued ground meat, one potato per person, same with carrot, and dry onion, and the challenge was to cook their dinner. Ala foil dinner! Or could be a group of ingredients (no recipe) and the girls "challenge" is to create a "dish" -- desserts (dump cake/cobbler types) are great fort his.

The survivors had to build shelters. You could have the girls make an emergency shelter from a dining fly. Or they could lash a table or some other camp item.

A communication challenge could be devised by using Morse Code, and having a message the girls decipher.

The survivors had to keep dry. The challenge could be to do a "waterproof" bed roll (toss it in the pool to test!). And no don't use sleeping bags, use blankets and plastic ground cloth (as shown in Worlds to Explore Handbook for Brownie and Junior Girl Scouts -- borrow copy from council library/archives). (Don't know if its shown in Outdoor Education in Girl Scouting, might be, and a resource that may be more available).

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#### JUNGLE RELAY (by the maroon unit) Brownies

"Survival in the jungle often means protection from wild animals. We are going to simulate 2 wild animals today-- the boa constrictor and the dreaded mosquito. In the case of the mosquito, mosquito netting to cover yourself is a must."

Girls are in a line. Wind PA with thick rope first. Timing begins when the 1st girl begins unwinding the PA while winding up herself using spinning action. Repeat this to move "snake" down the line. PA at end, point b, unwinds last girl and takes the snake. At point A, "mosquito miss" begins. 1st two people put on netting and run to point C, one returns to A and gets another girl under the net and runs to point C, repeat until everyone is at point C (or 1 and 2 go to point C, 2 returns, 2 and 3 go to point C, 3 returns, etc...)

Stop timing after the last 2 girls reach point C. Divide the score by the number of girls and record it.

Bring everything back to little house.

Equipment needed:

JUNGLE RELAY  
mosquito net  
rope  
stopwatch  
poster/marker

#### KIM'S LADDER (old green unit) Brownies

"To survive in the jungle, you have to stay sharp and focused, being very aware of your surroundings. This game will test that awareness and your memory."

Create a pattern on the ground using bamboo sticks and enough survival/jungle items for one for each girl. (Find out from Mrs. Hess in advance). Have this ready and hidden under a blanket before the unit arrives. Don't give any hints or tell them how many items are there!

Unveil the pattern for 10 seconds and then recover. Let the girls draw what they remember on newsprint. When they are done, score 1 point for every

misplaced item and 2 points for every missed item.

Record score and bring everything back to Little House.

Equipment needed:

KIMS LADDER

bamboo sticks

22 items (survival, jungle)

blanket

newsprint

marker

stopwatch

poster

SURVIVAL CREATIVITY (units) Brownies

"You have survived a plane crash and are alive and well in the jungle. You don't know where you are, exactly. Suppose you did not get rescued right away. What are things you would require in order to survive? (encourage answers like shelter, food, water, a fire for cooking, etc.) There were, fortunately, some items that were recovered from the plane as well as many natural items found in the jungle. You need to think of ways to use them to help you survive or at least be comfortable." (The answers can be silly).

Use the same number of junk items as number of girls (find out from Mrs. Hess in advance). Allow about 1/2 hour to 40 minutes.

Record all responses on newsprint. More than one use for an item is encouraged. Bring everything to Little House when finished.

Equipment needed:

SURVIVAL CREATIVITY

22 items

watch

newsprint/marker

ROPE MAZE (old maroon unit) Brownies

"Navigating in a jungle can be very tricky, especially in weeds and brush, limbs and vines. Your challenge is to make your way through a jungle of ropes."

Put one girl at the beginning of a colored rope and one girl at the end of the same colored rope. For an odd number, she won't need someone at the end of the rope. At "go", time starts on counter. All girls on start end slide the caribbeaners along their rope to end point. In some places they may have to unclip and reclip. When they reach the end, the girl there goes back over the same rope to starting point. Game ends when everyone reaches start. The odd person does both directions.

Note time and record. Bring everything but the ropes back to Little House.

Equipment needed:

#### ROPE MAZE

11 colors rope

11 clips

stopwatch

poster/marker 11 caribbeaners

Maze: Connect one rope at one tree to another tree, to another tree, to another tree. Connect the next rope to a different tree, to another tree (can be one that was previously used), etc. Each rope starts at a different tree than the other ropes and ends at a different tree than the other ropes. There should be much crisscrossing of ropes.

#### BLINDFOLD WALK (old maroon unit) Juniors/Cadettes

"Survival at night can be very tricky especially if you are trying to get from one location to another. Your other senses become more important. In this game, we will test your listening skills as you move from point A to point B through a jungle maze."

Girls are stationed at the start points of a rope color. They are blindfolded. A partner navigator is assigned to each one. One girl holds a caribbeaner at the beginning of her rope and moves it down her rope color and time begins. The girls will have to unclip and reclip using the navigator's instructions. Another girl starts after the first girl reaches a tree or branches (intersection). A third girl begins when the second reaches a tree or branch, etc. Time ends when all the girls are at the end of their rope.

Record this time. Score will be time divided by the # of girls. Bring all materials back to Little House except rope.

Equipment needed:

#### BLINDFOLD WALK

11 colors rope

11 clips

5 blindfolds

stopwatch

poster/marker

11 caribbeaners

Maze: Connect one rope at one tree to another tree, to another tree, to another tree. Connect the next rope to a different tree, to another tree (can be one that was previously used), etc. Each rope starts at a different tree than the other ropes and ends at a different tree than the other ropes. There should be much crisscrossing of ropes.

#### TARGET PRACTICE (south side of water pump) Brownies

"Surviving in the jungle for any length of time may require hunting for

food. It is important that your aim be good. This challenge tests your ability to shoot accurately. Our weapon today isn't guns, knives, or spears. We are using water balloons."

Create a course with 4 points. A girl should be stationed at each point. One girl is next to a bucket of water balloons. She throws it to the girl at the 2nd station, who throws it to the girl at the third station, who throws it to the girl at the 4th station, who throws it into another bucket by the 1st bucket. Rotate girls.

Use course above marked in advance with flags.

Game ends when original people are back at their starting points.

Score-- # of balloons intact in bucket divided by #of girls (it will be a fraction). Record.

Bring everything back to Little House when finished.

Equipment needed:

#### TARGET PRACTICE

balloons  
bucket  
poster/marker  
2 buckets

#### COMPASS TREASURE HUNT (field) Juniors

"Finding your way around unfamiliar territories is a key survival skill. Your challenge today is to use a compass to find your way to a particular location. From there, you will be directed to a treasure."

All girls will travel to specific points (in this case a circle--don't tell them until they are all there) Time how long it takes to get there and record. After they are all at the final point, tell them they need to find the center of the circle to find a clue in order to find the treasure. Bring everything back to Little House.

Equipment needed:

COMPASS TREASURE HUNT  
11 compasses  
treasure  
stopwatch  
poster/marker

#### SPIDER WEB (by red unit) Juniors/Cadettes

"To survive as a team requires working together to get through and out of tight spots. We literally have some tight spots to get through. You need to plan how to get everyone through in order to make this challenge work."

Create a 2 dimensional vertical rope maze between two trees. The spaces should be big enough for a girl to be passed through.

Use all the spaces only once unless you have more girls than spaces. In that case, use all the holes before allowing a hole to be used twice. Put a small forked twig on one of the ropes. If it falls off, scores one point. At the end record the score. The lowest score wins.

Bring everything back to Little House when you are finished for the day.

Equipment needed:  
SPIDER WEB  
rope  
stopwatch  
poster/marker

MOVING TARGET (south side of water pump) Juniors/Cadettes

"When trying to survive for a very long time, you may have to learn to hunt your food. Your shooting accuracy becomes very important. This game will test that accuracy with a moving target."

Use hula hoop thrown from one girl to another. A third girl tries to throw a water balloon through the hoop to another girl directly across from her. If it goes thru the hoop, one point is scored. If it goes through the hoop and is caught by the girl across from her, another point is scored. After one balloon is thrown, the girls rotate stations.

Score # points divided by # girls playing.  
Bring everything back to Little House.

Equipment needed:  
MOVING TARGET  
hula hoop  
water balloons  
2 buckets  
poster/marker

WATER PULLEY (near Boy's unit) Juniors/Cadettes

"Surviving for even a short amount of time requires water to drink. If building a shelter, you might want to locate it away from a creek or stream in order to stay dry during periods of flooding. You may want to find ways to get water to the shelter easily, however. This challenge tests how quickly you can get water from point A to point B and also tests your building skills."

