

# *North District Cub Camp 2010*



Welcome to North District's Cub Scout Camp 2010!

The purpose of the Cub Scout Camp program is to provide an opportunity for continuation of the Cub Scout program into summer. Cub Scout Camp is an experience in-group living in a natural environment under the supervision of trained leadership. Cub Scout Camp is FUN and helps achieve the aims of the Boy Scouts of America: character development, citizenship training and personal fitness.

2010 Administrative Staff

## **CAMP DATES, TIMES, AND LOCATION**

June 14 - 18, 2010  
3:00 pm – 8:00 pm  
Farmers Branch Historical Park

## UNIT SETUP

Unit set up time for camp will be on Saturday, June 12 from 10:00 pm - 5:00 pm.

Units should plan to bring what they need to set up their areas. Do **not** arrive before 10 am.

## T-SHIRTS

T-shirts will be available to pick up during Unit setup time. T-shirts will not be available for pickup on Sunday.

## FAMILY PICNIC

A family picnic will be held at the end of camp on Friday, June 18 at 6:45 pm. Families need to bring a picnic meal to share with their Cub Scout. There will be a short program and presentation for all to enjoy.

## ACHIEVEMENTS

Cub Camp activities will provide numerous opportunities for the Cubs and Webelos to complete requirements and electives for their rank, as well as belt loops in the Cub Scout Sports Program. Following camp, Unit Leaders will receive a checklist showing items completed at each activity area. It is the responsibility of the Pack to provide belt loops and other rank items earned while at Cub Camp.

## CAMP UNIFORM

It is important that everyone at Cub Camp wear the current year's camp T-shirt every day. This allows the staff, at first glance, to identify those who should and those who should not be on the property. Unit Leaders and camp staff wear current year's camp shirts, shorts or pants with belt loops, **socks and shoes** (no sandals), and a hat of some sort. Campers wear current year's camp shirts, shorts with belt loops, socks and shoes (no sandals), and a hat with a small towel or bandanna attached to the back. This provides extra protection from the sun's rays, and gives the campers a place to display the totems they have traded. **A hat is mandatory for everyone** - it is basic preventative first aid and provides sun protection.

## **Unit leader Responsibilities**

1. Attend the Unit Leader Training
2. Read this packet to learn about Cub Camp.
3. Hold a meeting to organize your boys before camp. (make totems, decorate pickle buckets, decorate unit flag, make decorations for unit area, make gorp, etc.)
4. Set up your site at camp.
5. Keep track of your boys while at camp.
6. Clean up site area on last day of camp.

## **UNIT NAMES**

Every unit at camp is assigned a unit name related to the Cub Camp theme. We encourage individual unit spirit by asking you to decorate your unit area to match the camp theme and unit name. Let your imaginations go, enlist your boys, and have a great time!

## **TOTEMS**

Totems are small (usually about 2" by 2") giveaways that represent the unit name. They are cut from items such as craft foam, vinyl, etc., and each has a safety pin through the top. All of a boy's totems are carried on a shower curtain hook, used like a key ring for the safety pins. At camp, the boys trade totems with boys from other units. When a boy gets a totem from someone else, it is pinned to the boy's hat or from the cloth hanging from the hat. We suggest that each boy make about 40 totems. Totems should be simple enough for boys to cut out. They may be left plain or decorated with markers, sequins, feathers, paint, etc. Decorated totems are highly prized and very popular when trading.

**Adults do not make totems to trade with the boys.**

## **UNIT FLAGS**

Unit flags should represent the cub camp theme and/or unit name. They should be displayed at the campsite or travel with the unit from activity to activity.

**Unit Areas** may be as simple or as elaborate as you choose, but some basic needs are:

A dining fly or tarp and poles for shade and shelter. **No tents please.**

Any tools, rope, pegs, etc. that you may need to set up your area.

An ice chest in which to store lunches and drinks.

A large water cooler or several plastic milk jugs for drinking water.

Water and soap for hand washing unit (knee-sock hose with soap tied to a milk jug).

An equipment box of some type in which to store small items.

