

CRAZY CAMP CLOTHES

All the campers at Camp Happy Hollow must put name labels in their clothes – but these labels got all mixed-up. Unscramble the names on these tags. Warning: there are some new names here that haven't been in other Humphrey books!

YESAH	=	<input type="text"/>
DRAB	=	<input type="text"/>
DRIANAM	=	<input type="text"/>
MONIS	=	<input type="text"/>
AMS	=	<input type="text"/>
ARTGH	=	<input type="text"/>
J.A.	=	<input type="text"/>
KEAJ	=	<input type="text"/>
BABY	=	<input type="text"/>
AGIL	=	<input type="text"/>
ALAKY	=	<input type="text"/>



Camp Happy Hollow Guide to FUN-FUN-FUN

LIVE FROM THE COMEDY CLUB!

Chuckles from the Chickadees

Knock-knock.
Who's there?
Sherwood.
Sherwood who?
Sherwood like to come inside!

Knock-knock.
Who's there?
Orange juice
Orange juice who?
Orange juice sorry you didn't let me in?

Knock-knock.
Who's there?
Sarasota.
Sarasota who?
Sarasota in the house? I'm thirsty!

Knock-knock.
Who's there?
Handsome.
Handsome who?
Handsome money through the keyhole and I'll tell you!

Knock-knock.
Who's there?
Dishes.
Dishes who?
Dishes me. Who ish you?

Knock-knock.
Who's there?
Amos.
Amos who?
A mosquito just bit me!

Knock-knock.
Who's there?
Andy.
Andy who?
And he bit me again!



Camp Happy Hollow Guide to FUN-FUN-FUN

Natural Wit from the Bobwhites

What color is the sun?
Rose!

What color is the wind?
Blew!

What is a panther?
A man who makes panth.

What happens after a dry spell?
It rains!

How does a smart camper start a fire with two sticks?
He makes sure one of them is a match!

When will water stop running downhill?
When it reaches the bottom.

If one horse is kept in a stable and another horse runs down the road, which horse is singing "Don't Fence Me In?"
Neither. Horses can't sing!

Rib-Tickling Riddles from the Robins

How did the elephant get to the top of the oak tree?
It just sat on an acorn and waited!

What did one owl say to another owl?
I don't give a hoot!

What did the beaver say to the tree?
It's been nice gnawing you!

What do you call a fast duck?
A quick quack.

What's brown and sticky?
A stick.

Where does Mother Nature keep her money?
In a cloud bank!

What bird is present at every meal but never seen?
A swallow!



Camp Happy Hollow Guide to FUN-FUN-FUN

Jokes from the Blue Jays

How do you catch a rabbit?

Stand behind a tree and make a noise like a carrot!

What do birds use to clean their houses?

Feather dusters!

I'm a horse, but I don't eat hay and I can't run. What am I?

A sea horse.

What keeps the moon from falling down?

Its beams.

Camp counselor: You shouldn't go swimming on a full stomach.

Camper: Don't worry. I'll swim on my back.

What happens when two porcupines fall in love?

They get stuck on each other.

What do you get when you cross a snake with a kangaroo?

A jump rope!



Camp Happy Hollow Guide to FUN-FUN-FUN

HUMPHREY'S FAVORITE GOOFY CAMP GAMES

Campy Popcorn

The campers start hopping and "popping" around the hall like pieces of popcorn, searching for other pieces of popcorn. When two pieces of popcorn meet, they stick together. They continue to pop around, "stuck" together, sticking to even more pieces, until all the campers end up in a giant popcorn ball!

Duck Duck Goose Goose

The campers sit in a circle. One camper is "it" and walks around the outside of the circle, touching the other campers' heads saying "duck, duck, duck." When the camper who is "it" comes to a person whom he wants to chase him, he calls "goose". The goose chases the person who is "it" around the circle. The one who reaches the space first sits down and the one left standing is "it".