Be sure to set up bell before playing.

At go: the girls build a contraption out of stick, string, duct tape that will ring the bell when pulled up. This is attached to one end of the rope. They must also be filling up cups with water to pour into the bucket with hole at the other end of the rope.

Time starts at "go", and ends at the bell ringing.

Bring string, tape, cups, timer, cardboard, marker, and bell back to Little House when finished.

Equipment needed:

WATER PULLEY

bucket with hole

rope

small platform

bell

22 cups

duct tape

twine

poster/marker

stopwatch

SHACKLED (in front of Little House) Juniors/Cadettes

"Survival in the jungle for some people is more than hunting for food, water and shelter. For some, it was and still is in some places avoiding being captured to become a slave. Many people whose home was the jungle throughout history were treated very badly. The challenge for you is to experience being enslaved and then to gain your freedom through good coordination and thinking skills."

Note: would probably change this game to use locks with keys instead of combination locks.

The course should be set up with flags ahead of time with combinations

Pair girls across from one another. Wrap chains around the ankles of the girls opposite each other. Make sure they are fairly tight around their ankles so the shackles don't slip off. (Have them put on ankle wraps with duct tape to keep the wraps closed. Move down close to their feet). Lock the locks. Let them practice moving together. They may have to count or say "inside, outside" to refer to their foot movement.

Time starts when they leave the starting point. They move through the course collecting combinations to the locks. Everyone will have to try their lock since they do not know if the combination belongs to their lock. Time ends when everyone is free. Free people can help the shackled ones as needed. Record score and divide by the number of players. Bring all equipment back to Little House.

Equipment needed:

SHACKLED

2 large tubes with holes (plastic drainage pipes)

11 chains threaded through holes in tubes

11 locks

11 combinations

stopwatch

22 ankle wraps

duct tape

poster/marker

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This may be too late for you, but here's some stuff we did at a training class at work that had a Survivor theme <VBG>

1. Challenge: Eat an insect. We tied gummy worms to strings and held them overhead. The players had to keep their hands behind their backs and eat the worm.

2. Challenge: scavenger hunt in the dark through leaves and muck. We blindfolded the players, and had them crawl on the floor looking for items that would be useful if you were stranded like the Survivors. We had flashlights, compasses, toilet paper rolls, hammers, pocket knives, water bottles, etc. all jumbled up with things like rubber snakes, fake tarantulas and rats, etc.

3. Challenge: Build a raft. We had wooden paint stirrers donated by the hardware store, and twine and pocket knives. They had to tie the paint stirrers together with the twine in the shape of a raft.

4. Challenge: Build a fire. We had about a dozen flashlights, of varying sizes, and a whole pile of batteries, of varying sizes, some good and some dead. First one to find batteries to make one of the flashlights work wins.

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24 hours a day there were the challenges of survival, as Lela has mentioned (fire, food, shelter, water).

The game type challenges for immunity or food tended to be more of the team building or puzzle solving type:

timed obstacle courses (like adventure courses) If doing as a team, could be done as a relay.

timed getting enough water into a bucket (with a hole in it) so that it would fill to a specific point (on the show the bucket was on one end of a see saw, on the other end the contestant had built a fire which would be raised to burn a string up in the air).

timed moving one's team from one point to another using limited supplies to create 'bridge' or 'trail'

timed physical endurance (standing on a beam, for example, or holding on to a pole)

physical skill such as most accurate spear throwing, archery, etc.

Jeopardy-like challenges: answering questions about either each other or a specific topic. Sometimes contestants wrote their answers on slates, sometimes they had a large cube with numbers or letters with which they would indicate their answers. Sometimes they were just sitting around answering the questions, sometimes a large game board was simulated with each contestant having a path, with each correct answer would advance a space. First to reach the 'finish' was the winner. One particularly creative one was where each contestant carried a video camera with them. had to find the question boxes distributed throughout an area, video themselves reading the question out loud and then answering it. First to return to the finish with all questions correctly answered was the winner.

Playing a strategy game in large scale. The one I remember is the one where you get points by completing squares on a grid (each person takes turns putting one side down, if you complete a square you get a point and also another turn)

I don't know if any of the above helps you any.

Our SU encampment this fall also has the "Survivor" theme. I have the challenge station also for Juniors, Cadettes & Seniors. Other stations are on orienteering, yoga/aerobic dance, plus one other I can't remember. Our encampment directors are using a very broad concept of survival! Anyway, my station is the one for the 'game-like' challenges. We're breaking the girls up into small teams, each will get a backpack with the 10 essentials for going out into the woods (even for a short walk). They can use those supplies plus whatever they have with them to do as many of the following in an hour:

build a temporary shelter, purify some water, administer first aid to someone who has badly sprained her wrist/arm, signal for help.

We decided fire building would take too much time so did not include that.

We're not doing points, having winners, etc. Our SU is still not into competition!

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#### Survival Games for Pathfinders

The following two trail games I created with the help of my old Pathfinder Unit, the 31st Orleans Pathfinders. Each game is designed to teach Pathfinders, first hand, some of the skills required to survive in the wilderness if they manage to get lost or injured. These games are best played at a weekend (but non-emblem) camp. Some preparation is required beforehand: in the meetings leading up to the game, the girls should be assembling first aid kits and survival kits (see Be Prepared in the Outdoors #3 and #8). Girls should come to the game with all the gear they would usually take on an afternoon hike: daypacks, survival kits, first aid kits, rain ponchos, some snacking food, something to drink, etc.

Leaders lay a trail for the girls to follow, using either trail signs, flagging tape or bright-colored wool. If times allows, lay a trail for each team of girls. Along the trail the leaders place Situation Cards (described below); on each card is a situation the girls will have to think about and solve before moving on. Try to make sure that the last Situation Card is placed in an area which has suitable shelter-building materials available, and, if at all possible, is safe for lighting fires. Remember to practise extreme caution when using fire in the middle of the woods, especially in summer! The Pathfinders are split up into groups of around 5 or 6 girls each. If you only have one trail, send the teams down the trail at around 15-minute intervals, and try to split the trail so that each team winds up in a different spot at the very end. Once the girls reach the end of the trail they must remain where they are until the leaders come and inspect their work.

During the game, the leaders tour the area, but remain as observers only. No commenting on the girls' solutions to the problems! After the game is over, everyone should sit down together and discuss the different strategies used, as well as what improvements could be made for surviving a real emergency

situation.

#### Summer Survival Game

Each group of girls should be carrying, minimum, one first aid kit, one survival kit, drinking water, matches, firestarters, a bit of gadget string, and a tarp.

And here are the stations...

Thanks very much to Paula, who, after reading through my games, e-mailed me with suggested solutions for all of the situations for the Summer Survival Game. I've added the solutions after each station.

#### Entrance to the Game

Welcome to the Summer Edition of the Survival Game! Are you ready? Stay together and follow the trail, and be prepared for anything...

#### Station One: Lost!

It started out as a great day hike: blue skies, birds singing. However you were so enchanted by the wonders of nature that you somehow lost the trail! You decide to keep walking... it is late afternoon now and dark clouds are rapidly covering the sky! Continue down the marked trail and look for items that you think might come in handy...

Solution: The girls should be looking for useful items: birch bark, small twigs, other firestarting material. They could also possibly look for methods to mark their trail so that rescuers could follow them.

#### Station Two: An Injury!

One of your friends trips, falls and sprains her ankle. But this is NOT a good place to stop... you're surrounded by poison ivy! So now what do you do? After you have dealt with this situation, continue down the trail.

Solution: Carry the injured girl to a suitable place to administer first aid. Then the girls could administer the proper first aid for a sprain and assist her in hobbling down the rest of the trail (or carry her).

#### Station Three: A Bear!

Suddenly, something large growls at you and crashes off through the bush. One of your friends is afraid it's a bear and freaks out... even tries to run away! What do you do? after you have dealt with this situation, keep your team together and move on.

Solution: Girls should lie down on their bellies and cover their faces, i.e. play dead. If they are carrying food in their daypacks, they should take them off and toss them away from themselves. Try to keep the panicky girl calm. As an option, you could have a leader act as a bear and take the daypacks with smelly food items. This would force the girls to use their survival kits, which should be on their person.

#### Station Four: I'm Hungry!

You have been walking for a very long time... several hours at least. There's no end to the forest in sight. The girl with the sprained ankle needs a rest. In your survival kit there is candy. Should you eat it now? You're soooo hungry... once the team has made a decision, continue down the trail.

