

Pelathe District of the Heart of America Council, BSA
Cub Scout Day Camp 2018 - May 28 – May 31

CHOOSE YOUR ADVENTURE

Key Staff

Day Camp Director	Kelli Stires 785-424-3720
Day Camp Program Director	Bob Burdick 816-447-4760
On-site Program Director	Kathy Gates 785-393-5429
Day Camp Registrar	Kathleen Gordon-Ross 785-813-1794
District Executive and Staff Advisor	Paul Taylor 719.331.7600

DAILY CAMP SCHEDULE

TUESDAY - FRIDAY

8:10 –	Walking Leader check-in
8:15 – 8:20	Lead Walking Ldr Morning Meeting @ 8:15
8:20 – 8:30	Cub Scouts check-in at Pack Campsite in Open Pavilion
8:30 – 8:45	Opening in Open Pavilion
8:55 – 9:35	1 st Session
9:45 – 10:25	2 nd Session
10:35 – 11:05	3 rd Session
11:15 – 12:10	Lunch & Program
12:20 – 1:00	4 th Session
1:10 – 1:50	5 th Session
2:00 – 2:40	6 th Session
2:45 – 3:00	Closing & Check out

Expect this schedule to be abbreviated **FRIDAY** to make time for the fire truck!

Thursday evening is Family Night! Please return to camp at 5:30pm

**with a simple potluck dish and enjoy dinner with your pack,
then Day Camp Activities for the whole family!**

WELCOME TO DAY CAMP!

We are so excited to have your Cub Scouts be a part of the Pelathe District Cub Scout Day Camp Program. We realize your time is one of the most valuable things given at Day Camp. As such, we strive to provide a well-organized, entertaining, and creative program for your Cub Scouts. It is our hope that as staff, parents and volunteers we can provide an enthusiastic atmosphere for learning, new experiences and fun for all.

Day Camp Mission Statement:

The mission of Cub Scout Day Camp is to provide opportunities for Cub Scouts to develop strong personal values and character, learn to be good citizens, encourage physical and mental growth, learn new skills and share old skills, nurture a spirit of belonging and teamwork, share scouting attitudes and character traits and to have FUN!

Theme

Our 2019 Day Camp theme is Choose Your Adventure! We'll be exploring the worlds near and far with activities focused around a daily theme. Day one is Books, Day two is Safari on the Prairie, Day three is Space, Day four is Ocean. We'll travel as high as outer space and to the bottom of the ocean while helping our Scouts discover all the incredible adventures the worlds has to offer. We'll accomplish this through physical and metal activities designed to be fun, engaging and challenging. Bring your imagination and explorers spirit and we'll have an awesome adventure at Day Camp!

WALKING LEADER OVRVIEW



“Walking Leaders” are responsible for leadership and supervision of their pack while at camp. They can be den leaders, the Cubmaster/Assistant Cubmaster, parents, grandparents, other adult family members or guardians of Cubs in the pack.

All packs must provide a minimum of two-deep leadership with their Cub Scouts at all-times. It is strongly recommended that units have 2 adult Walking Leaders for 8 Scouts, and an additional adult for every additional 4-5 scouts. It is strongly recommended that each Unit have one Walking Leader who will be at camp all four days, a **Lead Walking Leader**. Every morning of Day Camp, **Walking Leaders will check in at 8:10am** at the Administration Station. The Lead Walking Leader will attend a brief meeting at 8:15 with the Program Director about the day’s schedule.

WALKING LEADER TRAINING: All Walking Leaders and parents planning to attend camp should attend Walking Leader Training. Walking leaders will need to attend 1 of the 2 Trainings in early May. Either Thursday May 2nd at Roundtable or Saturday May 11th 9-11a.m. at the Scout Cabin. We will have Walking Leaders orientation and walk-through on Sunday May 26th. 3-4 p.m. @ Douglas County Fairgrounds

Youth Protection Training will be on Thursday May 9th 7:00 p.m. at the Scout Cabin

The Units Day Camp Coordinator will communicate to walking leaders the date and location of this training. Youth Protection Certification cards (or copies) should be brought to this meeting. If you are CPR trained and your training is current, please bring a copy of your card with you.

REQUIRED PAPERWORK & TRAINING: All persons at camp, must have a current BSA Health Form (parts A & B) on file at Camp. BSA Health Form Parts A & B, do not require a doctor signature, but allergies, preexisting conditions, immunization dates, and name of insurance company and policy number are required (a photocopy of the insurance card is strongly recommended). Please submit this health form to the Camp Registrar at the May Roundtable, or at Walking Leader Training before the start of Day Camp. Health Forms are returned to the Walking Leader following camp, are reviewed only by the Registrar and are kept secured at all times. **The health form can be found at the HOAC website.** www.hoac-bsa.org/cub-scout-day-camp

Walking Leaders must be Youth Protection trained, and their training must be current (YPT must be renewed every 2 years). **Hazardous Weather training should also be taken.** Both trainings can be done for free by anyone at www.my.scouting.org. Adults at Day Camp who are CPR trained are asked to bring a copy of their current CPR card with them when they check in on the first day of Day Camp. You will be issued a specific wrist band that indicates you are CPR trained.