Beat the Bunny

You need two balls – a small one and a large one. The small ball, called the Bunny, is started first and is passed around the circle from one camper to another. When the Bunny reaches the halfway point, the large ball, called the Farmer, is started in the same direction. The Farmer can change directions to try and catch the Bunny, but the Bunny can only go one way. The game ends when the Farmer catches the Bunny.

Pigs Fly

The campers should stand in a group facing the leader. Each camper should have enough room to make big "flapping" movements with their arms. The leader calls out "Ducks Fly," "Owls Fly," "Pigs Fly"...and so on. If the animal that is called out really does fly, the campers should continue flapping their "wings." But if the animal is the type that does not fly, then the campers should stop flapping. As in "Simon Says," if a camper flaps when he shouldn't, he's called out.



Camp Happy Hollow Guide to FUN-FUN-FUN

S'MORES

The absolute ultimate in campfire food! Don't try without adult supervision because it's HOT-HOT-HOT!

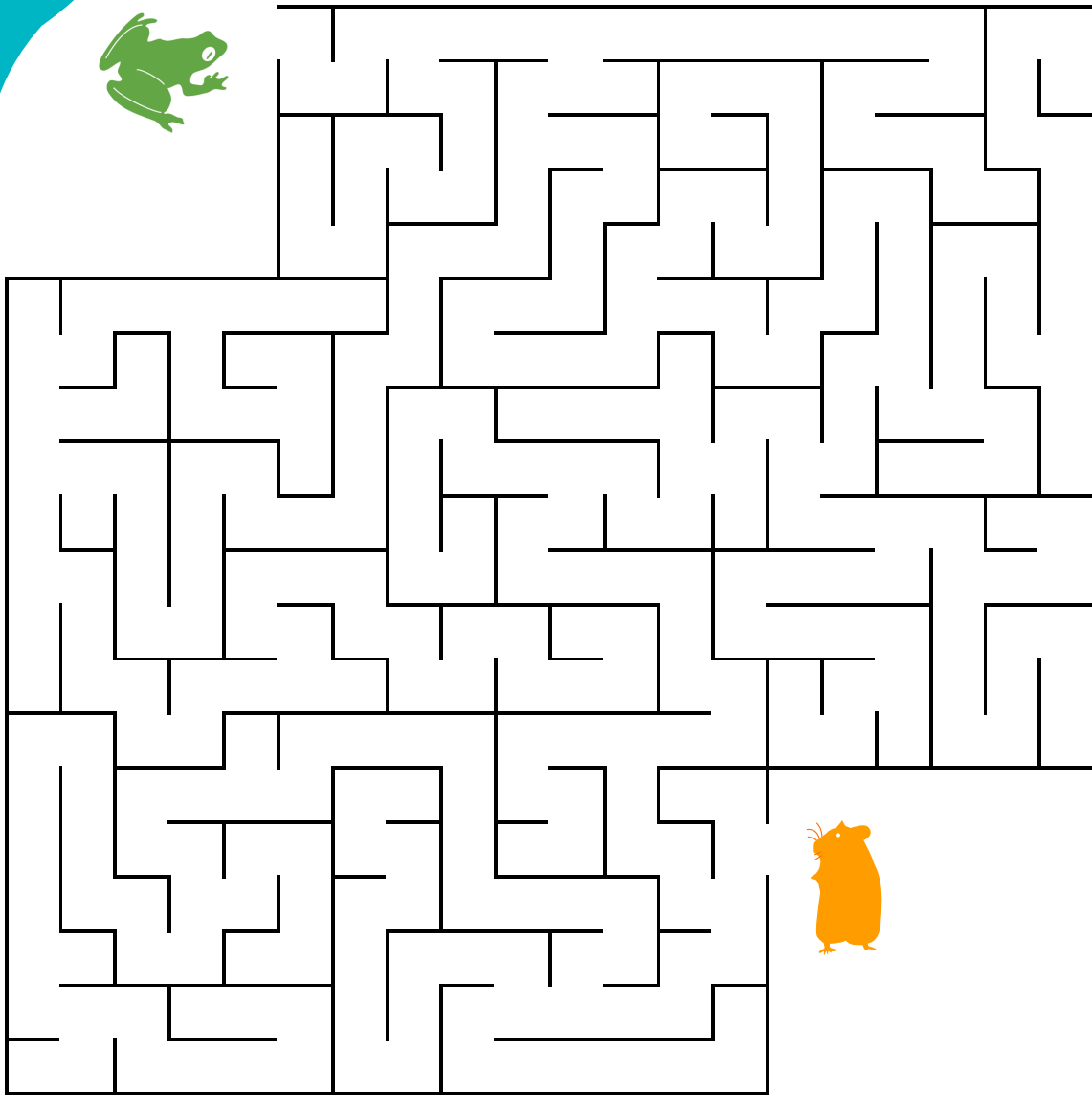
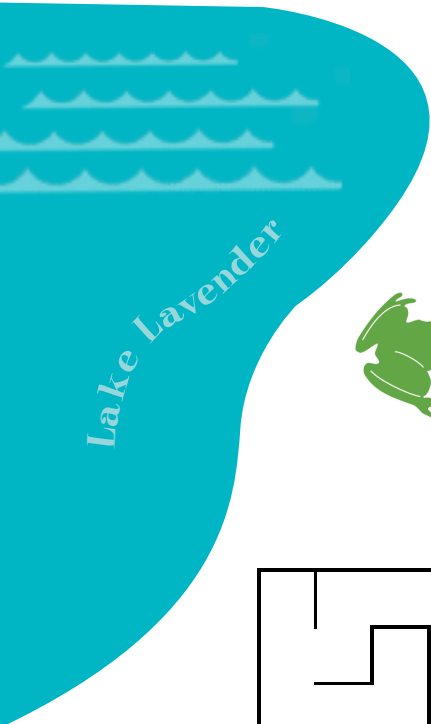
- Toast marshmallows over an open fire.
- Have two pieces of graham cracker ready, with a square of chocolate on one of the graham crackers.
- When the marshmallow is brown and melty, quickly put it on top of the chocolate and put the other square of graham cracker on top, sandwich-style.
- If it works out right, the hot marshmallow melts the chocolate. It's a crunchy, hot, sweet treat.
- Sometimes the marshmallow doesn't melt. You can make them by wrapping them in foil and putting them near the fire. You can also make them in the microwave but the graham cracker gets soft.

