

SHAC Day Camp Tiger Program



Table of Contents

Overview	4
TIGER PROGRAM.....	5
Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries	5
1. Learn a magic trick.	5
2. Create an invitation to a magic show.....	6
3. With your den or with your family, put on a magic show for an audience.	6
4. Create a secret code.	6
5. With the other Scouts in your den or with your family, crack a code that you did not create.	9
6. Spell your name using sign language, and spell your name in Braille.	10
7. With the help of your adult partner, conduct a science demonstration that shows how magic works.	12
8. Share what you learned from your science demonstration.	12
Other Supporting Material.....	13
Tiger Elective Adventure: Good Knights	14
1. Do the following:.....	14
a. With your den or adult partner, say the Scout Law.	14
b. Make a code of conduct with your den that will describe how each person should act when you are all together.....	15
2. Create a den shield (flag) and a personal shield.	15
3. Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.	16
4. With your adult partner, participate in the course.	17
5. Participate in a service project.	17
Tiger Elective Adventure: Floats and Boats	18
1. Identify five different types of boats.....	18
2. Build a boat from recycled materials, and float it on the water.	19
Tiger Elective Adventures: Stories in Shapes	20
1. Explore an art website. Do each of the following	20
a. Look at pictures of some abstract art with your den or family. Decide what you like about the art, and share your ideas with the other Tigers.	20
b. Create an art piece.	22
2. Do the following:.....	22
a. Draw or create an art piece using shapes.	22
b. Use tangrams to create shapes.....	23
Tiger Elective Adventures: Tiger Theater	26
1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.	26

2. As a den, play a game of one-word charades with your adult partners.....	26
3. Make a puppet to show your den or display at a pack meeting.....	27
4. Perform a simple reader’s theater. Make a mask afterward to show what your character looks like.	29
5. Watch a play or attend a story time at a library	29
Other Supporting Material.....	30

Overview

(Guide for Day Camp Chairs and Program Directors)

Day Camp is an organized program conducted by the council under certified leadership. Day Camp is “the camp that comes to the boy.” Sites are located in districts around the council convenient for maximum participation by Scouts (Camping and Outdoor Program Guide, page 6). Day Camp has a direct impact on Sam Houston Area Council’s Strategic Plan and on District and Council Journey to Excellence (JTE) goals:



Cub Scout Camping: Increase the percentage of Cub Scouts attending day camp, family camp, and/or resident camp

Cub Scout Advancement: Increase the percentage of Cub Scouts earning rank advancements.

Youth Retention: Improve retention rate of traditional members.

Membership/Youth Growth: Increase number of registered youth.

Projects developed are based on Scouting literature (i.e., Cub Scout Handbooks, How-To Book, Webelos’ Leader Guide) in order to be age appropriate, advancement based and easily implemented by current and future camp Program Directors delivering the program across the Council. Each Day Camp should offer a minimum of the following for each rank:

Six to Ten 45 minute Craft/Skills Sessions (or equivalent time equaling approximately 270 minutes)

Two (2) Field or Indoor Sports as permitted by facility

Shooting Sports (Archery, BBs, Wrist Rockets) as permitted by facility.

The 270 minutes of Craft and Skills that are to be offered are outlined in this document. Choose the number of Craft and Skills Sessions based on the amount of time your camp has to deliver the program. The delivery and instruction method is left up to the individual camp as long as it covers the outlined achievements for that specific rank along with the Projects/Crafts during the sessions.

Field Sports offered are left up to the discretion of each Camp depending on facilities available. Shooting Sports (i.e., BBs, Archery, Wrist Rockets) are highly encouraged as Cubs may only participate in these activities at a District/Council event but again, are left up to the discretion of the Camp depending on facilities available. If a Camp needs to fill more time, use the provided program aide materials to enhance the topic in the advancements listed, but do not add or change from what is listed.

TIGER PROGRAM



Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries

Complete: 1-8

Craft – Magic Trick, Spy Decoder

Requirements and what you will need

1. Learn a magic trick.

Practice your magic trick so you can perform it in front of an audience.

The following magic tricks were published online by Garrett Winn.

Balanced Coin



Fold a dollar bill in half lengthwise, and place it on the table with the fold up. Challenge your friend to balance a half-dollar coin on top of the fold. Fold the bill again into a V shape, and place the coin as shown. Pull slowly and gently on the ends of the bill to straighten it out, and the coin will remain balanced on the creased edge.

Disappearing Water

Pour a little water into a paper cup. Say you will make the water disappear. Ask someone to hold out a hand. Pour the cup into their hand. Instead of getting wet, the person will be left holding an Ice Cube instead. Say that you tried to make the water disappear - but it was too hard!

Secret: You will need to prepare the cup in advance. Take a piece of dry sponge, and cut it into a round shape so that it fits into your paper cup. Glue the round sponge to the bottom of the cup. Put an ice cube into the cup, just prior to performing the trick. Have a second cup of water ready. Pour a little water into the cup, so that the water doesn't touch the ice cube. The sponge will soak up the water. Pour the ice cube onto the person's hand. You may want to cover the top of the cup while pouring so that the person cannot see the contents of the cup.

Coin Through the Napkin

You cause a borrowed coin to penetrate a cloth napkin. Borrow a coin and have the owner mark it if he wished. Hold the coin vertically by its flat side between thumb and forefinger of your left hand. Place the napkin over it so that the coin is under its center. Under cover of the napkin get a small fold of the napkin between your thumb and the coin. Now, with your right hand lift the part of the napkin closest the he audience and drape it back on top of the other half, over your left arm, and show that coin is still there. With a snap of the left wrist cause both halves of the napkin to fall forward while still holding the coin and napkin, in the center, in the left hand.

Secret: Twist the napkin to have the illusion that the coin is wrapped securely in the center of the napkin. Exert a little pressure on the edge of the coin and it will "rise through the napkin". It looks as if it is slowly penetrating the napkin. Hand the coin back to the owner and show the napkin is unharmed.

Super-Strength Napkin

This is a great trick to do at a dinner party, such as the Blue and Gold banquet. Twist a paper napkin into a "rope." Hand the paper rope to a friend, and challenge him to break the napkin rope by pulling at the ends. No matter

how hard he pulls, he will not be able to break it. You take the napkin rope and break it easily. Secret: Have a glass of water handy. First twist the napkin into a tough rope. While your friend is trying to break the napkin rope, dip your fingertips into the glass of water. When you take the napkin, twist the middle once more. Touch the middle of the rope with your wet fingertips, so that the rope gets wet. When the rope gets wet, it becomes easy to break apart.