Solution: Stop and rest, drink some water. Save the food.

#### Station Five: Shelter?

The girl who heard the bear sees a snake on the path, screams and faints! What do you do? Once she wakes up, she feels very sick. It is now almost

night; the clouds are very dark, the wind is picking up. Perhaps you should make a shelter here!

Set up a shelter and care for your sick and injured friends. If you think a fire would be good, you may build one but do not light it (unless leaders have already given you permission)! Do not move from this spot until the leaders give you permission!

Solution: Treat the ill girl for shock: elevate legs, cover with a blanket, monitor airway. The other girls could build a lean-to, and a fire (but don't light it).

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### Winter Survival Game

There are a few modifications to the game format here. Note that in each situation, each "numbered" girl has a specific role to play. I implemented this system to make sure that girls who may be a little less outgoing get a chance to participate in the group too. When the team reaches the end of the trail they must follow the instructions on the final card and remain where they are until the leaders come to inspect their work. Each team should be carrying, as a minimum, at least one first aid kit, at least one survival kit, waterproofed matches, at least one tarp, bedroll rope, mugs for each member of the team, cup-a-soup, and a flashlight.

### Entrance to the Game

Welcome to the Winter Edition of the Survival Game! Are you ready? Follow the marked trail, stay together, and GOOD LUCK! (You're gonna need it...)

### Station One: No Way Across!

Well, snowshoeing seemed like a great idea but now you've come to a frozen river... and your campsite is on the other side! Girl #1 decides to start across the ice... when she's gone ten steps, a sharp CRACK is heard! The ice hasn't broken yet, but what do you do now? After you've rescued your teammate, follow the trail onwards!

### Station Two: Hard Work!

As you search for another way across the river, you end up trudging through waist deep snow. Even with snowshoes it's hard work just to move. Girl #3 complains about how hot it is and takes off her coat (weather permitting ONLY!!) The rest of the team loosens their coats etc. but does not remove any layers. Keep a-hiking....

### Station Three: I'm Cold!

The wind is beginning to pick up now and it's started to snow. Girl #3 suddenly realizes she's cold and puts her coat back on. Meanwhile, Girl #5 has gotten her mitts and boots completely soaked. Her hands and feet are numb, and when you look at them, the skin is white and very cold. But you can't stop here... it's far too open and exposed to the wind! What should you do about Girl #5's hands and feet? ...Once you have treated this condition, move onwards...

### Station Four: It's Getting Colder...

Although you've managed to warm up Girl #5, Girl #3 has begun to shiver uncontrollably. Her lips are turning blue and she's very tired. What is she suffering from? What can you do?

### Station Five: A Nasty Fall...

As you continue to search for a sheltered place to make camp, Girl #2 catches her snowshoe on a hidden log and falls, breaking her right wrist and spraining her left ankle in the process. Looks like you'll have to camp here! Girl #4 - YOU'RE IN CHARGE!! What should you do first? Here are a few problems: Girl #3 has now stopped complaining of the cold... she's tired, confused and only wants to sleep. It's getting dark, and you have another injured person to care for. Remember the other members of your team may have good ideas; listen to them, but you must make the final decision! STAY HERE UNTIL A LEADER COMES FOR YOU!! IF YOU GET REALLY COLD, HEAD BACK TO THE LODGE BUT LEAVE ANY SHELTERS YOU'VE BUILT ETC. FOR EVALUATION!!

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It has taken me a while to get to this but here is what we did for our Survivor Theme activities:

- Blindfolded activity - five girls per team

Props: blindfolds, 2 hula hoops per team, 2 balls per team (size of basketballs)

Game: all girls from each team were blindfolded, with the exception of one per team (leader); the leader from each team throws the ball for the opposite team; the blindfolded girls must then get to this ball, bringing it back to the finish line with the help of directions given by their team leader; to do this, they must step only within the hula hoop that they have placed on the ground heading toward the ball; to begin this trek, they all must be standing in the first hula hoop before moving into the next one; once everyone is in the next hoop, the last person to enter must turn around to pick up the hoop they just vacated and pass it through to the front girl who then places it in the direction of where the ball landed; once reaching where the ball landed, they pick it up, returning to the finish line in the same fashion as they used to get to the ball

- Blockout activity (I think I got this idea from the list you sent me earlier)

Props: 8x11 sheets of paper with a large X on one side of each piece (these sheets are laid with the X facing down to the floor in the shape of a block - we created a block of 10 by 10 sheets)

Game: each girl picks a starting point on any edge of the block; the object is to be the last girl remaining on the block; each girl takes a turn moving one space at a time (forward, backward or sideways - no diagonal) and as they move, they turn the paper over they just stepped from so that the X is showing - signifying a space that can no longer be used in this round; as each girl takes their turn, they have to keep in mind that they want to block someone else, while still being able to move themselves in a future turn; if a girl can no longer move, they are out of the game

- Hoop shoot

Props: basketball hoop and ball

Game: each team chose two girls from their team who then lined up behind a designated line, alternating team members; after a few practice shots, each girl got a total of ten shots each (taking one shot at a time, moving to the end of the line until each girl had shot ten shots); the team with the most baskets won

- Food wheel Props: beets, feta cheese, olives, piece of snickers bar, prune juice, small shrimp, piece of carrot stick, piece of salami, gummi worms and raw onion piece

Game: each food item was printed on a small piece of paper, folded and placed in a container; each team determined the order of participation by each member; as their turn came, each girl picked a piece of paper from the container that determined what they would be eating - alternating between teams; the winning team is determined by how many members actually ate what fate chose for them

As a side note, we scored by giving ten points to the winning team and five to the losing - and our teams tied - I kept telling them they were simply a winning troop (some didn't buy that as someone needed to win, in their minds)...

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We did a Camp Survivor Twilight Camp a few weeks back. During our camp we taught basic skills like lantern cleaning, tent boxing, dishwashing, latrine cleaning ect. We have a great SUM who made swaps for each skill for each girl. We only had 30 girls attend, but those 30 girls had a BLAST! They really enjoyed what for some of us is WORK! We had challenges on the last night at camp. I've described them below for anyone else who might be doing something like our camp.

One challenge was a sleeping bag roll contest. Points were awarded on speed and neatness and of course if it was done correctly.

Another challenge was flag folding. Points were awarded based on correctness as well as respectfulness during the activity. (The respectfulness part included the entire tribe as well as flag folders)

We also did a flashlight relay challenge where the girls had to take the batteries out of a flashlight, reload them, and then turn on flashlight to show it was done correctly.

Another challenge included a relay where the girls had to tie one dunkbag to the clothesline and bring back the one that was already there for the next person in line. When done correctly, it's a snap to remove. If not . . . boy it takes a long time to untie.

Depending on your location and if you use canvas tents, you could have a tent boxing competition.

When I did my troop camp training, we built fires and had a little clothesline made about a foot above the fire, First one to burn through the line, won.

However, our best challenge, where we had the MOST fun was this:

Clean up the campsite: We had 3 tribes and the field was divided into 3 areas using clotheline that was laid out in the shape of a "Y". In each "campsite" were old socks, sponges, and very light weight balls. Because it was hot, each team also had a washpan of water in which to dip their items. At the sound of the whistle, everyone starts throwing their "trash" into the other campsites. Wetting takes time, but makes for a good splat on someone. After 2 minutes, the whistle blew and the tribe with the cleanest campsite got the points. We played an extra round with just the "chiefs" (adults). That was great fun with our tribes cheering us on.

Maybe something I've mentioned will help.

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I hope you do well with your day camp. Here are the ideas you asked for: T-shirts--I made a stencil of the official survivor logo (which can be found on the internet or the game board version). We stenciled the logo on shirt fronts and put the name of the camp, date and signatures of campers on the back. You could have each girl bring a t-shirt from home, but since we only needed like 16, a screen printer donated them.

Flags- I took plain (white or cream color) broadcloth (which I happen to have on hand) and let the girls decorate with fabric paints their tribe names and logo. The paint was a little messy. Fabric markers would have been better. They still liked them though.

Necklaces- We got patterns for the beadie animal figures and made a different beadie animal for each tribe (based on their tribe names) and put on cording to hang around their necks. As each day went by, we awarded different color beads for things such as (good behavior, participation, ect)

Games- we had archery shooting, disc throwing, water games (balloon toss, wet sponge relay, ect), challenges such as (fire building, knot tying, compass hike, tent pitching contest, learned casting fishing poles.

