

D.O. French Style Roast Beef

Butterfield Stage Days Cook Book

3	lb.	Boneless Chuck or Rolled Rump Roast
6	whole	Cloves
1	large clove	Garlic
1	whole	Bay Leaf
1	tsp	Salt
5	whole	Peppercorns
4	C	Water
2	med.	Onions, quartered
2	stalks	Celery, cut in 1" slices
4	med.	Carrots, quartered
2	med.	Turnips, quartered
4	med.	Potatoes, quartered

1. Place beef, cloves, garlic, bay leaf, salt, peppercorns and water in a Dutch Oven and heat to boiling.
2. Reduce heat and simmer, covered, for 2 ½ hours.
3. Add vegetables, cover and simmer until meat and vegetables are tender, approximately 30 minutes.
4. Remove beef, cut into 1/4" slices and serve with broth and vegetables.

Serves - 8

Scoutmaster's Soup Surprise

Adapted by Dale Karweik

Tune "Supercalifragilisticexpalidocious"

Oh, when I was a little Scout,
I never liked to eat.
Scoutmaster put things on my plate,
I'd dump them at his feet.
Then one day he made a soup,
I ate it all instead.
I asked him what he put in it,
And this is what he said -

(Chorus)

Oh, chicken lips and lizard hips and alligator eyes,
Monkey legs, buzzard eggs and salamander thighs,
Rabbit ears, camel rears and tasty toenail pies,
Put them all together, it's camper's soup surprise.

I went out to the kybo,
And stood beside the sink.
I said, "I'm feeling slightly ill,
I think I'll get a drink."
Scoutmaster said, "Got just the thing,
I'll get it in a wink."
It's full of lots of protein, iron and vitamins, I think."

(Chorus)

When your Patrol needs a supper
And it should be a feast,
Make sure you plan something
Or you may not be pleased,
The Scoutmaster is still out there
And he still has a lot,
Of that putrid combination -
Still stewing in his pot,

(Chorus)

Anthony Wayne Trail Fallen Timbers Segment

Erie Shores Council - Trails Committee
One Stranaham Square, Box 337
Toledo, OH 4391

The Canyon Campfire Companion Too
Wm. J. Kline

Props: None needed.

Actors: Two Scouts plus echoes (1 to 4+)

Set-up: Echoes position themselves around the campfire out of sight but not out of hearing.

Skit: First Scout enters the campfire circle and collapses to the ground and lays there as still as possible.

Second Scout: (enters and stands over first Scout)

(SS) "Some one is lying here"

Echoes: Repeat "Someone is lying here" one echo after another.

SS: I think he's sick.

E: Repeat SS's words, one echo after another.

SS: He must be very sick.

E: Repeat SS's words one echo after another.

SS: I think he's dying.