"Think Of A Cub Scout Word" Trick

Preparation: Fold six 5x8 inch index cards in half lengthwise. On each card write in large capital letters, the following Cub Scout words: den, wolf, Akela, bobcat, Webelos, and tiger cubs. Mix up the cards and place them on the table in no particular order. Have a member of the audience mentally select one of the words. After they have done so, ask them to silently spell the word, one letter at a time, as you tap on a card in turn. Every time you tap a card, your spectator is to silently spell one letter. When they reach the last letter of the word, they are to yell, "Stop!" Amazingly, you will be pointing at the card they had selected.

Secret: The secret is that each word contains a different number of letters. Den has three, wolf has four, Akela has five, etc. For the first two letters that the spectator silently spells, you can touch any of the cards. However, starting with the third letter, you must touch the three-letter card, den, for the fourth letter the card wolf, for the fifth letter the word Akela, and so on, until the spectator yells, "Stop!" When you place the cards on the table, mix them up well so that the fact that each word contains a different number of letters is not obvious. This trick should be used as a transition from one trick to another. Do this trick only once, because the secret can be quickly revealed if the trick is repeated. You can also make up a set of cards for other things, such as colors, cars, drinks (tea, milk, water, coffee, limeade, root beer), and pets (dog, bird, snake, turtle, hamster, gold fish). Tailor the cards to match your theme.

Haunted Paper Clips

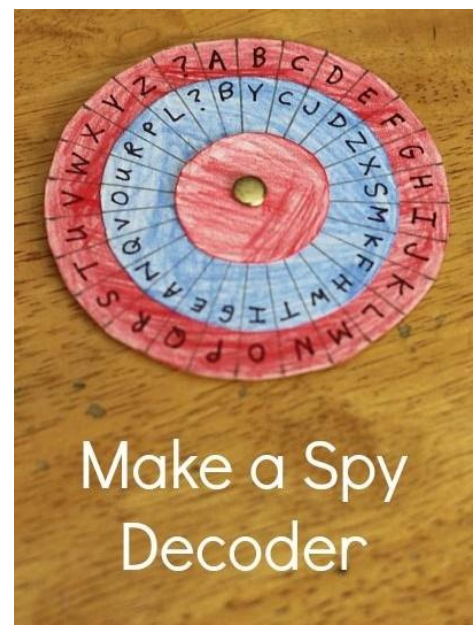
Materials: 2 paper clips and a dollar bill.

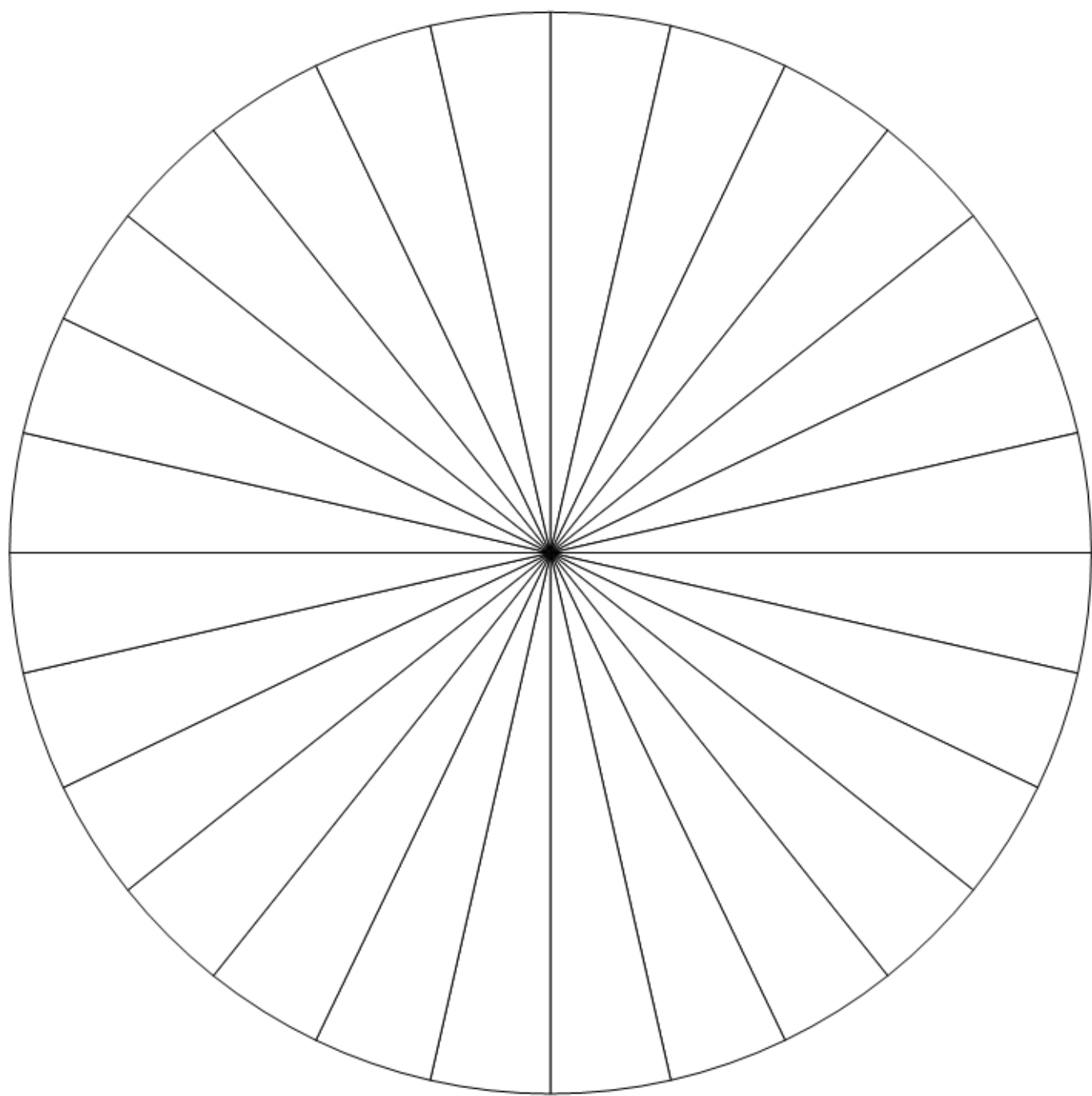
Fold a dollar bill into thirds (S shape) and hold it in that position with two paper clips placed over each end and the center. Now pull the ends of the dollar bill in opposite directions quickly. The paper clips will jump into the air and hook together!!