I sure hope this helps, it's kinda hard to find things for the younger ones. I planned for the older girls. That's easier.

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#### SURVIVOR Challenge Game

The Goal: To think logically how to take your moves so you eliminate the other players and remain the final person standing.

How to Set up:

Set papers on the floor in rows - as many as the room can hold. Paper should have an X on one side - put X side down.

4-6 girls stand on the outside of the room.

How to Play:

With each "move" the girls make, they step onto one sheet of paper.

On the second move, they turn over the paper (to an X) they were previously stepping on, making it unavailable for anyone else to move onto or cross over.

Continue moves, one at a time, until a girl can make no move. She is eliminated.

Moves must be to an adjoining paper forward, backward, sideways (no diagonal).

You may not step onto a turned over paper (with an X).

You may not cross over a turned over paper.

Continue until only one player is left.

Strategy comes into play as they girls need to consider how to eliminate each other with well placed moves.

\*\*\*\*\*

A couple of ideas that we used at our Guide Camp this summer (was a week long camp) are

We divided the girls into teams 6 or 7 girls on each team and had the teams compete against each other like they did in the survivor show.

One of the activities we did was to place several objects in a random pattern in an area for example wooden blocks

at the far end of the area was a box for the girls to place these blocks. at the starting end one girl was blindfolded and one was her coach or eyes. The girls that were not blindfolded had to direct the blindfolded girl to an object (wood block) which she picked up and then was given commands from her unblindfolded partner to take it to the box at the far end. She then had to come back and find another and again take it back to the box. She did this until each person and picked up a total of 3 items and then direct their partner back to the starting line. The girl giving directions could never leave the starting point so she had to have good shouting skills and the blindfolded girls had to have good listening skills.

This gets rather noisy if you have a lot of teams or girls

We had three teams jr. Guides, Sr. Guides and Pathfinders and they each had three sets of two.

Hope this makes sense if you need any further clarification on this then please let me know. We had a Guider out in the field with the Blindfolded girls to keep them from wandering to far off course if they didn't hear the directions properly.

other ideas could be boomerang toss's onto a given mark on the ground,

We also make a rope stretcher and got the girls to go and rescue their victim at the end of the field as well. ( I have directions in a word document with pictures if you would like. This particular project helps teach the girls their clove hitch as they have to make quite a few hitches to put this together.....and you have to have 150 feet of rope to make this stretcher.

Hope this give you a few ideas.....I loved doing the survivor theme this past summer at camp....

\*\*\*\*\*

When we camped in tree houses last year the girls planned a survivor type challenge. They broke into teams and were given 30 minutes to construct a mini raft from fallen things in nature. The raft had to be strong enough to hold a Barbie doll and not sink. The three teams did a great job and we hiked to the lake to test the results. We decided to launch the rafts all at the same time thinking the one that stayed afloat the longest would win... Ended up they all did well so they all got a prize

(candy). I got this idea from someone on the list last year.  
Have a great time and good luck with the rest of your program.

\*\*\*\*\*

Lets see if I can remember any -

- \* nature trivia, the first team to miss three questions loses the challenge
- \* obstacle course race to the end, had swimming, ropes, raft across a river, etc.
- \* had a course set up with a grid pattern of poles and ropes, each contestant had to create full squares by attaching ropes to the poles, when you made a complete square you put your marker in it. the person with the most squares wins.
- \* a big flat wheel with gross and yummy foods on it, two contestants step up, spin the wheel and whatever landed in front of you you had to eat or lose the challenge
- \* they had this see-saw thing set up with a bucket on one end (the up end) and a can on the other end (the down end). First they had to build a fire in the can. Then they had to fill the bucket with enough water that the fire would go up. The bucket had holes in it of course. They had to keep the water down, and the fire up to burn through a rope that was up high. The first person to burn through the rope wins.

go here -  
<http://www.cbs.com/primetime/survivor/show/episode1/challenges.shtml> -  
and you can go through each episode and see what challenges they did.

\*\*\*\*\*

What a great idea for a camp. I think the girls will love the theme and format, while the leaders and parents will enjoy the focus on skill building and teamwork/cooperation that Girl Scouts will bring to the event. You could have the girls use a map/compass to find their hidden snack or to get riddles/puzzles that they need to work on together to answer. There are several websites that help you put together word search or crossword puzzles on a specific topic so you could relate it to an outdoor skill like first aid (<http://www.puzzlemaker.com>, etc). You could do activities based on "Leave No Trace" minimum impact camping, perhaps setting up a "spoof" unsafe/environment unfriendly campsite (ie. too close to water source, pretend nails in tree to hang lantern, inadequate fire ring, etc) and have the girls work together to list all the changes they

would make to protect the environment and make it a good campsite. You could also have a knot-tying relay (cat of nine-tails game, or have them sit in a circle and tie a square knot joining their 2' cord to that of the girl's on her left - eyes open or shut depending on their age - when done they put the circle of joined ropes behind their backs and lean back against it...it will only hold them if each girl has tied a solid square knot). You could also have the girls work together to lash a basic tripod.

Also, how about a way to reward teamwork, fair play, cooperation, and consideration for others...? It could be a challenge based on a team-building game where they must rely on and work together to complete the task, or it could be something the camp staff recognizes at the closing ceremony. At Junior Skills Weekend (held by our council each year), the staff recognizes every troop/group participating with a special certificate - whether it is the overall champion or best at particular skill area, outstanding teamwork, best attitude, etc. The girls are very proud when they hear what they've excelled at, it enables every group to "win" at the event, and hearing about each group's achievements encourages them to learn and practice more so that they do even better the next year.

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One of my Cadettets is doing a survivor weekend for Cadettes & Seniors around weather for her Silver Award. Here are some of her ideas:

Survivor Weekend Clue it into Weather Stuff

Stranded on Alkor Island they have to survive the weekend using their survival skills that they know and by learning how to read the weather to stay safe and warm.

Saturday night break everyone up into teams. Give them the rules for the weekend. Warn them about an emergency drill that could happen any time over the weekend and what they have to do. Have everyone bring a gallon zip lock baggie and all the food they brought with them to the mess hall. Let each team pool all their food together and make up a survival bag-o-goodies for the weekend.

Activity Challenge

Give each team a weather related disaster and have them come up with a list of emergency procedures i.e.: You're on Alkor Island and a hurricane is about to hit. You can do hurricane, flood, lightning strike fire, etc. You can even have them act it out. Be sure they include all the things you have in the preparation lists from the Red Cross. Give out the pamphlets at the end of the activity.

Activity Challenge

How to survive without fresh water? Make your own little cloud!  
Dig a hole in moist ground deep enough to put a cup in. Place cup in hole. On surface of the ground stretch a piece of plastic wrap across hole and secure it with rocks. In the center of the suran place a small stone to weigh it down so you are creating a run off over the cup. Leave it sit in the sun all day. The heat from the sun will cause the moisture to evaporate from the soil and collect as condensation on the suran. It will drip into the cup. The group with the most water wins.

Activity

The barometer is falling - get out your rain gear! Make a barometer.

Activity Challenge

Build a lean-to that will protect 2 people from a storm that is coming in from the South. Give each group: rope 2 trash bags a place in the woods 1 hour

They may also use any items that they have in their teams possession or on the property to do the job. Test the construction by placing 2 girls in the structure and throw a bucket of water on it. Who ever comes out driest wins.

Activity Challenge

They have the barometer. Give them: Hammer, nails, precut wood, outdoor thermometer and whatever else. Have them construct a weather station. Best one is mounted and stays as a service project.

Activity

Have each team write a song about surviving the elements to sing at the camp fire

I belong to the Pine to Prairie Council (ND), and our SU has been working on Brownie Daycamp/Jr. & Cadette Overnight Camp for awhile now, using the "Survivor" theme. We designed our own patch and t-shirts to be awarded to the girls for surviving our camp! Some of the activities include. Tiki torches for each unit to carry to each activity with their own unit flag(which they will design upon arriving at camp). Blindfold island food taste off (grapes-frog eyes, pretzel sticks-grasshopper legs, etc.) Build a shelter (unit is given a sheet, some rope, sticks etc,) to help shelter them from hazardous island weather. Island Obstacle Course Challenge. Nature craft companion, made from lg. pine cone (similar to the Castaway movie). We'll be grilling shishkabobs of ham, summer sausage, veggies, and fruit over the fire for supper. We're also working on a cultural organization to come in and teach the girls a dance, story or craft in a tribal fashion. There's a lot you can do with this theme. End your evening with a tiki torch luau!