Any adult who does not have a completed BSA Health Form on file or valid Youth Protection Training, will not be permitted to help at Day Camp in any capacity.

ADULT ATTIRE @ DAY CAMP: Current Day Camp T-shirt (optional, please pre-order), Wrist Band (required), modest shorts or jeans, tennis shoes or boots and socks, hat (highly recommended). Rain poncho/jacket when needed. **NO SANDALS / FLIP-FLOPS / OPEN-TOED SHOES** - for your safety. Close toed shoes are required to be on the shooting sports range. Tank tops (on men or women), halter tops, short shorts, spandex, inappropriate slogans, swim suits (adults) are not appropriate attire for

Day Camp. **Adult T-Shirts may be ordered for \$10 each, in advance, online:**

<https://app.mobilecause.com/f/2a8a/n?vid=qci4> – **Under adult Day Camp Pre-Order Form** They can also be purchased on the first day of Camp from the onsite TRADING POST. Preordering is recommended as sizes and quantities will be limited in our onsite TRADING POST.

GETTING READY FOR CAMP

SIBLINGS

Day Camp is a BSA accredited program for Registered Cub Scouts entering 1st – 5th grade. Other children are not allowed at camp, except at Family Night, or briefly with a parent who is picking up or dropping off a Cub Scout. **NO EXCEPTIONS!** Adults who are Walking Leaders or working as Day Camp Staff, must make their own childcare arrangements prior to Day Camp.

REGISTRATION

All Cub Scouts attending Day Camp must be registered with BSA and registered for Day Camp prior to the first day at Camp. Pack Leaders are asked to make every effort to have kids register before the morning of Day Camp. If a Cub Scout shows up at Day Camp wanting to participate, but hasn't already registered, we can register him for Camp at the Administration Station. They will pay the "At the Door" rate. They will be required to have a completed BSA Health Form, Part A & B, to participate.

DAY CAMP PACK HOME CAMPSITE

On the first day of camp, each Pack is provided with a semi-indoor "campsite" location with one or two picnic tables, depending on the number of Scouts you have registered for camp, to set up as your Pack home base. This year Pack Campsites will be in the Open Pavilion – with a cement floor!! Your pack will be assigned a Pack Campsite. If you'd like request certain sites please contact Kelly. this will be your home away from home for the week. This is where parents will check-in their Cub Scout each morning, as a Pack you'll eat and relax during lunch here and then at the end of the camp day, you'll return here for a closing flag ceremony and announcements and parents will sign-out their child here too. For your Pack Campsite we recommend the following items:

- Coolers with ice packs for lunches
- Water Cooler to refill water bottles
- Trash bag – plenty of extras
- Games or activities (not balls) for downtime @ Campsite
- Decorations and Pack Signs
- Paper Towels/Wipes

Please do not bring anything that requires ropes/guy lines. We are indoors so these are an unnecessary tripping hazard.

PACK 3064



Your pack campsite can be as simple as plastic table cloths for your picnic tables and a sign with your pack number, or it can be more elaborate and incorporate elements of our Day Camp theme. Some will bring an "easy-up" type shelter to easily identify their packs space and use this to hang decorations or banners from.

"Buckaroos" Den

You might consider a simple cubby system, so your Cubs have a place to stash their belongings at lunchtime and from day to day, at the end of the week, the Cubs can take their cubby/container home with all their treasures from camp.

Non-valuable items can be stored at your Pack Campsite throughout the day and from day-to-day, like completed crafts, lunches, etc. The Open Pavilion will be locked each day at the close of Day Camp.

WE DO NOT TYPICALLY HAVE EARLY ACCESS TO THE OPEN PAVILION.

Packs will be allowed to set up their pack campsite area the morning of our first day at camp. You may start setting up 7:30am on the first day of camp.

MINIMIZING the DAY CAMP LOST AND FOUND

Lots of things lose their owners at Day Camp. Please ask parents to mark all items – hat, water bottle, jackets, etc. – with the CUB'S NAME and PACK NUMBER so we can help lost items find their owners. There will be a lost and found box at the Administration Station. Please check daily for lost articles.

LUNCH TIME

Each person is responsible for providing his or her own lunch daily. Walking Leaders please be sure to have an ice chest and plenty of ice to keep lunches cold. Individual zip lock bags work great in keeping lunches cold and dry. Please remember no items that can spoil easily in the heat. Scouts are encouraged to pack a **large and nutritious lunch** each day and include a lunchtime drink. Soda is not recommended.

BSA Standards mandate the amount of time we break for lunch and require that the lunch hour to be a time of rest – low physical activity – for the Cub Scouts. Please encourage behavior that is physically restful during this time. Packs will have the first half of the lunch break for Scouts and leaders to eat their lunch and rehydrate. The second half of the lunch break will typically have a lunchtime special presenter or entertainer.

A scout is friendly and courteous; everyone should be courteous and respectful to all lunch hour presenters/entertainers. If a Cub Scout would rather not participate in the lunchtime presentation, they can stay in their pack campsite and do an alternate activity the pack provides. Leaders should come prepared with restful activities to help keep scouts engaged in physically restful activities (card games, marbles, mind puzzles, work on advancement, etc.) during this mandatory downtime.