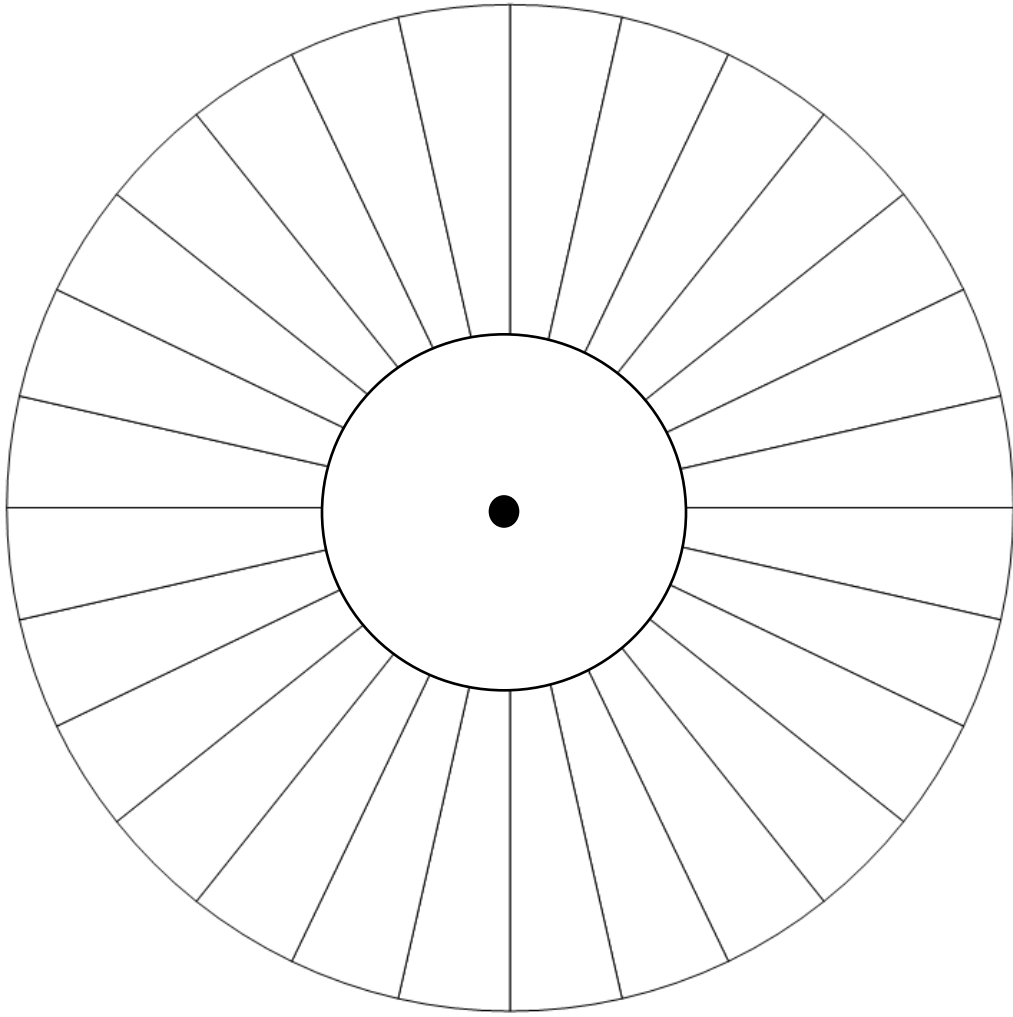
2. Create an invitation to a magic show.
3. With your den or with your family, put on a magic show for an audience.
4. Create a secret code.

- Paper
- Colors/Markers
- Brad
- Scissors
- Copies of the "pie" template – 2 per boy –
one small and one big

Have each boy create a Spy Decoder. Two circles put held together with a brad allowing them to spin freely.

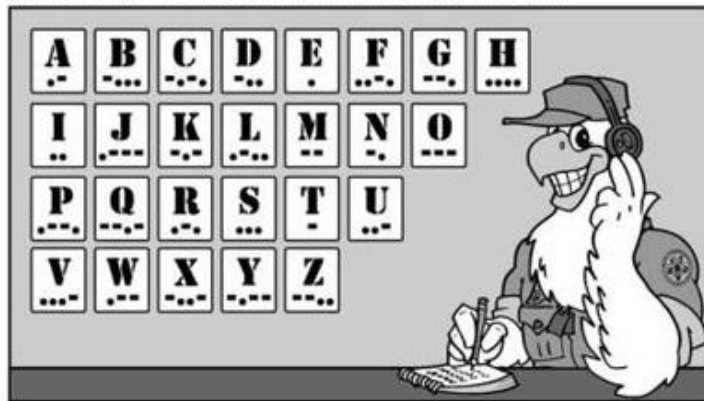






5. With the other Scouts in your den or with your family, crack a code that you did not create.

MORSE CODE ALPHABET



-
 -... .-.. ..- .
 - - - - -
 .-... . ..- -
 -
 .- .- .- - -



DECRYPTION KEY

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

GUNG GUVRS VF JRNEVAT N PURNC FHVG.