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SURVIVOR Encampment Agenda  
December 2-3, 2000

9:00 am - Set up team arrives at Grey Koch

Set up:

registration table

name tag tables (cover with tablecloths, set out scissors, 3 ft measures (with masking tape),

permanent markers, hole punch?, garbage can)

put up signs for coat areas per troop

Room A - Survival Criteria (Science)

Air - Egg experiment (Lindi to demo)

Water - bag w/ pencils

Food - bones experiment

Space - propulsion experiment (film canisters)

Floating - boat experiment (salt water & fresh water)

Room B - Snake Hankies - MaryBeth

spread plastic on floor

stack of aluminum trays/snakes

dye/cups/paintbrushes

baggies to put snakes in when done (permanent markers for writing girls names on)

1 grocery bag per troop to hold all baggies (write troop # on bag)

post tagboard directions

Room C - Reward Challenge (Math)

lay out stepping stones (2 games)

place dice in room (2 per game)

scoreboard?

Post tagboard directions

Room D - should have all mattresses in them - close off limits

blow up punch balls, & set aside in case we need them

set up/Create palm trees (Troop 1401?) out of carpet tubes/construction & kraft paper

Dining Hall - all tables to be folded and set off to the side (do we need to move them if they

are taking up too much room?)

Kitchen - orientation at 11:30 with Eldo (Lindi)

- all food in fridge
- bags with Chix in Woods stuff set aside near stove/fruit too
- snack bags set out for Brownies to get later
- extra food station (in case of extreme hunger)
- make 2-3 koolaid coolers
- make a water cooler?
- Learn how to use dishwasher
- set up hot/cold tables - how do they work
- check out microphone - how does it work, where's the control box
- set up/tape off 10'x10' area for guest speaker - place microphone and table

in area

prepare fireplace for fire at evening

place boombox by microphone to play survivor music when people are arriving

figure out best place for flag placement/flag ceremony

Noon - Meeting with the Cadettes/Explanation of Agenda/Answer Questions

12:15 Turn on Music (throughout building?) & GS Law Song

12:30 Registration Table Staffed:

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- Tell troops upon checking in:
- When tribes check in, give them their packet of information. Contains:
- Rotation schedule
- Rotation explanations
- Name tags/decorations/ribbon
- Snack assembly Information
- Game Directions
- Evaluations/Pencils to be used after closing (please don't give to girls beforehand)
- Point out area for their tribe's coats, etc.
- Point out bathrooms (men & women) & first aid area.
- First activity - make name tags at name tag table (supplies in packet)
- Then to - Welcome/Flag Ceremony in Dining Hall (please stay out of other rooms)
- Troops will need to have one girl help put flag up, another to bring flag down later - girls to go to Room A to practice with Troop 1401

12:30 Troop 1401 - as troops arrive, practice flag ceremony (up & down) with 1 girl from each arriving troop in Room A (science room)

#### Flag Raising Ceremony:

All people form circle around flag poles, standing at attention. The guard stands 2 by 2.

The Girl Scout in-charge stands to the side. Red sashes are worn around the waist by the

Color Guard, the Girl Scout In-Charge wears a red sash over her shoulder.

Girl Scout In-Charge: "Color guard, advance"

(The guard walks to the flag, salutes it. The bearer takes the flag)

Girl Scout In-Charge: "Color Guard, present colors"

(The color guard walks forward to the flag pole.)

Girl Scout In-Charge: "Color Guard, post the colors."

(The guard & bearer unfold the flag. The bearer clips the flag on the rope and raises it. The Color Guard remains at attention next to the flag.)

Girl Scout In-Charge: "Girl Scouts, honor the flag of your country."

(The group salutes the American flag by placing their right hand over their heart.)

Girl Scout In-Charge: "Girl Scouts, recite the Pledge of Allegiance."

(All recite the Pledge of Allegiance)

Girl Scout In-Charge: "Color Guard, dismissed."

(Color Guard returns to the group.)

1:00 Welcome to all Tribes/Opening Ceremony - Lindi

Flag Ceremony - Cadette Troop 1401 & one representative from each troop

Song: When're You Make a Promise

Girl Scout Promise

Girl Scout Law Song

Some activities require breaking troops into half, with one half going to each area in the room. This will encourage "Making New Friends".

1:15 - 1:35 Rotation 1  
1:40 - 2:00 Rotation 2  
2:05 - 2:25 Rotation 3

Activities:

Room A - Survival Criteria (Science)- led by Lindi & Cadette or Senior  
Air - Egg experiment (Lindi to demo)  
Water - bag w/ pencils  
Food - bones experiment  
Space - propulsion experiment (film canisters)  
Floating - boat experiment (salt water & fresh water)  
Lindi & assistant to demo experiments first, then break to free exploration  
Troops receive prize at end of time limit.

Room B - Snake Hankies - led by MaryBeth & Cadette (for afternoon) or Seniors (evening)

A type of tie-dye hankies with fabric dye & paintbrushes...  
girls to receive an aluminum tray to place her snake on (prewrapped)  
draw face on snake with permanent marker  
dip paintbrush in dye & place color where desired  
when done, fold aluminum tray in half with snake inside, and place in baggie (write girls name on baggie with permanent marker) - include washing instructions?

Troop leader to put all baggies in troop grocery bag for distribution at home

Room C - Reward Challenge (Math) - led by Cadettes or Seniors

2 games will go on in the room. Troops to break into half - one half going to each game (to Make New Friends...)

2 teams form (as close to equal numbers as possible).  
Each team lines up in front of "stones" crossing the river.  
First girl rolls dice - add numbers together:

If the sum is: (like baseball)

2-4 - counts as an out

5-7 - move ahead one (single)

8-10 - move ahead two (double)

11 - move ahead three (triple)

12 - move ahead four

Next team goes (separate set of stones)

Team 1 rolls again - as this player moves ahead, so does the first player (if they move 2, so does player #1)

Every time a team crosses the river, they score a point.

At end of time, team with most points wins. (but all receive the prize \')

/)

Attending Cadette or Senior gives each troop leader the baggie with their prize in it.

2:30 Snack - Mice (all together in Dining Hall - sit on floor)

Lindi to announce that we will Swap after snack - older girls to demo

Troop leader to pick up bag from kitchen with Snack supplies / directions for Mice

(rice cake - spread peanut butter - add nilla wafer ears - licorice whiskers - choc chip eyes/nose)

and "bug juice" (koolaid)

Troop leaders to help girls assemble/eat & clean up after themselves

Girls can exchange swaps until 2:55. Older girls to encourage/demonstrate the trading process

Survivor music turned on again - Junior & Senior troops begin to arrive for check in

Clean up Rooms A, B, C, - clear for game at 2:45 (move everything off to the side to be reset later)

2:45 Check in begins for Junior/Senior troops

Tell troops:

- When tribes check in, give them their packet of information. Contains:
- Rotation schedule
- Rotation explanations
- Name tags/decorations/ribbon
- Game Information
- Dinner recipes
- Memory Books/Pencils (one per girl - please give to girls when directed)
- Songbooks (one for every 2 people, please return on Sunday)
- Copy of Rededication Ceremony
- Evaluations
- Your tribe's assigned "Law" to be read at the Tribal Summit
- Point out area for their tribe's coats, etc.
- Point out bathrooms (men & women) & first aid area.
- First Activity - make name tags at name tag table (materials in packet)
- Then to - Guest Speaker in Dining Hall (please stay out of other rooms)
- Please save swapping until later
- Each troop will need one adult to hold a tiki during the Tribal Summit later, and one girl to read a segment of the GS Law (enclosed in your packet)

2:55 Lindi: Tribes return to their last rotation room to play "Survivor Challenge"

(Sheep & Hyena - from Playing Around the World Try-It) Cadettes explain & supervise

- 2 games go on in each room (15 people each).
  - Troops split in half, with one half of their troop going to each game.
- 1) Players join hands and form a tight circle.
  - 2) The hyena stays outside the circle. The sheep stays inside the circle.
  - 3) The players in the circle have to try to keep the hyena from breaking through the circle to get to the sheep. The game ends when the hyena gets the sheep or gets too tired to go after the sheep anymore.
  - 4) Two other people become the sheep and hyena.

3:10 All tribes proceed to Dining Hall for presentation from Raptor Center. We need to allow a 10 foot by 10 foot area for their presentation (because of the birds), so encourage everyone to sit outside this area.