OPENING AND CLOSING CEREMONIES

Packs have the opportunity to conduct either the opening or closing flag ceremony at Day Camp. Kelly will contact Packs to assign opening and closing ceremonies. Staff will provide the flag ceremony commands for the Pack. If you have any questions please contact the Camp Director or Program Director, they will be happy to help.



PACK YELL AND SONG Make up a simple pack yell or song to sing along the way! Your pack yell might include a phrases that goes along with our Day Camp theme. Whatever your Cub Scouts come up with let's hear it throughout the camp. (During rotation transitions only please, or when asked to recite it).

PACK FLAG Who are you? Let everyone know with your Pack Flag. You can carry your flag from area to area and show it off or display it prominently at your Pack Campsite. Let your Scouts use their imagination and be creative to make a flag that represents your Pack Campsite theme.

PARKING at the FAIROUNDS

Walking Leaders and families are to park on the West side of the Indoor Arena or on the North side of the Open Pavilion. Use the two northernmost entrances on Harper to access the Indoor Arena parking area or use the 19th Street entrance, across from the Lawrence Humane Society, to access the parking area by the Open Pavilion. All other entrances will be closed during camp.



CAMP SURVIVAL 101

What do we bring?

CUBS

- Daily Sack Lunch – it should be nutritionally substantial and not need to be kept cold
- Canteen or water bottle – labeled with name and pack number
- Camp Uniform (day camp t-shirt, you'll get this on the first day of camp)
- Name tag – not permanently attached on shirt
- Hat, with a large brim
- Bug Repellant
- Sun Screen
- Rain Poncho / jacket, watch the weather forecast
- Comfortable shorts or pants
- Towel (or 2) for the ride home Thursday (Fire Truck visit)
- Comfortable Shoes (NO Sandals, Crocs, or Heelies)

LEADERS

- Daily Sack Lunch
- Cooler with Ice for lunches
- Day Camp Walking Leader Guidebook (provided at Camp)
- Canteen or water bottle
- Trash Bags for collecting trash – and emergency rain gear
- Wrist Watch
- Extra bug repellant
- Sun screen
- Sun glasses
- Hat with large brim
- Rain Poncho / jacket
- Quiet time / lunch time activities
- Wagon to haul all these items in
- Cell phone for emergencies (put in a ziplock bag)
- BIG SMILE AND A GREAT SENSE OF HUMOR
- Towels for the drive home Friday



Many Packs leave most items at their Den Home and bring a wagon to carry water bottles and other necessary items around camp.

PROCEDURES @ DAY CAMP

DAY CAMP UNIFORM – *VERY IMPORTANT FOR CAMPER SECURITY*

CUBS: Current Day Camp T-shirt (not their Cub Uniform) which they will be given on/by the first day of Camp, shorts or jeans, tennis shoes and socks, hat (highly recommended). Rain poncho/jacket when needed. NO SANDALS, FLIP FLOPS, SLIDES, “CROCS,” or WHEELED SHOES – for your safety.

Cubs should wear this shirt each, and every day of Day Camp – clean or not.

Do NOT put a Scout’s name on the outside of their Day Camp shirt. BSA prohibits putting a Scouts name on the shirt where a stranger might see it after they leave camp. Removable name-tags (labels/masking tape, etc.) are highly recommended. Names can also be written very carefully using a thin tipped Sharpie along the back-collar seam band just above the “tag” area. If you write using a light hand, you can prevent the ink from bleeding through.

WALKING GROUPS (aka Camp Dens)

Packs vary greatly in size. At Day Camp, units will be combined into Walking Groups of approximately 30-35 youth. Walking Groups rotate and attend program areas all together each day of Camp. Typically, we keep Packs together and put 2-3 Packs together to form a Walking Group. Camp staff organizes Walking Groups the weekend before camp, based on registration numbers, to insure even group sizes.

Walking Groups may not be rearranged “on the fly.” Programs throughout the day are set up to be attended by Walking Groups with the number of Scouts they were assigned. It is unfair to the Cubs and presenters if one hour 75 youth show up to do an activity and the next hour only 15 show up. Stay with the group you are assigned and keep to the schedule you are given.

The Administration Station must know where Scouts are at all times. It is a major security risk if the administration team does not know where each Scout is. If you mix up your Walking Group and/or change your schedule, we will not know where the Scouts are. If there is a problem with a Walking Group organization, come see ADMINISTRATION and we’ll work to resolve the situation. Do not “team up” or “swap” groups or schedules on your own.

DAILY UNIT CHECK-IN

The ADMINISTRATION STATION will be in the Open Pavilion. Walking Leaders check in to the Administration Station at 8:15am each morning. At Check in you will be given a Pack Bucket filled with all your Administrative Day Camp needs for the day. The Lead Walking Leader is asked stay for a very brief meeting with the Program Director about the day’s schedule. The Pack will turn their attendance sheet – attendance sheet only, not the entire walking leader guidebook - back into the Registrar on the way to your first activity rotation. At lunch pick up your attendance sheet for check-out that afternoon.