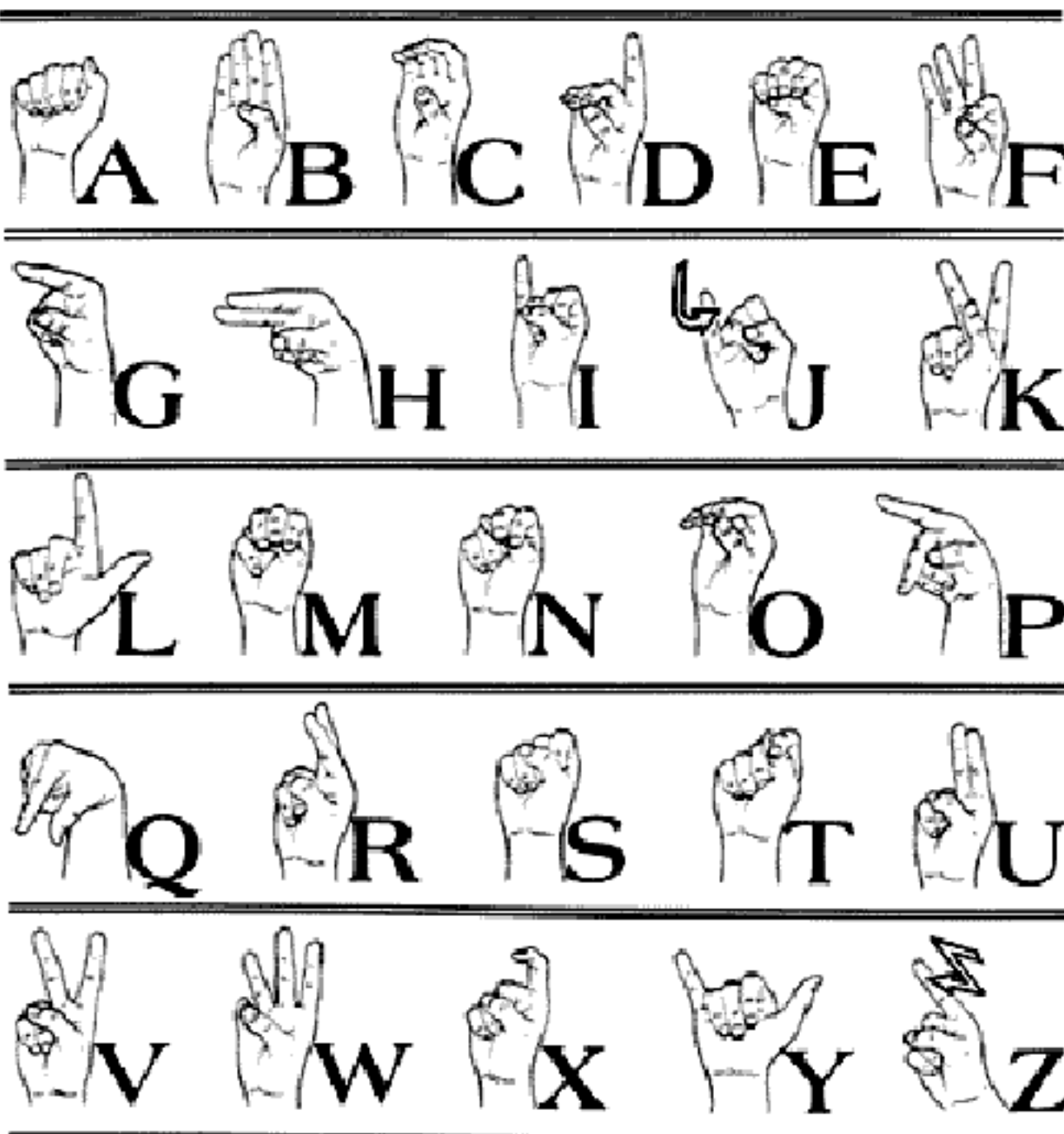
JNVG, GUNG 'F ZL FHVG!

	1	2	3	4	5
A	A	B	C	D	E
B	F	G	H	I	J
C	L	M	N	O	P
D	Q	R	S	T	U
E	V	W	X	Y	Z

D4 B3 A5
 D3 A1 B1 A5 B4 D3
 B4 C3 D4 B3 A5
 C4 D5 D4 B3 C4 D5 D3 A5

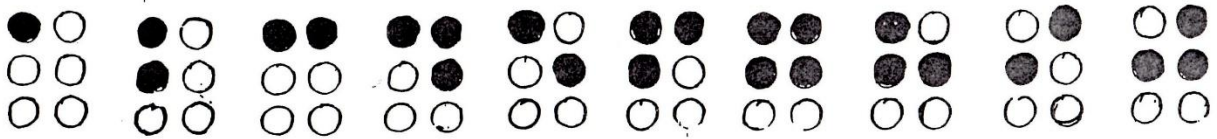


6. Spell your name using sign language, and spell your name in Braille.

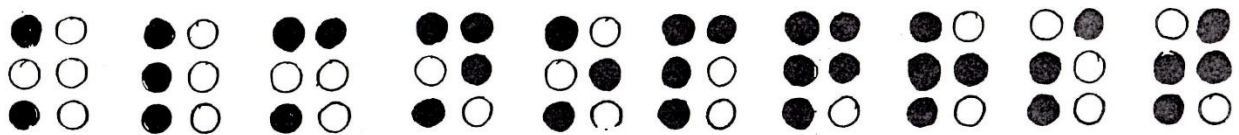


Braille Alphabet

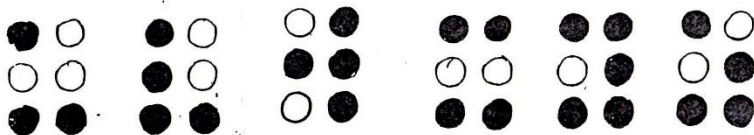
A B C D E F G H I J



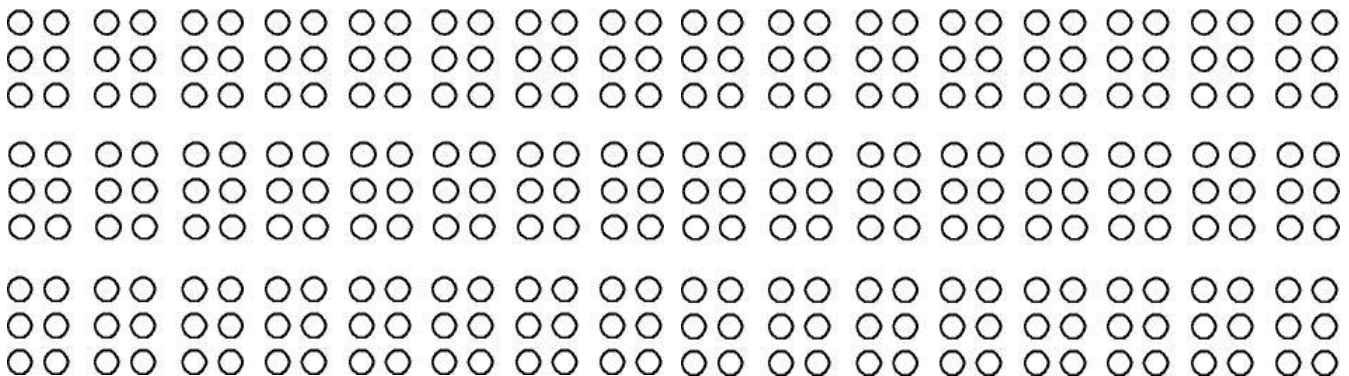
K L M N O P Q R S T



U V W X Y Z



Write Your Name Here



7. With the help of your adult partner, conduct a science demonstration that shows how magic works.

Invisible Ink Demonstration

Make sure you try it out beforehand to make sure your heat source works out OK and is safe.

Invisible Ink Demonstration Materials

- Plain white paper
- Lemon juice (in a bowl or cup)
- Cotton swabs

Instructions Dip the cotton swab in the lemon juice and write something on the paper. Let the paper dry completely. Gently heat the paper to reveal the hidden message. A hair dryer works well or a 100 watt light bulb work well. Don't do this part without adult supervision.