They're so unsqueakably yummy, you'll want Some More!



Help Humphrey Find Og

Og has disappeared somewhere near Lake Lavender. Help Humphrey find his friend
- he'll be "hoppy" you did!



Humphrey's SILLY-SILLY-SILLY Letter from Camp

PAGE 1 - **OPEN ME FIRST!**

Write down your answers for each number. **No peeking, here!**

1. _____ 1. Name of friend
2. _____ 2. Descriptive word (adjective)
3. _____ 3. Repeat the same descriptive word (adjective)
4. _____ 4. Repeat the same descriptive word (adjective)
5. _____ 5. Name of friend or relative
6. _____ 6. Name of friend or relative
7. _____ 7. Name of a sport
8. _____ 8. Place
9. _____ 9. Noun (thing)
10. _____ 10. Name of hobby
11. _____ 11. Descriptive word –size (big, small, teeny, humongous, etc)
12. _____ 12. Animal
13. _____ 13. Place
14. _____ 14. Food
15. _____ 15. Descriptive word (adjective)
16. _____ 16. Food
17. _____ 17. Name of another friend or relative
18. _____ 18. Body part
19. _____ 19. Animal
20. _____ 20. Name of another friend or relative
21. _____ 21. Plant
22. _____ 22. Food
23. _____ 23. Noun (thing)



PAGE 2 - **OPEN ME WHEN YOU'RE FINISHED WITH PAGE 1**

Have your list at your side. As you read the letter, insert the words on your list that match the numbers on your list. For instance, you would say Dear Betty, if Betty was the name you'd written as number one.