LATE ARRIVALS

Any Cub arriving at camp after the Unit has completed check-in **must** be checked in at Administration prior to joining his pack. This is a security protocol to insure everyone knows who is and who is not on

the property during camp hours. Administration will also be able to quickly get that Cub Scout to the right program area so he can be with his friends and leaders.

EARLY RELEASE FORM and PROCEDURE



Any camper leaving camp early (before closing flag ceremony) will need to follow the early release procedure. **This is a security protocol and there will be NO EXPECTATIONS!** Please take the time, to explain the policy to your parents, so there are no misunderstandings at camp. **These rules are for the safety of our Cubs. We don't know every child's parents and these rules are to ensure the safety of all our young Cubs.**

Every camper leaving camp early must have a signed note from their parent on file with registration. A separate note will be required for each day. This note must contain the time the Cub is expected to leave and who will be picking him up. You will find the early release form in the appendix of this guide and again at Administration at Camp when your pack checks-in each morning, please complete the top portion and turn this note in with your morning paperwork.

When it is time for the Cub to leave:

1. A walking leader from the pack will escort the Cub and the adult picking up at Registration.
2. The person picking up the Cub will be asked to present a photo ID before the Cub will be allowed to leave camp. **This rule will apply to everyone including parents.**
3. An early release form will need to be completed and signed by the Walking Leader & Camp Director.

CARPOOLING / AUTHORIZED ADULTS for PICK-UP

The bottom portion of Part A of the Health Form, is also where parents will list those adults authorized to pick up their child from Day Camp. Parents are encouraged to organize carpooling with other parents in their child's den or pack. Parents/Adults come in and personally drop-off and pick-up their child(ren) from Day Camp promptly each day. Make sure each child checks-in and out with the walking leader taking attendance. At the close of camp, walking leaders are responsible for making sure Cub Scouts are only released to go home with an adult authorized on the form.



PHOTO RELEASE



Part A of the Health Form, includes a portion for parents to list any participant restrictions. If a parent does not want their child's photo taken and potentially made public, they need to note this restriction on the medical form. This will be noted on the Daily Day Camp Attendance Sheet. **Please help us keep any Scouts whose parents have refused the photo release out of ALL pictures.**

DAILY UNIT CHECK-OUT

When you get back to your Pack Campsite for lunch, look for your returned attendance sheet for afternoon check-out. All Scouts must be picked up by an approved adult inside the Open Pavilion at the close of the day. Ride sharing is fine (encouraged!), if pre-arranged, but do not let Scouts walk out of the Open Pavilion on their own. Walking Leaders are responsible until ALL Scouts have been picked up. **Return your checkout sheet & Walking Leader Guidebook to REGISTRATION before you leave.**

WALKING LEADER GUIDEBOOK

The Walking Leader Guidebook is chalk full of very important and helpful information. One guidebook per pack will be in the pack bucket when Walking Leaders check-in each morning at the ADMINISTRATION STATION. The information in the book changes daily and is a resource for Leaders to use throughout your Day Camp experience. Here's what you'll find in your Guidebook:

DAILY SCHEDULES

Each day a new schedule will be in your guidebook. This schedule will indicate your walking group, what activities your pack is scheduled to attend and when. Please respect the schedule, be on time, and only attend the activity you are scheduled to attend. Schedules have been known to change from day to day, consequently, please check each morning for that day's schedule to look for modifications from the previous day.

Please designate one Walking Leader per Pack/Walking Group as the official Time Keeper. This Walking Leader will help keep the group on time and help support the Day Camp Staffer on keeping the rotation on-time. They will work with the Day Camp Staffer at each program area on when they want a heads-up as to when the rotation will end.

ATTENDANCE SHEETS @ CAMP



The daily attendance sheets are used each day to check-in campers, adults and den chiefs (except family night). We will provide you with a copy of the original form each day to "Check In" the Cubs, adults and den chiefs that are attending camp that day and to "Check Out". If someone on your roster is absent, a Walking Leader must indicate why they are absent (sick, or otherwise). Please communicate with the parents/guardians to ensure that the child is home, and not missing from camp. That eliminates any confusion and ensures that the parents know the Scout is not with you.

EVALUATION SHEETS

Throughout the day, please take the time to ask (or observe) the Scouts what they liked about each program area and make notes on the daily evaluation form. We value your opinion and ask for your honest evaluation of our time at camp. Unfortunately, we cannot control the weather, bugs, or Mother Nature. Leave completed forms in your folder and we'll take them out at the end of each day.

EARLY RELEASE FORMS

If you have a Cub who will need to leave Camp early, make sure an Early Release form is on file and that you are reviewed the process with the adult picking the Cub Scout up so there are no surprises or misunderstandings.

DAY CAMP CLOSING PACKETS @ CHECK OUT ON LAST DAY OF CAMP

At check-out on the last day of Camp, the Lead Walking Leader will be handed your pack's closing packet from the Camp Registrar. It is filled with lots of important paperwork your pack will need: health forms (to hand back to families) for Cubs and Walking Leaders, patches, advancement sheets, and more.



CAMP PROGRAM FEATURES

PROGRAMMING

Day Camp features 6 program areas Campers will experience each day: Shooting Sports, STEM (Science, Technology, Engineering and Math), Scout Skills, Physical Fitness, Handicraft, and Academics.