**The park has critters that come in looking for food at night – be sure to clean up your area, secure any food items and throw away your garbage in the dumpster.**

### **UNIT LEADERS' SUPPLIES**

MONDAY thru FRIDAY: **non-perishable** sack lunch and drink

EVERYDAY: metal or plastic drinking cup with a closed handle  
one 5-gallon pickle bucket for Gorp  
scoop or cup for Gorp bucket  
one box zippered sandwich bags to distribute Gorp  
five large plastic trash bags  
metal shower curtain hooks or carabiners  
paper towels  
plastic spray bottle for water (LEADERS ONLY)  
small hand towel or bandanna  
scissors, pen, pencil, permanent marker, clipboard or notebook  
package of moist towelettes  
items for any activities you may want to do as a unit  
items and equipment needed for unit camp site  
wagon for carrying supplies

### **GORP**

Here are some suggestions Gorp.

large box of Honey Nut Cheerios

large box of Cheez-Its

large box of raisins

large can of salted peanuts

large box of Corn Chex

large box of pretzel sticks

large bag of Reese's pieces

large bag of goldfish

Mix and bag ahead of time for each boy, tagalong and adult to munch on during camp.

**\*\*DO NOT LEAVE ANY FOOD IN YOUR UNIT AREA OVERNIGHT\*\***

## **SUPPLIES FOR CUBS, WEBELOS, AND TAG-ALONGS**

MONDAY: one large plastic trash bag (Use as a rain cover or for trash)

MONDAY thru FRIDAY: **non-perishable** sack lunch and canned drink

EVERYDAY: your unit totems with a safety pin in each one

metal or plastic drinking cup with a closed handle

one 5-gallon pickle bucket

metal shower curtain hooks or carabiner to hook cup to belt loop

small pair of scissors, pen and pencil

small hand towel or bandanna

sunscreen (NO AEROSOLS)

insect repellent (NO AEROSOLS)

**NO CELL PHONES, GAME BOYS, IPODS, ELECTRONICS, ARROWS, TOMAHAWKS,  
KNIVES, GUNS, TOYS OF ANY KIND, OR WATER PISTOLS!  
LEAVE EXPENSIVE ITEMS AT HOME.**

## **PREPARING FOR CAMP**

The week before camp, get outside as much as you can. Climatizing yourself in this way will make a hot Monday much easier to deal with. It is also a good idea to increase your salt intake during camp to facilitate perspiring. Everyone should apply plenty of insect repellent and sunscreen at home every morning. Remember though, no insect repellent on your forehead, because when you perspire, it will drip into your eyes. Also, avoid perfume, colognes, and hair spray as they attract bugs.

Cub Scouts and Unit Leaders use 5-gallon pickle buckets with lids (for sitting) and handles (for carrying supplies). Ask for one at a grocery store with a deli, at fast food restaurants, or at paint stores. These buckets will be carried from one activity to another. If you have small boys or tagalongs, a smaller bucket with a lid works better for their size (such as a plastic laundry detergent bucket).

## PRE-CAMP MEETING

A little bit of advance preparation is the key to a quality Cub Camp experience for both boys and adults. Plan and conduct a pre-camp meeting with boys, parents, your Unit Leaders, and Den Chief as soon as you can. Introduce yourself and your assistants. If your Unit Leaders will be dividing the week, make sure they all attend so the boys get to know all the leaders they will be with during the week. For your meeting:

1. Gather materials before the meeting and work with your boys to make a unit flag.
2. Before your meeting, purchase some vinyl or craft foam for making totems. Make a copy of your unit totem pattern for each boy. Hand out the materials at the meeting, explain the totem swapping system and have the boys make their totems at home. You may want to ask each camper to bring \$2.00 or so to help cover the cost of the totem materials and the ice you'll need throughout the week. Ice can be purchased at camp for \$1.00 a bag. Drinks such as Gatorade, Propel or bottled water will be available at camp for \$1.00 per bottle.
3. Work out your transportation plan. A car pool system is the easiest for all concerned. A local tour permit must be filled out and filed with the council prior to the start of camp.
4. Discuss camp specifics such as dates and times, bad weather plans, etc. and answer any questions. Tell the boys that they are to gather at the unit campsite each morning.
5. Discuss the Camp Rules. Cub Camp rules have been established for the safety and well-being of everyone at camp. Every camper should have a clear understanding of each rule:
  - Certain areas around camp will be clearly roped off with fluorescent tape. Under no circumstances are campers allowed beyond these barriers. Violation of this rule may result in a camper being dismissed from Cub Camp.
  - Stay away from the creek.
  - We require all campers to wear the camp shirt daily as part of our security measures.
  - Socks and closed toe and heel shoes are required to be worn at all times by all campers. This includes all Junior staff and adults.
  - Be on time, coming and going. If you arrive at an area early, keep your boys off to one side and do not intrude on the session currently underway.
  - Boys should stay with their unit unless the unit leader has given them permission to leave the unit with a "buddy".
  - No running, unless instructed to do so during a camp activity such as an obstacle course.
  - Respect the rights of others.
  - No active games or sports should be played in the unit areas at any time. (ie., football, frisbee, catch, etc.)

