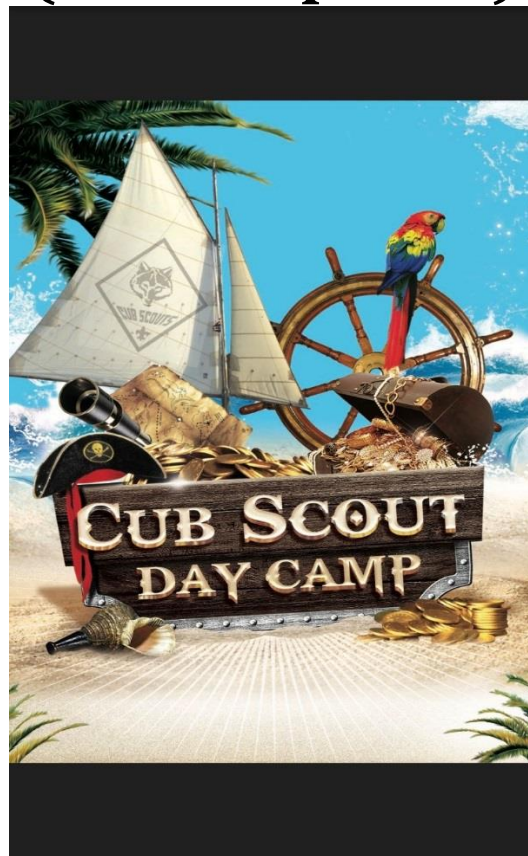


Harford District  
2018 Cub Scout Day Camp  
June 25-29, 2018

## **Cub Buccaneers, Adventures on the High Seas**

### Island Games (Field Sports)



## **Station Volunteer's Guide**

Volunteers do not necessarily have the time;  
They have the heart. And YOU are the heart of our camp.  
Thank you!



## *Please, please read this guide!*

**What** is being covered at most stations is important so that the scouts earn the correct achievements toward rank or advancement. Some stations are JUST for fun, though and are not designed for earning anything.

**HOW YOU** present the material is not set in stone and can be presented in any manner that best suits you, as LONG AS THE REQUIREMENTS ARE MET FOR THE SCOUT.

.....in other words...

If you find a better way to accomplish the requirements or if the method we have outlined doesn't seem to be working...please feel free to change it!

***This is only a guide...do what works best for you and the scouts coming to your station.***

**One other thing to keep in mind** - some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again - we are glad to have you as part of Harford Day Camp!

## Station Procedures

- *Read your schedule and BE PREPARED!*
- Monday: stations begin at 10:15am; Tues-Fri: stations begin at 9:15am
- Usually 2 dens at a time (max 24 youth),,,,,but there could be more
- Greet dens as they arrive. Ask for their cheer!!!
- It is very important that you start and end on time!
- Each time limit is only 45 minutes. Late arrivals CANNOT stay late; it interferes with the overall schedule. If available, they can come back at a free time.
- Execute the station with energy and enthusiasm! Let the scouts do as much for themselves as possible. It doesn't need to be perfect, they just need to Do Their Best!
- Remember the Alamo, um BEADS!! One bead/scout/participation. (*Beads can be given to the den leader for distribution.*)
- Take a breath, then prepare for your next group.

### • *Last station of the day*

Organize station items in the bag/container provided and store where directed. In case of inclement weather, take your station items to the nearest shelter where directed.

Complete a Station Evaluation (inside front cover). Return to the Admin tower or the Crouse Building.

### \*\*\*\*\*Last station of the week\*\*\*\*\*

Dispose of anything no longer useable: please recycle when appropriate.

- Inventory your station (See the inventory sheet in the front pocket of the station guide)
- Return all items that you can to Crouse/trailer staff.
- You are ALWAYS invited to help pack up the camp!

## **Pirate in a Sack Races:***(MAYBE, you're old enough to remember this game.)*

### **Individual Sack Race:**

To play you need one burlap sack for each individual participant. The more people racing, the more fun it is.

- Participants will run to the sack, put both feet in and begin hopping toward the finish line.
- Contestants must keep both feet in sack and at least one hand on the sack at all times.
- The sack must remain as close to the waist as possible and should not fall below the knees.
- The first racer to the finish line wins.

### **Relay Race:**

To play you need one burlap sack for each participant or team. The more people racing, the more fun it is.

- Each player puts both legs into sack and hops around a cone, or some marked point, and back, tagging the next person in line.
- Then, the next person in line gets into the sack and repeats the once-around the cone course.
- The first team to the finish line wins.
- Note: The relay race can be done with individual participants or two-person teams. The two-person teams can fit both team members in the same sack, or by placing one leg each inside for the "Three-Legged Race."

### **Team Sack Race:**

To play you need one burlap sack for each team. The more teams racing, the more fun it is.

- Start with 10 people per team (or an even number); 5 people on each side of the field (or applicable number if starting with less than 10 per team).
- Start the race on one end and have each person tag the next in the other line. Continue until the team finishes.
- The first team to the finish line wins.
- Note: The team sack race can be done with the "Three-Legged Race" rules, too.

### **Three-Legged Race:**

To play you will need one burlap bag for each two-person team. The more teams racing, the more fun it is.

- Participants stand side-by-side and put leg closest to each other in the burlap bag.
- Together, they race to the finish line.
- The first team to the finish line wins.
- Note: The "Three-Legged Race" can be done in relay race form, too.

### **VARIATIONS:**

To add a twist to any of the above races, try some of these variations:

- Add obstacles to the course (make sure they are safe, though). Kids love lawn sprinklers as obstacles!
- Have different age groups.
- Use mixed group combinations (i.e. youngsters with adults/men with women/women with women/men with men, etc.).

### **Throwing Race**

Pair off into teams of two in this game.

- Stand a few feet apart and try to complete as many passes as possible in two minutes.
- The team with the most completed passes wins.

## **Giant Frisbee P-I-R-A-T-E**

Instead of shooting hoops, use a Frisbee for this game of **P-I-R-A-T-E**.

- The first player creates a challenge, like hitting a target with a Frisbee.
- If they complete the challenge, everyone must try it.
- Complete the task and receive a letter until you spell **P-I-R-A-T-E**.
- Take turns being the challenger.

## **RED Pirate, Blue Pirate Come Join our Ship**

Two teams of equal size (at LEAST 3 PER TEAM) form opposing arm-in-arm chains that one player on the opposite team must run through to break.

- Teams line up opposite each other, no more than 30 feet apart.
- The first team agrees to call one player from the opposite team, and chants, "Red Pirate, Blue Rover, come join our ship!"
- The person called runs to the other line and attempts to break the chain (formed by the linking of hands).
- If the person called fails to break the chain, this player joins the team that called out "Red Pirate/Blue Pirate".
- But, if the player successfully breaks the chain, he may capture either of the two players whose link was broken by the dash, and bring them back to his original team.
- Teams take turns calling out "Red Pirate, Blue Rover" and challenging a player on the opposing team.

**While the game's objective of the is to end with the most players on your team by maintaining the integrity of your chain, players holding on too tightly might cause injury to players in the chain-links or to the runner. Remember, it's just a game!**

**\*\*\*\*\*Last station of the week\*\*\*\*\***

Lucky YOU!!

Dispose of anything no longer useable: please recycle when appropriate.

- Inventory your station (See the inventory sheet in the front pocket of the station guide)
- Return all items that you can to Crouse/trailer staff.
- You are ALWAYS invited to help pack up the camp!

## Inventory

Station name: Island Games (Field Sports)		
	opening	closing
station guide	1	
Giant soft 'frisbees'	8	
Burlap sacks	20	