The varied programming offered at day camp is designed to provide a lot of different activities to reach the many interests of our Cub Scouts. Our first objective is for the Cub Scouts to have fun while interacting with friends and peers (nurturing a spirit of belonging and team work), as well as adults from our community, both scouters and non-scouters. Second, we want them to develop personally (physically and mentally) while learn something new and share things they've learned with others.

While at Day Camp, Cub Scouts will also work toward some elective belt loops/pins. This is not the main objective of Cub Scout Day Camp, but each level will complete partial pins or complete pins while at Day Camp. The complete list of what is accomplished will be sent out after Day Camp.

All program supplies are provided as part of the Day Camp fee. A Day Camp Volunteer Staffer and a couple of boy scouts or venturers will be on hand to lead the activity at each program area. Walking Leaders are expected to assist in each Program area to insure their Cub Scouts are successful and have a positive experience.

Some scheduled programs and activities are dependent on weather or on availability of the community organization providing the programming. Every effort is made to plan for inclement weather and emergencies so programming does not suffer and each Cub Scout gets the same camp experience.

DAILY SCHEDULE

Campers will spend 40 minutes at each activity. On Friday we will have a modified schedule.

TUESDAY - THURSDAY

8:10am	Walking Ldr Check In	8:10am	Walking Ldr Check In
8:15-8:20	Lead WL Am Mtg	8:15-8:20	Lead WL Am Mtg
8:20 – 8:30	Cubs Check in	8:20 – 8:30	Cubs Check in
8:30 – 8:45	Opening in Open Pavilion	8:30 – 8:45	Opening in Open Pavilion
8:55 – 9:35	1 st Session	8:55 – 9:25	1 st Session
9:45 – 10:25	2 nd Session	9:35 – 10:05	2 nd Session
10:35 – 11:05	3 rd Session	10:15 – 10:45	3 rd Session
11:15 – 12:10	Lunch & Theme Program	10:55 – 11:25	4 th Session
12:20 – 1:00	4 th Session	11:30-12:15	Lunch & Campsite clean-up
1:10 – 1:50	5 th Session	12:15-12:35	Pack/Staff Recognition
2:00 – 2:40	6 th Session	12:45 – 1:15	5 th Session
2:45 – 3:00	Closing & Check-out	1:25-1:55	6 th Session
		1:55-2:05	Clean-up / Prepare for ruck
		2:15-2:45	Firetruck visit
		2:45-3:00	Dry off, collect belongings, and parents pick up

FRIDAY

SHOOTING SPORTS

Cub Scout Shooting Sports Programs can only be conducted at the district or council level. In the event of severe weather, every effort is made to insure each Walking Group has the opportunity to participate in each shooting sport activity. Day Camp is one of the few places where Cub Scouts can participate in Archery, BB gun shooting, and slingshot shooting as a part of their Cub Scout program.

At Day Camp, campers can complete the requirements for the shooting sports rank-level patch for each discipline (BB guns, archery and/or slingshots.) See the appendix for each discipline's level 1 requirements. We will also provide the educational and instructional components to complete the BB gun and Sling Shot Shooting Sports Pin.



LUNCH TIME PROGRAMS

Each day during the last 15-20 minutes of the lunch break, we will have a brief lunchtime program for everyone to enjoy. Program content will vary; some entertaining, others educational. Please start your lunch on time so we will be ready to watch respectfully. Scouts are not required to participate, but they are expected to be respectful and allow others the opportunity to listen and participate.

TRADING POST

We will have a small camp store, called the Trading Post, where Scouts can purchase t-shirts, toys, trinkets and souvenirs. Scouts may want to bring small amounts of cash (sorry no checks or credit cards) to spend at the Trading Post. It will be open over lunch, at the end of each camp day, and at Family Night. Scouts who bring cash for the trading post should keep it in a zip lock bag labeled with their full name and pack number. Do not leave cash unattended in the arena. Scouts should go to the trading post with their buddy or parent. Please send a Walking Leader with any large groups of Scouts to the Trading Post. Shoplifting will not be tolerated. Violations will result in being banned from the Trading Post and notification of Walking Leaders in the unit and parent of the child.

FAMILY NIGHT

On the third night of Day Camp we open our facilities for Cub Scouts to bring their family to experience the fun they've had at camp. We start at 5:30pm with a potluck dinner in the Open Pavilion. Every family is asked to bring a simple, yet filling, main dish to share. Packs can opt to have a pack potluck or participate in the camp wide potluck. Paper plates and utensils will be provided. Families will eat in their pack campsites.

4-5 program areas will open at 6pm. Families have an hour to do some favorite camp activities ... BB guns, arts and crafts, games and more. Program areas close at 7pm.

Cub Scouts are encouraged to bring a non-scouting friend, or a scout friend who couldn't come to Day Camp. Cubs attend with a Parent/guardian who is responsible for all the children they bring to Family Night, so everyone is welcome, even if a leader isn't available.