3:15 Lindi: Welcome older girls, Introduce guest speaker

Brownies: summarization of game (what does this teach them of survival?)

3:15-4:15 Presentation by Kari from the Raptor Center.

During presentation time, set up Rooms A, B, C for Junior/Cadette/Senior activities during dinner prep:

Room A - Snakie Hankie Wrap

Room B - Face Painting

Room C - Survivor Challenge Game

4:15 Closing Ceremony - led by Lindi

Awards -

Flag Lowering - Cadette Troop 1401 & one representative from each troop

Flag Lowering Ceremony

All people form circle around flag poles, standing at attention. The guard stands 2 by 2.

The Girl Scout in-charge stands to the side. Red sashes are worn around the waist by the

Color Guard, the Girl Scout In-Charge wears a red sash over her shoulder.

Girl Scout In-Charge: "Color Guard, advance"  
(Bearer and Guards approach the pole, 2 by 2)

Girl Scout In-Charge: "Color Guard, retire the colors."  
(All people put hands over their hearts. The Bearer lowers the flag. The Guards hold it while the Bearer unclips it. At last clip being removed, all people may remove their hands from their hearts. All fold it appropriately. The Bearer holds it.) At Encampment, we will be removing the flag on the pole (no folding).

Girl Scout In-Charge: "Color Guard, retire."  
(Guard walks back, 2 by 2, and hands leader the flag.)

Girl Scout In-Charge: "Color Guard, dismissed."  
(Guard rejoins the group.)

Song: "Make New Friends" (sing as a round?)

Friendship Squeeze

Brownies Depart

Complete/Turn In Surveys to check-in table- Receive NLSU Patches

Junior/Cadette/Senior Portion

4:30 "Tribal Council" for Junior/Cadette/Senior troops (welcome) - Lindi  
Explanation of evening's events

Some activities require breaking troops into half, with one half going to each area in the room. This will encourage "Making New Friends".

5th grade Juniors to set up tables in Dining Hall during dinner prep time

4:45 Dinner prep by 6th grade Juniors

Other troops exchange swaps & visit self-directed activities:

hang rope for troop dunk bags - 1 Senior to assist with questions/how to's

Survivor Challenge Game - 1 Senior to teach  
wrap Snakie Hankies - 1 Senior to demonstrate  
Face Painting  
Music/Songs - 2 Seniors to lead songs  
Memory Books

Set up tables for dinner (5th grade Juniors)

5:30 Dinner - Dining Hall  
Troops to be called to serving line by LIndi  
Clean-up (one girl per troop to assist with group clean-up)  
Each troop responsible for cleaning their own dishes - cleaning station set  
up outside, hang dunk bags on their troop's rope to dry.

6:30 Explanation of Wide Game - Predator/Prey in Dining Hall  
Seniors to break up so a few with each group (& to show spirit &  
make it fun!)

Start warming water for hot chocolate afterwards  
Build fire in the fireplace

Set up rotation stations in Rooms A, B, C

7:15 Tribes begin to return from Game, help themselves to hot chocolate  
Gather in Dining Hall for summarization of game (what does this teach them  
of survival?)

7:35 Rotation 1  
Seniors to lead - 1 in Math room (game), 2 in craft room, 2 in science room  
(refer to explanations under Brownie area. But Math game,  
multiplication, not addition)  
8:00 Rotation 2 (Seniors lead science segment on their own this time?  
With Senior Leader supervision? - so Lindi can set up for Tribal Summit)  
Tribes help clean up their area, setting items aside for use in the morning.

8:35 "Tribal Summit" - (Rededication) in Dining Hall (or outside if weather  
is really lovely)  
Girls to line up 2x2 in the entry hall (by troop/tribe) to proceed into the  
Dining Hall when called upon.  
Before we begin, caution the girls we will be having a tiki & candlelight  
ceremony,  
that caution is necessary. Readers/Seniors get candles, Leaders tikis.

Investiture or Rededication Ceremony

Room Set-up:  
On dark side of program room, have one adult from each troop hold 1 tiki  
torch (10 total) along the front (for the 10 parts of the GS Law), 3 tikis  
in the center of the room (for the 3 parts of the GS promise), and table  
with 1 taper candle in candleholder & Leader (to be our first lit candle to  
light other candles). Girls from each troop who will read the Law segments  
step forward next to their leader with the tiki when their troop comes in.  
They receive a taper which will be lit.  
Senior GS readers also receive a taper. Troops line up in entry hall to  
proceed into ceremony.

Leader calls troops/tribes one at a time, proceeding quietly into the Dining Hall, forming a semi-circle around the tikis. Leaders with Tikis step forward, readers step up by tikis/their leaders.

Sing: "Girl Scouts Together" during procession (pg 17 Songbook), repeating until all in room.

Senior #1: All around us is darkness. I light this small candle (single taper on table) and it is no longer dark. Although this is a tiny flame and it lights only a small area, all of us can see it. Each one of us knows it is here and could find the way to it. Though tiny, it is a beacon to everyone of us, and this tiny light can grow, and be multiplied, if someone would come to join it. (Senior #1 lights her candle off the taper, & lights Senior #2, who shares with Senior #3, etc. until all Seniors candles are lit)

Senior #2: Now the flame is brighter, lights a bigger area, and we can see more than before. But this is only a beginning, for once there is light and people who are willing to share it, it will grow. As it is shared, it will become bigger until all who want it can have the light. (Last Senior to light first troop reader's candle)

Senior #3: (Troop readers share flame) See how fast the light can spread. Notice how well you can see now. This light makes it possible for us to see our friends, see their smiles, and their actions. And others can see our light.

Senior #4: As this light brightens our group, our light as true Girl Scouts can brighten our own lives and the lives of others. The smallest light held by the least of us is important to the whole world. On becoming Girl Scouts, we make a commitment. It is embodied in our Laws and Promise. We will light a tiki for each one of our Laws.

(10 girls take turns reading the following laws, light the tiki by her, and blow out their taper)

1) I will do my best to be honest and fair. I am a Girl Scout. You may entrust to me your innermost thoughts. I tell the truth and do my work honestly. I show no favoritism. I am true to the things I think are right and good. I will respect the rights of every individual.

2) I will do my best to be friendly and helpful. I am a Girl Scout. I try to serve my fellow people, to help where I am needed. I will wear a friendly smile and willingly do each daily task. I will cheerfully do a service whether I like it or not.

3) I will do my best to be considerate and caring. I am a Girl Scout. It shall be my personal privilege to do all I can for others whether it be with my hands, words spoken to a friend in need, or the offering of an understanding heart. It is my deep desire to be courteous to those about me beyond the daily need and to search for little thoughtful

things to do, not just for the  
praise I might receive.

4) I will do my best to be courageous and strong. I am a Girl Scout. I will stand up to challenges with a positive attitude, and support those around me when they need to be courageous and strong.

5) I will do my best to be responsible for what I say and do. Only I can control the words and actions that can show kindness or harshness. I will strive to be a positive light in the world, showing respect and empathy for all people. I am a Girl Scout.

6) I will do my best to show respect for myself and others. I am a Girl Scout. I will direct my thoughts to worthwhile things, so I may be an influence to those around me.

7) I will do my best to respect authority. I am a Girl Scout. It is my special duty to respect the laws of my community and the request of those who are responsible for me. By respecting authority, I set an example for others to follow.

8) I will do my best to use resources wisely. I am a Girl Scout. I will not misuse material, time or energy. I use resources wisely so I may have more to share with others so that our resources may outlast our time.

9) I will do my best to make the world a better place. I am a Girl Scout. I will care for all living things. I will take an active interest in my environment.

10) I will do my best to be a sister to every Girl Scout. I extend a helping hand to those about me, thinking not in terms of color, race, or creed, asking only that I may help where it is needed. I am a Girl Scout. I am proud to offer this gift of service.

Senior #5: Now we will light the three candles that stand for the three parts of our Promise. Watch the tikis take up the flame to shine on all of us as we say the Girl Scout Promise as a rededication.

Troop Reader: "Girl Scouts, please join me in reciting our Girl Scout Promise"  
(as Promise is being read, she lights each of the 3 tikis, then blows out her taper)

On my honor, I will try

To serve God and my country  
To help people at all times  
And to live by the Girl Scout Law.

Song: "Whene'er You Make a Promise" (first time together, then as a round), pg 18 Songbook

Give the Girl Scout Handshake to those on either side of you.

Song: "On My Honor", pg 18 Songbook

Put tikis out. Proceed out quietly.