Explanation: The acid in the lemon juice remains in the paper after it dries and weakens the paper. When the acidic parts of the paper are gently heated, they turn brown before the untreated paper does. Lemon juice is commonly used in this demonstration, but any mild acid will work. Try vinegar or milk_instead_

Levitating Arm

Tell a friend that you can create a powerful force that will invisibly raise his arm. Ask your friend to stand up straight with one shoulder leaning against a wall. Tell him to push hard against the wall with the back of his wrist and to keep pushing while you slowly count to twenty-five. Then ask him to step away from the wall and relax. Within a short time, he will be astonished to find that his arm is floating up and away from his body as if something were pulling it up.

Secret: The secret lies in the muscles. During the time that your friend is pushing against the wall, the shoulder muscles that would normally raise his arm out to the side are tensing. Later, after the arm is free, the muscles automatically respond again in a delayed reaction. But to the person doing the trick, his arm feels as if it is moving magically on its own.

8. Share what you learned from your science demonstration.

Other Supporting Material

Bring Back My Bunny to Me

Tune: My Bonnie Lies Over the Ocean

My hat is right there on the table, *(point to imaginary table)*

My wand is here as you can see. *(point to imaginary wand in hand)*

With magic I'm quick and I'm able, *(wave the imaginary wand)*

But where could my white rabbit be? *(shrug your shoulders and put your hands out like you are asking a question)*

Bring back, bring back,

Oh bring back my bunny to me, to me,

Bring back, bring back,

Oh bring back my bunny to me.



Tiger Elective Adventure: Good Knights

Complete: 1-5

Crafts –

Make a Den Shield (Can be your Den Flag)

Make a Shield (S&S GP1688)

Build Castle from recycled material

Requirements and what you will need

1. Do the following:

a. With your den or adult partner, say the Scout Law.

Explain to your den one of the 12 points of the law and why you think a knight would have the same behavior.

- Popcycle Sticks
- Pen
- Copies of the Scout law –

*A Scout is trustworthy, loyal, helpful, friendly,
courteous, kind, obedient, cheerful,
thrifty,
brave, clean, and reverent.*

Make it fun – Write each point of the Scout Law on popcycle stick beforehand. Make several bundles – one for each boy or one set for each two boys. Have the adult partner write out each of the 12 points of the Scout Law on 12 sticks.

Boy drops them like pick-up sticks and then arranges them in order Adult partner may need to help with the reading as many Tigers are not “readers” yet. The picture shows the “old” Cub Scout Law. Make sure to use the NEW BOY SCOUT LAW that both Cubs and Boy Scouts are now using.

After they have done this as a group have the discussion about each point and how it would apply to a knight’s behavior.



b. Make a code of conduct with your den that will describe how each person should act when you are all together.

Vote on which actions should go in your den code of conduct.

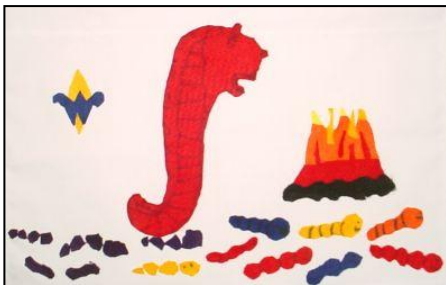
- Have boys discuss points that should be included. Once you get a list that everyone agrees on write it out on poster board on which to write the code of conducts. Post it and use it as a reference when needed throughout the week.



2. Create a den shield (flag) and a personal shield.

The “Den Shield” can be the flag the boys create on the first day.

Materials:



- pillow cases or sheets OR
- SS GP1961 – pack of 12 flags.
- paint
- paint brushes
- markers
- pencils
- water
- container for water and paint
- paper

Instructions: Dens make a “den flag” to use during day camp. Den flags are simple flags that represent each den and give den members a sense of camaraderie and identification. Let each Scout give input as to the design. Incorporate the theme, if possible. Use a pencil to sketch the drawing. Paint the pictures. Use a black marker to outline pictures. Making up a Den Yell can also help build camaraderie.

“Personal Shield”

- Shield Craft Kit from S&S – GP1688
- Pencils
- Package comes with glue but glue dots may be easier to adhere the little gems.
- Markers instead of paint– they have been tested and they do not “run”

Knight's Shields (Pk/12)

PLEASE READ ALL INSTRUCTIONS BEFORE STARTING



YOUR KIT CONTAINS:

- Wood Shield Templates
- Paint
- Brushes
- Gems
- Glue
- Wood Shield
- Plastic Table Cover



3. Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.

- Cardboard boxes, egg cartons, drink holders 🛒
- Tape
- Markers
- Colors
- Paper
- sticks



4. With your adult partner, participate in the course.

Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course.

Obstacle courses were a common way for medieval men to prove their worthiness for knighthood. Divide children into two teams and compete to see who can complete the obstacle course first. Here are some ideas.



5. Participate in a service project.

Ideas:

- Book drive
- School supply drive to be delivered when school starts
- Food drive
-