FIRE TRUCK

It is tradition for the fire department to send a truck to spray water on the Cubs the last day of camp. If available (not out on a call), the fire truck will spray water for 30 minutes in the parking lot south of Bldg. 21. Programming will be shortened throughout the day to accommodate the truck. Scouts will be extremely wet at pick-up – parents should be warned and prepared.

GENERAL INFORMATION

NO BALLS/FRISBEES may be used in the Open Pavilion.

The wide-open space of the Open Pavilion is very tempting to use for throwing a football, Frisbee, baseball and other projectile. For safety reasons we need pack leaders and parents to help us keep all balls/Frisbees and other projectiles out of the arena. These activities can be used as while you wait games in between rotations, etc in the field.



INFORMATION BOOTH

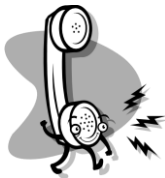
Please check with ADMINISTRATION for any needed information about Pack Campsites, lost and found, daily schedules, etc. Any information needed will be found there!

STRESS MANAGEMENT

Camp may create stress in staff, unit leaders and even the Cub Scouts. The most important thing is that the Cubs have fun – as adults we hope you'll relax and have a good time too. Please monitor your leaders and take a break if necessary to 'cool off'. Please help the staff as requested, keep an eye on your youth and address situations appropriately. We are all here to help the Scouts have a great time. Above all, please try to keep a positive attitude.



CELL PHONES



If you have a cell phone, please bring it (adults). It is a good idea to program the phone number of a parent of each Scout in your unit ahead of time. Phone numbers for the Camp Director, Program Director and District Executive are posted throughout camp and are included in the walking leader guide. Call them with any emergencies, questions or concerns.

RECYCLING & TRASH



Please recycle whenever possible, especially at lunchtime. Bins will be available for recyclables onsite at the Fairgrounds. Encourage everyone to recycle aluminum and plastics.

Large trash cans will be around the perimeter of the Open Pavilion. After closing ceremonies, youth should clean up their pack campsite and put all trash in the large trash cans. The Fairgrounds trash cans need to be emptied into the dumpsters each night. Do not let the trash cans overfilled. We are all responsible for taking the trash to the dumpster each night.



Have a trash sack with you while you walk through camp. Please police each area after you are finished and dispose of any trash found. REMEMBER: A SCOUT LEAVES THE AREA BETTER THAN HE FOUND IT!



NO SMOKING

There is absolutely NO SMOKING allowed on the fairgrounds. This includes Smokeless tabaco and vaping. If anyone needs to smoke while on the premises they will need to go to their car, no exceptions.

DAY CAMP STAFFING

Day Camp is run 100% by volunteers. Parents, Pack leaders, Troop Leaders and members of our community help us run each program area at Day Camp. Our Adult and/or Youth Staff will help lead and instruct your walking group at each program area. Walking Leaders are expected to aid the Day Camp Staff in carrying out the programming in each rotation. The level of hands-on help needed at each rotation will be different. Walking Leaders are expected to help Cub Scouts stay on task and be respectful.

CAMPER SAFETY & SECURITY

We take Camper safety and security very seriously. The staff has been trained in emergency procedures for the safety of all Campers. Ultimately the staff is responsible for the security of the camp. They will be checking all groups to ensure every Cub Scout and Leader is wearing the Day Camp shirt or appropriate wristband. **Anyone without one of these should be reported to Staff immediately. These individuals will then be escorted to ADMINISTRATION and appropriate action will be taken there.** If the person becomes aggressive, back off, watch/follow if possible, and call the Camp Director or the District Executive immediately.

Please remind campers of the buddy system.

Walking Leaders, remember two-deep leadership at all times.

HAZARDOUS or SEVERE WEATHER

Should severe weather hit we have multiple contingency plans. We will either have you shelter in place until it is safe to go outside, move you inside the nearest building, or move everyone, including the programs, inside the Indoor Community Arena or Open Pavilion. In the event of server weather Staff and Walking Leaders will work together to shift plans quickly and seamlessly. Walking Leaders we will count on YOU to help control the Scouts. Please help set an example by staying quiet and engaged.



BE PREPARED FOR RAIN - Rain or wind will not keep Campers from their assigned fun ... ONLY DANGEROUS SEVERE WEATHER will cause us to seek temporary shelter. Day Camp does not stop due to "drippy" conditions. Have your rain poncho handy and proceed as planned.
(Hint - trash bags make great disposable ponchos).

CHILD ABUSE

Child abuse is a crime against young people. Child abuse can involve mental, physical, and sexual victimization of children. The Boy Scouts of America has made it a policy that the Scout Executive of each council as well as key members of professional and volunteer staff be familiar with child abuse and its various manifestations. If you suspect that a child in camp is a victim of child abuse you must report this to the Camp Director, Program Director or Professional Advisor. BSA requires that every unit walking leader is Youth Protection trained.