Song: On My Honor

Chorus: On my honor, I will try  
There's a duty to be done and I say "aye"  
There's a reason here for a reason above  
My honor is to try and my duty is to love.

People don't need to know my name  
If I've done any harm, then I'm to blame  
If I've helped another, then I've helped me  
If I've opened up my eyes to see

I've tucked away a song or two  
If you're feeling low, there's one for you.  
If you need a friend, then I will come.  
And, there's plenty more where I come from.

Chorus

Come with me where a fire burns bright,  
We can even see better in a candle's light  
And we'll find more meaning in a campfire's glow  
Then we'll ever learn in a year or so.

We've made a promise to always keep  
To pray "Softly Falls" before we sleep  
We'll be Girl Scouts together, and when we're gone,  
We'll still be a tryin' and a singin' this song.

Chorus

Put tikis out. Proceed out quietly.

9:00 Troop free time:  
Campfires outside if they like  
S'more makings can be picked up in the kitchen (in prepackaged bags by troop)  
Unpack cars/Set up sleeping areas when ready

11:00 Prepare for bed

11:30 Lights out / Quiet please

Sunday Morning - December 3, 2000

7:30 Wake up - Survivor music turned on  
Breakfast on own  
Clean up their sleeping area - pack up gear/load cars

Troops to help set up last rotation activity

9:00 Morning Ceremony in Dining Hall  
Flag up Ceremony - led by Seniors with one representative from each troop

9:15 Last Rotation

9:45 Closing Ceremony - Lindi  
Flag down Ceremony - led by Seniors with one representative from each troop  
Awards to Tribes - Lindi  
Song: GS Law Song?

10:15 Final clean-up -  
Troops clean up & vacuum sleeping areas  
Pitch in to clean up common areas

Tribes turn in evaluations at check-in table to Lindi (I'll check their areas are cleaned up) - then receive NLSU patches

\*\*\*\*\*

#### Encampment Saturday Dinner Instructions

Le Menu:  
Chicken in the Woods  
Chow Mein Noodles  
Skewered Fruit Assortment  
Bread & Butter  
Kool-aid/Lemonade  
Coffee (adults)

Wash hands & put on gloves

Chicken in the woods  
(different from the one in the troop book - follow these directions - depending on size of large pots)

We'll make 3 large pots of Chix in the Woods. Into each pot add:

4 cans of chicken - do not drain  
1 cans Cream of Celery soup  
1 cans Cream of Chicken soup  
5 cans mixed vegetables (Veg-all)  
5 vegetable cans of milk  
10 cups of Minute Rice

Mix all the ingredients in a large pan. Heat on stove, stirring

occasionally until rice is done. Let sit for 5 minutes before serving.  
Place in serving pan on hot table.  
(Is served over (with) chow mein noodles.) Open 8 bags of chow mein noodles  
& put in serving pan on hot table next to Chix in the Woods. Replenish as  
needed.

#### Fruit Skewers

We'll keep all the fruit separate, so people can take what they want, and a  
skewer, and skewer at the tables.

Open 3 cans of pineapple, drain and put in pan on cold table.\*\*  
Open 3 cans of sliced peaches, drain and put in pan on cold table.\*\*  
\*\* Can be replenished with 4th can if needed

Wash 3 bags of apples. Cut with apple corer/slicer. Cut each wedge in  
half. Put in pan on cold table, and pour 1 jar of orange juice over top -  
stir. (to keep from browning)

Peel & cut bananas. Put in pan on cold table, and pour 1 jar of orange juice  
over top - stir.  
(to keep from browning)

Set out bread & butter  
Make koolaid/lemonade/coffee - if needs to be refreshed  
\*\*\*\*\*

#### SURVIVOR CHALLENGE Predator-Prey Game

Girls are divided into 5 groups, Lions, Hyenas, Cheetahs, Zebras, and  
Gazelles.

Lions were allowed to capture any people from another group.  
Hyenas and Cheetahs could capture Zebras and Gazelles but not each other.  
Zebras and Gazelles could not capture any other group.

All of the lions had to stay together, all of the hyenas had to stay  
together, etc...

Head outside, in search of Food, Shelter, and Water  
(fluorescent tag with the word Food, Shelter or Water written on it)  
hidden in different portions of the camp.

Lions were required to find 4 Food, 4 Shelter, and 4 Water.  
Hyenas and Cheetahs were required to find 2 of each.  
Zebras and Gazelles were required to find only 1 of each.

Capturing 10 people counted for 1 Food.

When groups encountered each other, the leaders would count 1, 2, 3 and then  
scream out what animal they were. The higher food chain animal would then  
chase the lower food chain animal for 30 seconds, capturing as many as they  
could by tagging them.  
If you were tagged, you become part of that group.

After 30 minutes, the game is called off, and all animals can safely return to the base for an analysis. (Did they find all of their requirements? How many people did they capture?)

Note: If girls are using the buddy system; if you or your buddy is caught, then both of girls become the animal that caught them.

\*\*\*\*\*

SURVIVOR Encampment Agenda  
December 2-3, 2000  
Rotation Activity Explanations

Survival Criteria (Science Activities - Room A):

Air - Egg Experiment (demonstration only) - need air to survive

Water - Water pressure observation & hands on activity - if needed to gather water to survive

Food - Calcium demo & hands on

Space - Propulsion - demo & hands on - (would be nice to have if "surviving" in space)

Floating - Boat experiment - salt/fresh water (hands on)

Snakie Hankies (Craft Activity - Room B):

Caution should be used as fabric dyes will stain clothes

Daisy/Brownies - take one snake per girl, and an aluminum tray

Junior/Cad/Sr - need to wrap their snakie during dinner prep, and bring to area

1. Troop leader get grocery bag, write Troop number on bag (to collect baggies at end)
2. take off GS vest if wearing one
3. place Snakie Hankie on tray - draw on face if desired
4. using paintbrushes, place fabric dye on desired area of Snakie
5. continue until Snakie is completely covered with dye
6. fold aluminum pan in half, with Snakie inside (if extra dye in pan, pour into dump bucket)
7. write girls name on baggie (permanent marker), place pan/Snakie in baggie
8. put washing directions in baggie (cold water wash, by itself)
9. put baggies in Troop grocery bag (to be handled by leader, and given to girls when they reunite with their parents)

Reward Challenge (Math Activity - Room C):

Two games will go on in the room. Troops to break into half - one half going to each game

1. Form 2 teams (as close to equal numbers as possible).
2. Each team lines up in front of "stones" crossing the river.
3. First girl rolls dice - multiply numbers together:
4. If the product is: (like baseball)  
1-6 - counts as an out  
7 - 18 - move ahead one (single)

- 19 - 27 - move ahead two (double)
- 28 - 35- move ahead three (triple)
- 36 - go all the way across the river (home run)
- 5. Next team goes (separate set of stones)
- 6. Team 1 rolls again - as this player moves ahead, so does the first player  
(if they move 2, so does player #1)
- 7. Every time a team crosses the river, they score a point.
- 8. At end of allotted time, team with most points wins. (but all receive the prize \"/>)

\*\*\*\*\*

### Survivors Widgame

(indoors or outdoors; 12yo - Leaders, at least six players. Can be as quick and simple or long and complex as you need to suit the participants)

You'll need a mast (post/pole), sail (old sheet) attached to top, lots of ropes of different lengths and thicknesses, gadget wood, bucket with handle, bucket without handle. use your imagination to make other props for a ship deck.

Scene - (make this fun by acting it out - drama on the high seas!) everyone was on a old sailing ship at sea, a sudden storm tore the sail, broke the rudder, caused major damage etc. To make it back to safe harbour, the players need to:

(modify this depending on level of knot knowledge)

beginner level -

- \*reattach the sail - tie sail to chair leg or ? - Sheetbend (bend the 'sheet' - sailor term for the sail)
- \*rescue lines for players 'in the water' - Bow line
- \*reef knots and round turn two half hitches to secure buckets, 'oars', whatever
- \* clove hitch on mast to provide safety rail on each side of the ship

more experienced - add -

- ship is breaking up and they need to make a raft...
  - \*any and every type of lashing you can think of for raft
  - \*include guying a pole for sail/ shade
  - \*tie down all salvaged supplies (can include decide what to keep)
  - \*make and attach rudder
  - \*etc, etc....
- if it is safe to do so, make it more precarious by limiting what part of the floor they are allowed to touch, then stand back and enjoy watching!