As a unit, establish any additional rules you or your campers feel are necessary. Add your own unit rules.

6. If you are short on supplies or equipment for your campsite (water cooler, dining fly, tarp, etc.) ask if anyone in your pack has items you can borrow. Boys should help in the planning and decorating of the campsite. Remember not to use any potentially dangerous items in your decorations. (arrows, sticks, invisible string, etc.)

7. Discuss ideas for a unit skit and/or unit song. We will be doing the skits as a special lunch activity sometime during the week. Two or three of the skits will be chosen to perform at the parent picnic.

8. Demonstrate how to attach a hankie or bandanna to a baseball cap.

9. Go over the campers' supply list and assign each boy one of the items from the list for Gorp. You may want to add to the suggested list, but remember that it will be hot. Guard against items that may melt. Estimate ingredients to match the number of boys, tagalongs and adults in your unit.

### **UNIT ACTIVITY SUGGESTIONS**

Decorate your pickle buckets using permanent markers.

Practice for or make props for your unit skit.

Involve the boys in your campsite decoration.

Play non-active games such as:

Long Glum: player who keeps from smiling longest wins.

Running Broad Grin: keep a continuous grin, winner holds for the longest time.

Zip Zap: form circle with leader in the center. If the leader points to a boy and says, "zip", boy must name person on his right. If the leader says, "zap", he must name the person on his left.

Ideas from other leaders:

## **AT CUB CAMP UNIT LEADER DUTIES**

Unit Leaders should arrive at camp with enough time to check in and get their daily packet and be in their unit area by the time the boys begin to arrive.

Pre-Opening unit time is used to take attendance, gather medications to give to the Camp First-Aider (on your way to or from the opening ceremony), and get your boys ready for the day.

Pre-Closing unit time can be used to store your gear and clean up your unit site. Make sure you retrieve any camper medication from the Camp First-Aider on your way to the closing ceremony.

1. **Check in** every day when you arrive at the table in front of **Headquarters**. There will be a file box with a folder for each unit. This folder will contain your attendance sheet, schedule, and any other important information you may need for the day.
2. Use the daily attendance form to take attendance each day and return the form to the check in table each day on the way to or from the opening ceremony. (30 minutes after camp begins.)
3. Do your best to be at each activity area on time; if you arrive at an activity area early, or the activity has not finished, please keep your boys back until your session begins.
4. Make sure each camper knows where bathrooms, First Aid, and Headquarters are located.
5. Initiate the "Buddy System" in your unit; no camper should leave from their unit alone for any reason.
6. **Provide close supervision for the campers during the entire camp** and assist them in achieving the goals of Scouting. Unit Leaders are to make certain there is at least one adult with their unit at all times, including activity areas, to assist the boys and the activity staff as needed. It is the responsibility of the Unit Leader to maintain discipline, per the guidelines in this book, among their unit.
7. Supervise unit housekeeping and teach an appreciation of the outdoors. At the end of each day, gather unit garbage to take home for disposal. (Recycle cans.)
8. Unit Leaders must stay with their campers at the car pool area until each boy has been picked up.
9. MOST IMPORTANT - give enthusiasm, warmth and guidance.

## CUB CAMP POLICIES

### BAD WEATHER

In the event that rain during the previous night makes the camp area unworkable or if it is raining heavily the morning of camp, the Camp Director may decide to move camp to the alternative location. It is the responsibility of the Unit Leader to verify that camp has or has not been moved and to relay that information to the boys in their unit. Should the rain site be used, camp hours will be announced depending on the location. The rainy day alternative location will be given to you at a later date.

In event of severe bad weather, please contact one of the numbers below to verify that the camp will be delayed or cancelled for any day; call one of the following after 7:15 AM on the morning in question:

Camp Director, Brad Pense	469-235-1874
Program Director, John Waida	214-402-6571

### SAFETY AT CAMP

The best way to prevent accidents is to make sure everyone knows the rules and follows them. Please make sure that every camper knows where Headquarters, First Aid, and the Latrines are located.