SAFETY RULES AND REGULATIONS

- Whistles are restricted to camp staff only.
- No Camp Fires or Camp stoves allowed.
- No Smoking. If you must smoke, do so in your car or across the street.
- No Alcoholic Beverages are allowed on the premises during Day Camp.
- NO SANDALS, CROCS or WHEELED SHOES allowed in camp.
- NO RUNNING in camp – except as instructed in a program area.
- No pocket knives allowed with or without Whittling Chip Card. If a Camper is seen with a pocketknife it will be taken and returned in the pack packet on the last day of camp.
- Encourage Cubs to drink lots of water and use restrooms often. Most Scouts, can handle toileting without adult help. No adults should be alone in a bathroom with a Scout.
- All glass bottles and containers prohibited.
- No vehicles, except camp vehicles, will be allowed throughout the camp.
- QUIET SIGN (Cub Scout Sign) will be enforced through Opening and Closing Ceremonies and in program areas. This sign applies to everyone **especially adults**.
- Everyone should be at the Open Pavilion for opening and closing ceremonies. **STOP what you are doing** (especially talking), stand in place, salute and join in the Pledge of Allegiance. Remain quiet and in place until the flag is raised or lowered and folded. If your group (or any one person) arrives at the Arena while the flag ceremony is already in progress, **STOP AT THE DOORS**, and participate from there until the flag portion is complete, then proceed to your campsite **silently**.
- Park in designated areas only. This will be strictly enforced. No driving through camp.
- Do not honk car horns.
- Please enter from Harper at the Arena parking area. Cars must be parked and adults must walk Cubs in to be checked in by their Walking Leaders. Instruct parents not to leave a Scout until they have checked in with a Walking Leader from their Pack.
- **SPEED LIMIT IS 5 MILES PER HOUR**. We have precious cargo on the premises.
- All late arrivals and early releases must check in with a parent at Administration.
- Buddy System - Scouts must always have a buddy with them. Any Scout found alone will be taken to the head office until his leaders come to get him.
- Each leader is responsible for their Scouts. Please know where they are at all times.
- Do not use the outdoor water spigots. There are large sinks (and ice chests) in the Arena Concession area and in the kitchen in Building 21 where water coolers can be refilled. An adult must accompany Cubs to fill water containers.
- **If for any reason a Camper must be picked up early, a signed note must be turned into Administration stating what time and who will pick up the Camper. Remember the person picking up the Cub will be asked for picture identification before the Scout is released. This requirement is for the safety of your child. Make sure every parent is aware of this rule.**





EMERGENCY PROCEDURES & CAMPER SECURITY

Emergency	Signal	Action
Severe Weather and/or Lightning	Radio/Cell/Text Alert to Staff	Move to designated location (list in program area write up) and remain there until all clear is sounded.
ALL CLEAR	Radio/Cell/Text Alert to Staff	Return to normal rotation for the appropriate time of day.
Rain	Water falling from the sky	Rain, no lightning, proceed as scheduled. Camp will continue with normal rotations
Lost Scout	None	Notify Administration by phone or runner immediately.
Accident / Injury or Illness	None	Take person to First Aid. If person should not be moved, call Administration and First Aid will come to you.
Fire	None	Do not handle yourself. Lead Scouts to safety. Contact Administration immediately.
Extreme Temperature	Staff Notification	Keep hydrated. If person needs medical assistance send for First Aid. Sit in shade area and slowly drink water.
Animals	None	Keep Campers away and notify Administration immediately. Please do NOT bring animals to camp.
Flooding	Staff Notification	Walking Leaders will meet at Registration. Procedures to be followed will be shared. Ensure Campers safety at all times.
Tornado	Single, long horn blast	Take cover inside program buildings.
Unauthorized Person NOT wearing this year's Day Camp T-Shirt, Staff Shirt or Wrist Band		Contact Staff. Staff will escort them to registration. If they refuse, contact Camp Director or District Executive immediately.

FIRST AID

A first aid volunteer will be on duty during Day Camp hours. First Aid will be located at ADMINISTRATION in the Open Pavilion. EVERY FIRST AID INCIDENT MUST BE HANDLED AND LOGGED AT THE FIRST AID STATION.



MEDICATIONS

Cub Scouts requiring medication while at camp must turn their medication in to ADMINISTRATION in the original container with written instructions. Walking Leaders will be asked to administer the medication when it is time. They should have an Authorization for Administering of Medications form for each scout who requires medication during camp hours. The medication bottle must have the Cub's name, name of medication, doctor's name and dosage requirements. The First Aid staff will have access to a refrigerator to store medication if needed. THE ONLY MEDICATION ALLOWED IN THE SCOUT'S POSSESSION ARE INHALERS and EPI-PENS. Our First Aid Volunteer and the Cub's Pack Leaders should be aware of their need for and possession of inhaler medication and epi-pens. Thank you in advance for your cooperation.



INSECT STINGS - Bring to First Aid for appropriate treatment. If the victim has a life-threatening reaction to bee stings, administer Scout's epi-pen if possible, and then bring to first aid.

FAINTING - Sit the victim down with head between knees. Send for the First Aid volunteer.

OVERHEATING - Sit the person down in the shade. Rest for at least 15 minutes. Give fluids. Send for the First Aid volunteer in the meantime.

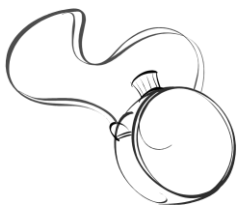


SUNBURNS - A sunburn can ruin camp for a scout, be sure to apply sun screen multiple times throughout the day.