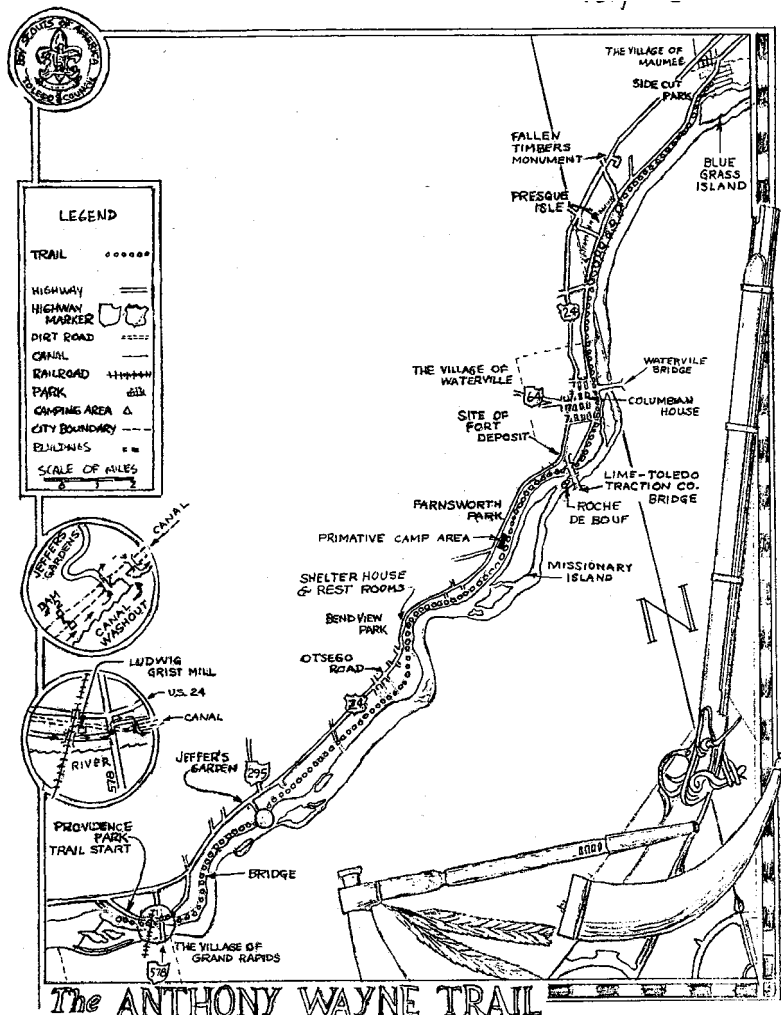
E: Repeat SS's words one echo after another.

SS: He is dying.

E: Repeat SS's words one after another.

SS: Oh no, he's dead.

E: One echo after another - "It's about time."



Another Echo Skit

Trail: **Fallen Timbers Segment -
 Anthony Wayne Trail**

Night is for Sleeping
52 Minutes
Compilation of SM Minutes

Length: 15 miles Level: Easy to Moderate

Location: Grand Rapids to Maumee, Ohio
along the Maumee River

Sponsor: Erie Shores Council Trails Committee

Contact: Erie Shores Council
One Stranaham Square, Box 337
Toledo, OH 43691

Fees: Patch: \$ 1.50 Segment: \$ 1.50 Medal: \$ 3.00

Directions:

Take SR 23 north past Marion and Upper Sandusky to SR 15. Follow SR 15 NW to I-75. Take I-75 N to SR 6, take SR 6 W to Wapakoneta Rd. or Henry-Wood County Line Rd and take either N to SR 65. Take SR 65 east to Grand Rapids. Trail starts at Providence Park. Ferry cars to either Farnsworth Park primitive camp area or to Side Cut park in the Village of Maumee using SR 24.

Trail Notes:

Reservations must be made with a completed Tour Permit two weeks prior to the hike date.

Camping Reservations must be made with Farnsworth metro Parks at (419) 878-7641.

Earning the Trail Awards requires submitting a Hike Report as required for Requirement 5 of the Hiking merit Badge and an overnight stay at Farnsworth Primitive Camp Site. Trail must be hiked on two consecutive days during day light only. Trail permit must signed by Park Ranger at Farnsworth Park.

You can always spot the greenhorn - the first year camper - as soon as "Taps" sounds on the first night in camp. He's the guy who just can't quiet down when the time comes for sleeping.

The experienced camper, comfortable and warm in his bed, knows that night is for sleeping - knows that he'll have more fun and be in better shape for all activities next day, if he gets a good night's sleep.

The greenhorn is the fellow who makes an uncomfortable bed with either poor insulation or inadequate covers and wakes up in the wee small hours, cold and uncomfortable and unable to get back to sleep. The greenhorn can't stand to be cold and uncomfortable alone, so he wakes up a few other soundly sleeping fellow Scouts to share his discomfort.

This, naturally, makes him an unpopular guy, not only with the fellows that he intentionally woke up, but with all the other campers who are roused by the noise created by the greenhorn out chopping wood to keep warm.

Don't be a camp greenhorn. Night is for sleeping, Be quiet after "Taps" until you get to sleep, and if you wake up early in the morning, don't give away your inexperience by getting up. Stay in bed until "Reveille.