### ADULT LEADER PAPERWORK

All adult leaders working camp in any capacity should have completed the on-line youth protection training and provided a copy of the test results and card to the camp director. Adults will also submit a Volunteer Information Form and a copy of the results from the Texas Sexual Offenders database prior to working at camp.

### PROGRAM AREAS

Each program area will have 1 or 2 adults and/or junior staff members leading the activity. Your help and cooperation is necessary to the success of the activity. Be sure to assist your boys with the activity as necessary providing constructive discipline and coaching.

### WATER, WATER, WATER!!!

Campers wear shorts with belt loops so they can carry their cup by hanging it on a shower curtain hook. Water buckets are located all around camp. Please make sure each boy, tagalong, den chief, and adult in your unit drinks several cupfuls every single day. Take care of yourself by setting the example.

### EMERGENCIES AT CAMP

In case of a camp emergency such as fire or severe weather, there will be **3 blasts sounded on the horn.** When you hear this signal, gather your unit and await further instructions. Your camp staff activity leader will go to Headquarters for information, and return to advise you of the situation and give you full instruction.

## **SEVERE WEATHER AT CAMP**

In case of severe weather, each program area will be evacuated to the emergency shelter. Units will evacuate to the designated building in the park. Remain in the program area or in your unit area (if during lunchtime) and you will be instructed where to go. Evacuation buildings will be marked on your camp map that you will receive the first day of camp.

## **LOST CHILD**

Upon noticing that a boy is missing, look around the immediate area. Ask the other boys if the lost boy said anything to indicate if he was upset or that he might go somewhere in particular. See if the boy has gone to the latrine, for a drink of water, to watch his favorite activity, or back to the unit campsite.

Once it has been determined that the boy is not with his group and is not in the general area of the group, notify the Camp Director. The Camp Director will make a general check of the area with several staff members and, if the above procedures fail to locate the boy, there will be **3 blasts of the horn** sounded. Gather your boys together and listen for instructions. Upon failure to locate the boy, the Scout Executive will be notified and all other appropriate notifications will be made by the Camp Director.

## **MEDICAL PROBLEMS**

If a camper has a medical problem, escort him to Headquarters. The Camp First-Aider will take responsibility for him at that time. The Camp First-Aider will assess the problem and either treat the child or dispatch him to a doctor or hospital in an emergency vehicle. The Camp Director will be notified if the boy is to leave camp and will make all appropriate notifications. If a boy cannot be moved, send a "Buddy Team" of runners to the Camp First-Aider at Headquarters.

## **MEDICATION AT CAMP**

If a camper is bringing medication to camp, it should be in the original container and have the camper's name and specific dosage instructions. Unit Leaders collect any such medications during pre-opening Unit Time and turn them in to the Camp First-Aider on their way to or from the flagpole for opening ceremony. Unit Leaders should send any camper taking medication to the Camp First-Aider with a "Buddy" when it is time for the child to take the medication.

## **DISCIPLINE GUIDELINES**

If a camper is disruptive, fails to follow directions, fights, or is abusive to other campers or leaders, take him aside from the activity or other campers and talk with him. Stay within sight of another adult. Never deal with a child without another adult observing.

Inquire as to whether there is something troubling the boy. Sometimes a sympathetic ear and a little extra attention will solve the problem.

If the camper continues to be a problem, inform him that he will be withheld from activities if his behavior does not improve. If the problem continues, bring him to Headquarters with a

description of the problem. The camper will remain at Headquarters under staff supervision until the Camp Director, Program Director or Scout.

### **VISITORS AT CAMP/ CAMPERS LEAVING EARLY**

All visitors should check-in with at the camp headquarters to receive a visitor's pass. Boys being checked out early will need to check out through headquarters and the person checking them out will need to provide a picture id and be listed on their camper release authorization form.

### **TRASH**

All trash should be disposed of in the dumpster located on the west side of the park. Each unit should see that their area is clear of trash and food each day before leaving the camp.

### **SMOKING**

**No** smoking is permitted in the vicinity of the boys or on the grounds of the Historical Park.

**Give every camper a fresh start every day.**

**The best way to have a happy unit is to be sure everyone is busy having FUN!**

Thank you for volunteering . . . camp could not happen without volunteers!