SNAKE BITE - CARRY the person to First Aid immediately. Do not attempt to treat yourself. Keep the snake bite area lower than the rest of body. Identify snake if it can be accomplished SAFELY.

POISON IVY - To help prevent, take a bath immediately upon arrival at home. Wash clothes daily.

TICKS - Use repellent before the camp day starts. Check for ticks daily at home. If a tick is discovered on a Scout at camp, it must be removed at First Aid. All ticks removed at camp must be placed on a card and logged.



KEEP SAFE... DRINK PLENTY OF WATER

STAY HYDRATED - Walking Leaders are responsible for ensuring water is available for their scouts and that each Scout has an individual water bottle. Water coolers will be at each Program area. You may want to bring a water cooler and ice for your pack. Remember have your scouts drink, drink and then drink!

RECOGNITION AND AWARDS

ADVENTURE PASSPORTS

This year each Camper will get a passport book for the week. Scouts will collect stamps as they complete their adventure every day. Camp Staff will be stamping passports at their areas. This shows that the Cub Scout did their best!!!

Scouts who demonstrate Scout spirit can get stamped by their walking leader and camp staff. Some examples of Scout spirit can be picking up trash, assisting the program staff, helping a fellow camper.



DAY CAMP PATCHES

Each Cub Scout registered for Day Camp will receive a Day Camp patch. Patches will be in the Pack's closing packets, that leaders will pick up from ADMINISTRATION at the end of Camp. Parents/Leaders can purchase a patch at the Trading Post.

SPIRIT STAMPS

We love to hear the Scouts sing and have a good time. Key staff will have spirit stamps to stamp on their passports to packs that are enthusiastic on their way to and from activities.

PACK CAMPSITE AWARD

Each pack has the opportunity to turn their den area into a home for the week. You can do this with decorations, signs, etc. Use your imaginations. There will be an award presented at lunchtime Friday for the best "Pack Campsite." Use of the Day Camp theme in assembling your Pack Campsite is strongly encouraged.



INSURANCE COVERAGE

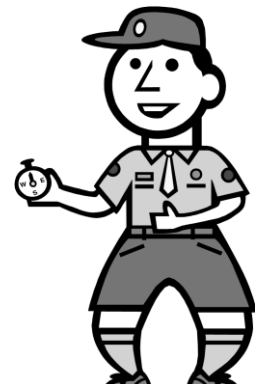
The Boy Scouts of America's general accident and liability insurance policies cover those CUB SCOUTS, BOY SCOUTS, and ADULT LEADERS REGISTERED WITH BSA. This is secondary to the family's primary health insurance. For this reason, ONLY REGISTERED CUB SCOUTS are allowed to attend Day Camp. (The only exception is family night after Day Camp is over for the day.)

Remember.... that Day Camp is a time for the Scouts to have FUN!!!!

The quality of the fun at camp depends on the program plus the leaders and parents.

Let the Scouts yell, get dirty, etc. Join them and let your hair down.

Our goal is to create positive lasting memories for our Cubs.



Pelathe
Day Camp 2019

Choose Your Adventure

Walking Leader Guide
Appendix

Forms, Maps, and Examples



FORM FOR EARLY RELEASE FROM DAY CAMP SITE

Date _____ District _____ Unit Number _____

Cub or Scout Name _____

Time Checked In _____ Time Checked Out _____

Reason for Early Release _____
(Attach note from parent or guardian requesting early release)

Signature of person picking up Cub or Scout _____

Signature and verification by Camp Director _____

Signature by Unit Leader _____

White copy (Council Service Center)

Yellow Copy (District)



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Yellow Copy (District)

SHOOTING SPORTS AWARDS



TIGER



WOLF



BEAR



WEBELOS

CUB SCOUT SHOOTING SPORTS Awards Requirements

BB Gun Requirements: Level 1: Participation and Knowledge (All Ranks)

1. Explain what you should do if you find a gun. Recite the four safety reminders.
2. On an approved range in your city or state, explain how to use the safety mechanism and demonstrate how to properly load, fire and secure the BB gun.
3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze and follow-through.
4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.

Archery Requirements: Level 1: Participation and Knowledge (All Ranks)

1. Demonstrate how to follow archery range safety rules and whistle commands.
2. Identify and name a recurve bow and/or compound bow.
3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim and release/follow through.
5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.

Slingshot Requirements: Level 1: Participation and Knowledge (All Ranks)

1. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, breathing, sight alignment, and follow-through.
2. On an approved range, explain the parts of a slingshot and demonstrate how to properly use them.
3. Explain the different types of ammunition that may be used with a slingshot and those that may not be used.
4. Explain the different types of targets that may be used with a slingshot and those that may not be used.

Douglas County Fairgrounds Map

PARENT PARKING FOR DROP OFF AND PICK UP – West of 30 ONLY.

Open Pavilion – Administration, Pack Campsites, Opening and Closing Ceremonies, Lunchtime

30 – Indoor Arena

Building 21 – North and South sides will be used.

D – Flory Building – East and West sides will be used.

28 & 29 – Covered Pavilions

Greenspace East of 9 & 31 – Shooting Sports