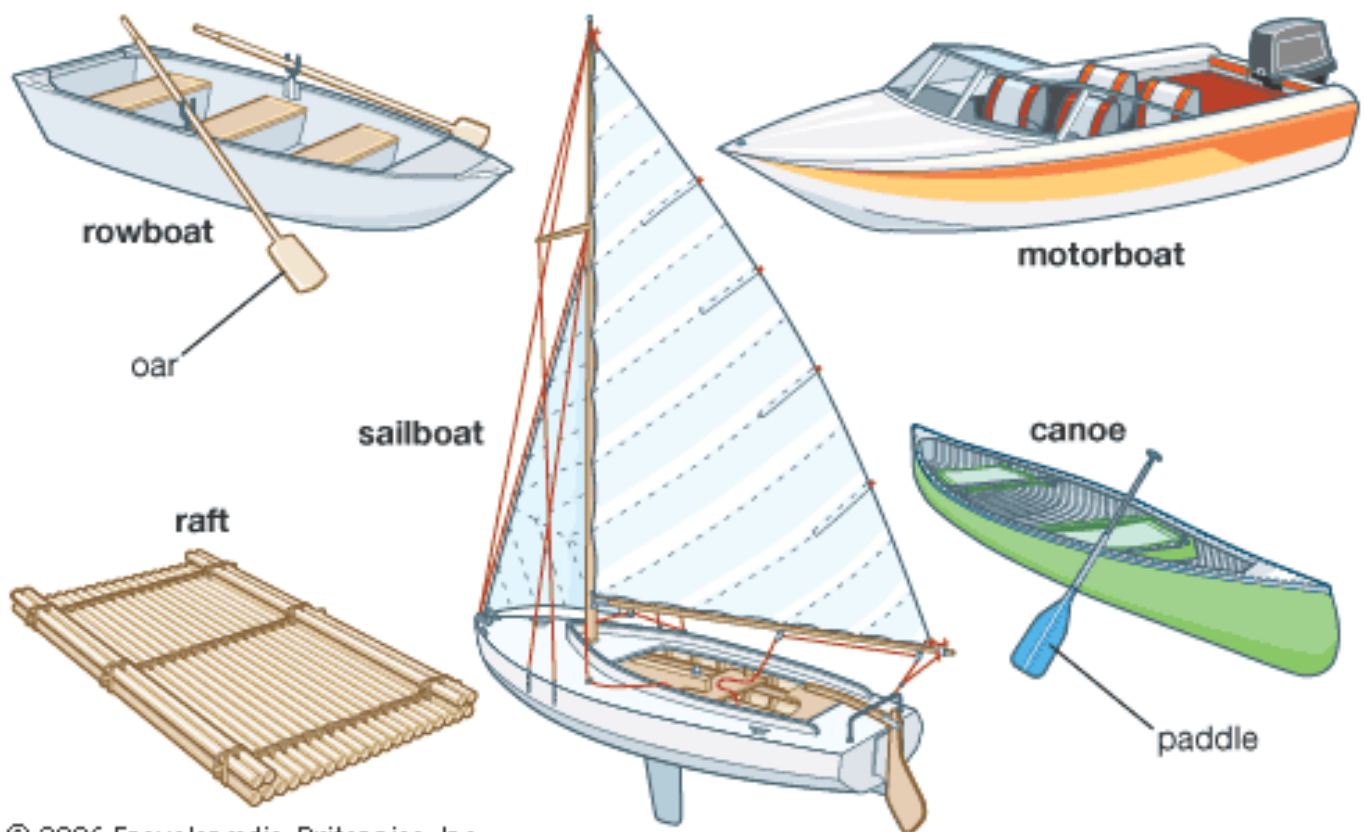
Tiger Elective Adventure: Floats and Boats

Partial – Only 1 & 2 (of 7)

Craft – Build a boat from recycled material

Requirements and what you will need

1. Identify five different types of boats.



© 2006 Encyclopædia Britannica, Inc.

2. Build a boat from recycled materials, and float it on the water.

Here are some ideas:

This one uses corks, rubber bands, a toothpick and paper.



These use cans, boxes and toilet paper holders. If you want them to float have the boys cover it in colorful duct tape.



Set up a kiddie pool so the boys can see their boats float.



Tiger Elective Adventures: Stories in Shapes

Complete 1-2

Craft –

Art piece – Turtle bank (Oriental Trading - IN-48/4902)

Art piece using shapes

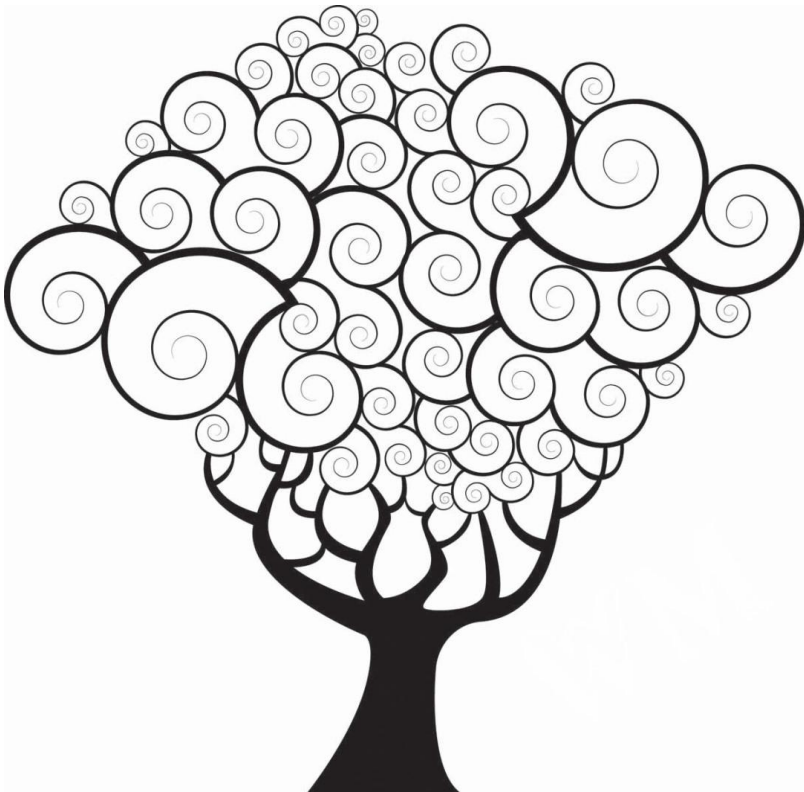
Requirements and what you will need

1. Explore an art website. Do each of the following



a. Look at pictures of some abstract art with your den or family. Decide what you like about the art, and share your ideas with the other Tigers.

Here are some examples. Print these out so each table can have a copy or print them big enough to display in the front of the room. Search the internet for more images.





b. Create an art piece.

- Ceramic Turtle Bank, Oriental Trading # IN-48/4902
- Paint: green and white (white to make lighter shades)
- Black marker (to color eyes)
- Red marker (to color cheeks)
- Paint brushes
- containers for paint and water
- water
- paper towels 
- newspaper  or plastic covering for tables



©2014

2. Do the following:

a. Draw or create an art piece using shapes.

- Construction Paper
- Scissors
- Glue Sticks
- Markers

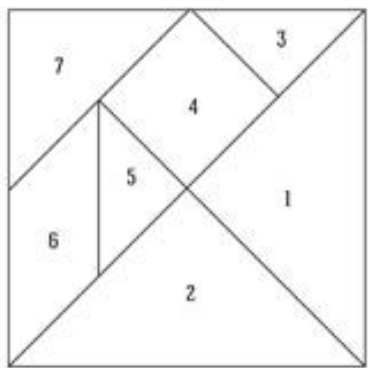
This has many possibilities. Give each boy different color construction paper, scissors and a glue stick. For variety give them pieces of cloth or metallic paper.