\*\*\*\*\*

### Snakie-Hankie Directions

Materials per girl:

- 1 handkerchief (we found ours at a Dollar Store - a pkg of 3 for \$1)
- 1 floral wire, & a bit of masking tape
- about 1 yard cotton twine
- dyes
- ziplock baggie - sandwich size

Directions:

1. Wrap a small piece of masking tape around one end of the floral wire (so wire won't poke through material, and give a bit of roundness to the head of the snake).
2. Lay handkerchief out flat. Place wire diagonally on top of hankie, keeping masking-taped-tip of wire about 1" from corner.
3. Fold corner over tip of wire. Center twine under edge & tie a head on end of wire (kind of in the middle of the twine, so the remaining ends are about equal length).
4. Scrunch/fold remaining fabric around length of wire. Use loose ends of twine to wrap around & secure, with a similar x-style as a ballerina wraps her toe shoes around her ankle & up her calf. Tie off twine at opposite end of fabric/wire (the tail of the snake).
5. Now snake can be bent in a variety of positions (s-pattern, etc.)
6. With a permanent marker, draw on eyes, mouth, forked tongue on head of snake. Write girl's name on piece of masking tape & wrap masking tape around tail of snake.
7. Place Snake on an aluminum tray (or styrofoam plate - something to catch the excess dye). Dip paintbrushes in dye & place color on snake in desired pattern/places.
8. When done, put snake in ziplock to send home with the girl. Write girl's name & troop number on baggie with permanent marker.
9. Washing directions: Wash separately in cold water. Line dry. (We included little washing direction slips in the ziplock going home).

Notes:

- We placed a large sheet of plastic under our work area (9'x12'). Girls were warned that they would be working with fabric dyes - so they wouldn't wear their best clothes.
- We mixed strong batches of Rit dyes, and placed small containers of a variety of colors in several spots on the sheet of plastic - all within an arms reach of each girl (to eliminate moving around/spills).
- To save time, we prewrapped the snakes for the Brownies (they only needed to dye), but let the Junior & older girls wrap their own.

Have fun!

\*\*\*\*\*

we are doing a Survivor theme this weekend at family camp for cub scouts. We are dividing up in tribes tigers and wolfs together the Woger tribe and the bears and webelos together the Bebelo tribe. we got cheap material in green and orange so each tribe has a color to tie around there arm. We are making paper men on parachutes ( to get to the island) then we are having a treasure hunt with maps for eahc tribe they will follow the trail markers on the ground and the map there is stations along the trail one is making rocks with bugs in them ( to hunt for food) and it ends with a treasure ( a box painted gold filled with candy. then we are returning to turn in our bugs at the cub grub cafe for snacks made like bugs and some bug juice. then we are having a raft building contest teams use glue ,twine and popsicle sticks 20 min to build the best. and then a fire building contest using snacks as the rocks for fire ring ,logs ,kindleing etc. I found it off a web site it may be on this board. and a crocodile crawl relay lay out an obstocle course and you have balloons put between each person on the team

and they  
have to run the race together keeping the balloons between them , no hands.  
We are thinking of a way to keep score and the prizes for the challenges  
being  
things like , get to fix smores first. other team cook the winners first  
hotdog, serve them dinner, extra snacks . This is about it weare makinga big  
banner that  
says Survivor in the cubback to hang when they first come in. Its this  
weekend I will post what worked great and what didn't good luck

~~~~~  
We did have a wonderful weekend, and the girls  
all had fun. We ended up with only two PA's for  
over 100 girls (due to the flu, etc..) and they  
still told me it was "the best camp" they had  
PA'd so far. Everything just seemed to run really  
smoothly, and the rain even held off until we  
were packing the car to head home!

Our theme was "Raiders of the lost Camp", and  
each unit chose an ancient civilization to  
represent. We had Romans, Greeks, Nubians, Celts,  
Anasazi, Babylonians, Vikings, Egyptians, Mayans,  
Incas, Aztecs, ancient Chinese and Harrapans.  
Each troop came up with a yell, and made a flag  
to represent their civilization.

We had stations for an archeology dig, volcano  
construction & eruption, Mystery t-shirts, Animal  
crime scenes, Mystery crafts, heiroglyphics  
treasure hunt, and ancient crafts (cave  
paintings, mosaics, etc.) At night we did a Cat's  
eye night hike, which led them to the campfire.

At the campfire we grouped them into "tribes" and  
had them go on a "Quest"...which meant they were  
given a challenge to complete. The challenges  
were different types of songs they had to come up  
with, without preparing.

On Sunday morning, we did skits they had prepared  
from Aesop's fables. They had to use the moral of  
the story to come up with a modern skit. Some  
were very cute! We also judged the mystery  
crafts...for these they were given a big bag of  
odds & ends, and instructed to come up with any  
craft they could. one troop chose to make their  
leader into the craft. They decorated her from  
head to toe!

#### "RAIDERS OF THE LOST CAMP"

The different stations (6 of them) were set up to  
accomodate 2 units at a time, and we rotated  
through them each hour. Most units had about 10  
girls.

1.The heiroglyphics treasure hunt had clues

posted in a made-up heiroglyphics alphabet. The girls had to decipher the clue, then do whatever it said to find the next clue. The youngest units

(K-2) got a poster with the heiroglyphics and a key. The 3 & 4th graders got the same thing, but with the vowels missing. The oldest girls had vowels missing, plus the words were scrambled, and had to be put in the right order to read. At the end of the hunt, they found the treasure...bags of m&m's!

2.The Volcano station was kiddie wading pools filled with damp sand. The leader first taught them about the 3 different types of volcanos, then they had to build one of each type in their "sand box". They worked in groups on them at 4 different pools. They built them around a small paper cup, and placed buttons into the sand to represent houses. They were instructed to place the houses where they felt it would be safest during an eruption. (This is actually an important issue around here, as we live in the shadow of the Cascade mountain range...with several active volcanos) After they were built, the leader put food coloring, baking soda & vinegar into the cup, and they watched to see if their houses made it.

3.The archeology dig was large boxes filled with little clay artifacts, which the girls had to excavate with brushes & small picks...being very careful not to disturb the precious artifact. Once it was uncovered, they had to make a sketch of it, and measure it, then re-bury it for the next group. They learned how & why real archeologists uncover items, and take notes on what they find.

4.The animal crime scene was drawings of items, separated into groups. They all had to do with a particular animal, and the girls had to decipher the clues to guess the animal. For ex: One area had pictures of tracks, a cave, claw marks on a tree, and an upset garbage can in a campground...A bear was here! Another had pics of a town, tracks, an empty cat food dish, and a garbage can with the lid off & wrappers around it...a raccoon! We had porcupine, skunk, deer, etc.

5. The t-shirt station was called "mystery shirts". We had made a design which had a message in heiroglyphics along with a key, and had it screen printed in black on a very dark green shirt. You could barely see it at all. Each girl

came up and laid her shirt on a tarp, wrinkled or twisted it up however she wanted, then the PA's sprayed it with bleach. After it sat & faded a few seconds, we dunked them in buckets of cold water & hung them to dry. We made sure they got enough bleach around the design area to make the words show up. They looked like tie-dye when finished. Most bleached areas turned to shades of light green & tan...kind of a camouflage effect.

6. Craft Station. We had posters showing actual cave drawings, drawings from inside the pyramids, and mosaic tile art. The girls did cave or pyramid paintings on paper, telling a story about themselves, then did a mosaic using small squares of colored paper, and then made a small paper pyramid and coated it with glue & sand.

We also had an ongoing time-filler...since some groups will go through stations faster than others. We gave each group a big shopping bag of craft supplies and they had to invent a craft with what they had. It was filled with odds & ends of stuff from years of daycamp, etc. There was beads, google eyes, bits of felt, chenille, sequins, buttons, clothespins, craft sticks, etc. You name it, and it was in there! The only requirement was that they could not return the supplies...we wanted to clean out the camp cupboards! LOL!

The troops slept together, and did Saturday night activities together, but all day Saturday they were separated into units, by grade level...sort of like daycamp. We had a camp fire with songs on Friday & Saturday night, and did a cat's eye hike, too.

The camp provided all the meals on Saturday, and breakfast on Sunday. We only charged \$25 per girl, but this was because we had a surplus from the last couple years' daycamps, and wanted to use it up. If we hadn't had the surplus money, we probably would have charged around \$35 or \$40 per girl.

We have very small neighborhoods (service units) here, so this was a multi-neighborhood camp, with girls from several different towns. It was a great weekend, and most can't wait to do it again!

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