It's especially fun to do with a friend or group!

Humphrey's Letter from Camp

Dear (1),

Camp Happy Hollow is a (2)-(3)-(4) place! I really like sharing a cabin with ((5), and (6).

My favorite activities are (7), hiking up the (8), and sitting around the (9) at night.

I'm hoping to win a prize for my (10).

There are some pretty wild animals here. Yesterday, I saw a(n) (11), (12) running around the (13). Luckily, it didn't see me because it was busy eating (14.)

Of course, some kids don't like the food, especially the (15) (16).

And poor (17) broke her (18) yesterday while was riding a(n) (19)! And (20) got a bad case of poison (21).

I do miss my favorite treats so if you'd send me some (22), I'd be unsqueakably happy.

Your (23),

Humphrey



What's Going on at Camp Happy Hollow?

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

ARCHERY

CABINS

CAMPFIRE

CANOE

HIKING

HORSEBACK

SKITS

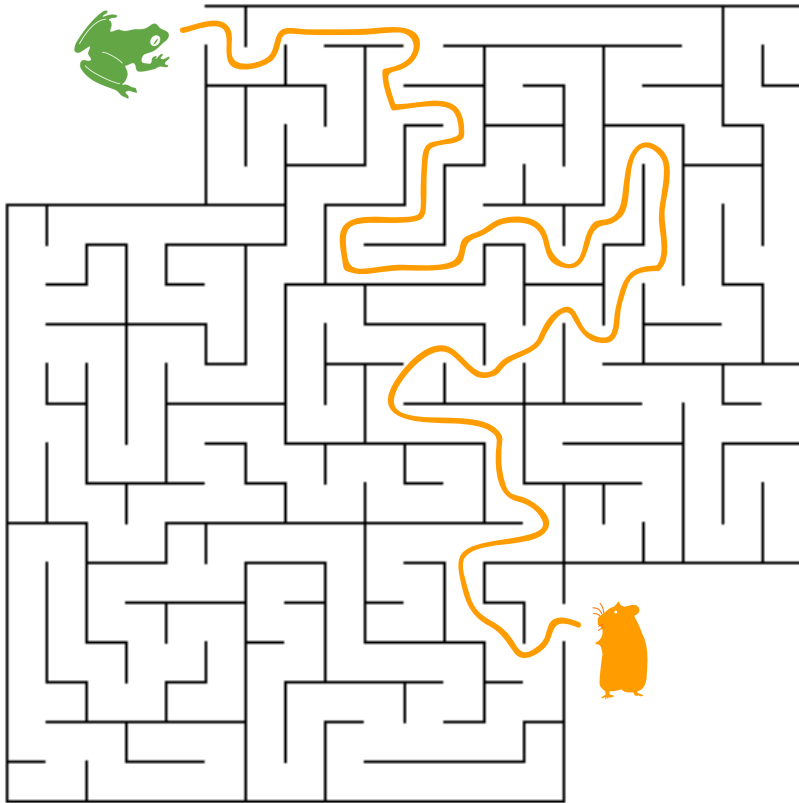
SWIMMING

VOLLEYBALL



Answer Key - Don't Peek!

Help Humphrey Find Og



Crazy Camp Clothes

YESAH	=	SAYEH
DRAB	=	BRAD
DRIANAM	=	MIRANDA
MONIS	=	SIMON
AMS	=	SAM
ARTGH	=	GARTH
J.A.	=	AJ
KEAJ	=	JAKE
BABY	=	ABBY
AGIL	=	GAIL
ALAKY	=	KAYLA

What's Going On at Camp Happy Hollow

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