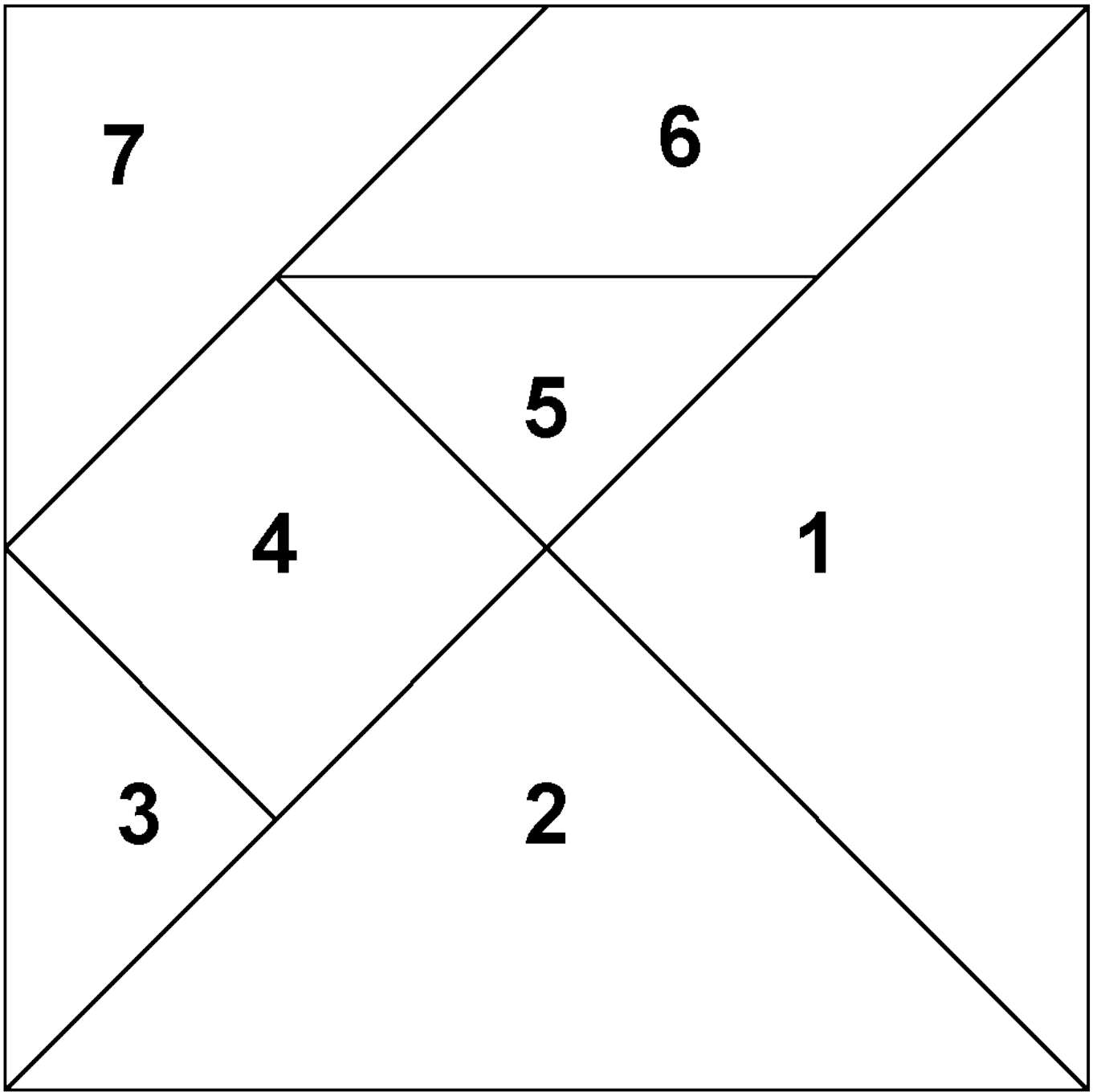


b. Use tangrams to create shapes.

Cut tangrams from cardstock or from foam sheets.

Give it boy a copy of the example or let them “free think” and see what they come up with!





Other Supporting Material

Extra information about the Kemp's Ridley Turtles if you need to fill time.

How big is it? Kemp's ridleys are among the smallest sea turtles, reaching only about 2 feet in shell length and weighing up to 100 pounds. Their shell is a greenish-grey color, and their bellies are off-white to yellowish.

Where does it live? Found primarily in the Gulf of Mexico, but also as far north as Nova Scotia,

What kind of food does it eat? They prefer shallow waters, where they dive to the bottom to feed on crabs, which are their favorite food, and shrimp, snails, clams, jellyfish, sea stars and fish. They occasionally munch on seaweed and sargassum (a type of brown algae).



How long does it usually live? They may live to be 50 years old.

What sounds does it make? They make sounds for other turtles to hear

Is it endangered? Yes, since 1970. The Kemp's ridley turtle is the world's most endangered sea turtle, with only 1,000 females left because of over-harvesting of their eggs during the last 100 years. Their nesting grounds are protected and many commercial fishermen now use a specialized **device** that allows a **turtle** to escape if it gets caught in a fisherman's net.

The male Kemp's Ridley spends its entire life in the water while the female only comes ashore to nest. A female will only lay eggs during the day. She will come back to the same beach to nest year after year.

During an *arribada* (nesting procession), females take over entire portions of beaches, lugging their big bodies through the sand with their flippers until they find a satisfying spot to lay their eggs. Even more amazing is that when the eggs hatch, the baby turtle (*hatchling*) has to struggle to crawl to the ocean. They make this journey at night, breaking out of their shells using their *caruncle*, a single temporary tooth grown just for this purpose.



Predators of the Kemp's Ridley sea turtle include humans (hunting, boat propellers, nets, and refuse), followed by natural predation by shore birds, sharks and other sea animals. www.tpwd.state.tx.us/huntwild/wild/species/ridley/



Tiger Elective Adventures: Tiger Theater

Complete: 1-5

Craft -
Puppet (S&S GP967)
Mask

Requirements and what you will need

1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.

Puppet Theater

Uses two-or three-dimensional puppets that are operated by actors called puppeteers who are usually hidden from the viewers behind a screen.

Puppets range in height from small to twice human size and include

- Marionettes, which are manipulated by strings
- Hand puppets;
- Rod puppets

Readers Theater

Does not use props, costumes or sets instead actors read the parts and use their voice to help the audience imagine the story as they read the script.

Pantomime

A story told with no communications other than gestures and facial expressions.

2. As a den, play a game of one-word charades with your adult partners.

How to Play Charades

1. The player thinks of a word. He should choose something with which the others will be familiar. If you like, designate a category like sports or animals or give them the word to act out.
2. The player then pantomimes the word to the other players who are guessing.
3. Here are some common clues used in charades:

3. Make a puppet to show your den or display at a pack meeting.

Option 1: Puppet Kit

➤ Puppet Kit (S&S GP967)

YOUR KIT CONTAINS:

- Cardboard Puppet Parts
- Cardboard Strips
- Cardboard Strips with Holes
- Yarn
- Paper Fasteners
- Brushes
- Acrylic Paint
- Tablecloth

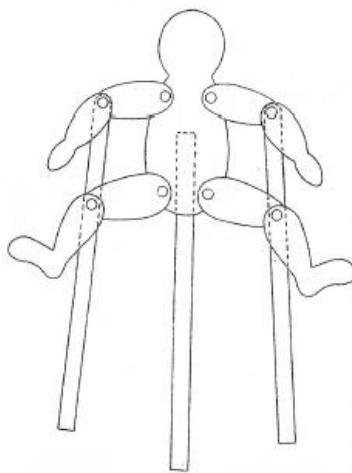
YOU WILL NEED:

- Glue
- Water
- Shallow Dish
- Scissors

GP967

Playful Puppet People (Pk/24)

PUPPET DIAGRAM



NOTE: We found that the “sticks” that come with this puppet are cardboard. It is suggested that either popcycle sticks or bamboo sticks be used instead. Boys can use markers instead of paint to decorate.

Option 2 Marionette ideas:



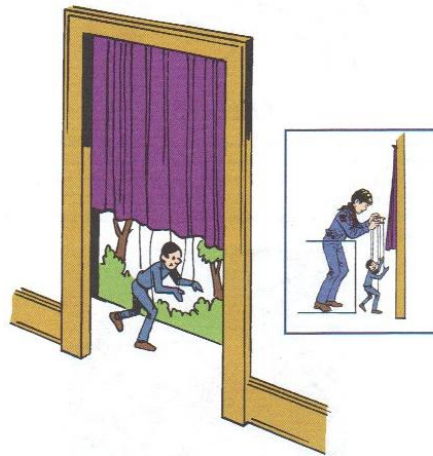
www.parents.com/fun/arts-crafts/kid/dragon-marionette



<http://spoonful.com/crafts/how-make-marionette>

Marionette Stage

Drape a cloth or old sheet behind a doorway. The performer is hidden behind the backdrop, which is a folding table on its side or a large carton. Tape paper scenery to the backdrop.



Option 2: Talking Paper Bag Puppet

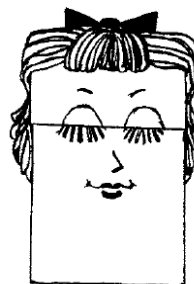
Materials:

- paper lunch bags
- crayons
- markers
- construction paper
- craft items (e.g., glitter, yarn, buttons, googly eyes)
- scissors
- glue

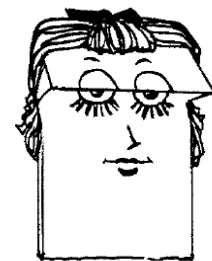


Instructions: Leave the bag folded. Place it fold-side up on a table. Mark where you want eyes and nose and other features to go. The eyes, nose, and the top of the mouth should go on the front of the bag, as shown. Glue on hair, ears, and clothing – decorate your puppet as you want. When you put your hand on the inside, you can make your puppet talk. Could be more complex, with the face using the bottom fold-over as a flap so if you open that flap, you can draw a mouth in/under there. Or eyes that open and close.

Flap down Flap up: Your puppet's features may be drawn directly on the paper bag, but a more interesting puppet results when features are made with bits of colored felt, construction paper, or other materials. Use bright colors. - To give the impression of speaking to your puppet, put the top of the mouth at the bottom of the flap, and put the bottom lip directly underneath on the front of the bag. This will cause the lips to meet. Open the flap and finish the mouth so that it will be continuous.



Flap down




Flap up

For a puppet that will open its eyes and then close them, locate the tops of the eyes at the bottom of the flap and directly under the flap front of the bag. Under the flap, make the eyes open.

4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.

Paper Plate Masks

Materials:

- paper plate
- paint
- stirring stick (get these from the paint store) 
- heavy tape
- markers
- glue
- craft items (e.g., glitter, yarn, buttons)



Instructions: Draw whatever kind of face you want on a paper plate. Glue or tape yarn for hair, glitter for freckles, etc. Then tape the paint stick to the back of the paper plate.

5. Watch a play or attend a story time at a library

Bring in a drama group (Highschool or community theatre) or have the staff perform a short play during the lunch show.

Is Your Mama a Llama? - Reader's Theatre Script

Written by Deborah Guarino

Adapted by Carrie Panzella

Character	Student playing the character
Narrator 1	
Lloyd (Llama)	
Dave (Bat)	
Fred (Swan)	
Jane (Cow)	
Clyde (Seal)	
Rhonda (Kangaroo)	
Llyn (Llama)	
Narrator 2	

Readers' Instructions:

All characters line up in order.

The pictures of each animal should be facing each reader until Lloyd names what kind of animal it is.

After the animal is revealed, Lloyd moves down the line to the next character.

Have fun!

Readers' Script:

Narrator 1	One day Lloyd wondered...
Lloyd (Llama 1)	Is your mama a llama?
Dave (Bat)	No she is not. She hangs by her feet, and she lives in a cave. I do not believe that's how llamas behave.
Lloyd	Oh. You are right about that. I think that your mama sounds more like a...Bat! <i>(Move to next character)</i> Is your mama a llama?
Fred (Swan)	No she is not. She has a long neck and white feathers and wings. I don't think a llama has all of those things.
Lloyd	Oh. You don't need to go on. I think that your mama must be a...Swan! <i>(Move to next character)</i> Is your mama a llama?
Jane (Cow)	No she is not. She grazes on grass, and she likes to say, 'Moo!' I don't think that is what a llama would do.
Lloyd	Oh. I understand, now. I think that your mama must be a...Cow! <i>(Move to next character)</i> Is your mama a llama?
Clyde (Seal)	No she is not. She's got flippers and whiskers and eats fish all day. I do not think llamas act quite that way.
Lloyd	Oh. I'm beginning to feel that your mama must really be a...Seal! <i>(Move to next character)</i> Is your mama a llama?
Rhonda (Kangaroo)	No she is not. She's got big hind legs and a pocket for me, so I don't think a llama is what she could be.
Lloyd	Oh. That is certainly true. I think that your mama's a...Kangaroo! <i>(Move to next character)</i> Is your mama a llama?

Llyn (Llama 2) <i>(Said with a grin)</i>	Oh Lloyd, don't be silly! My mama has big ears, long lashes, and fur, and you of all people should know about her! Our mamas belong to the same herd, and <i>you</i> —know all about llamas 'cause <i>you are one, too!</i>
Lloyd	Yes you are right. My mama's a...Llama!
Narrator 2	And this is the end.

Take a bow!