

***CUB ADVENTURE CAMP
SAGAMORE COUNCIL***



PARENT AND LEADER'S GUIDE 2018

**EXPLORING THE STARS AND
THE UNIVERSE. WHERE THE
MILKY WAY HAS NO LIMITS!**

HERE AT CARY CAMP!

July 19-July 22nd

**WHERE THE
MILKY WAY HAS NO LIMITS!**

We are ready to explore space! We are ready to get on our launch Pad and launch into space with are very own rockets!

Tasks Include:

Build a model solar system

Build and launch a model rocket

Learn about stars and constellations

Explore safe chemical reactions with household materials.

Requirements MAY include

Adventure in science

Howling at the moon

Super science

Sky is the Limit

And more!

Requirements for all: Tiger, Wolf, Bear and Webelos will be covered.



WELCOME AND THANKS

Welcome to Sagamore Council's nationally accredited 2018 Cub Adventure Camp! Thank you for your commitment to Cub Scouts and Camp. Your Camp Directors and Staff have developed an exciting and fun-filled themed based program Space is the place. It will enrich their Scouting experience and hopefully encourage them to continue in the Scouting program. Whether this is your first Cub Scout Camp experience or you are a seasoned camper, your guidance and support will ensure that youth participants enjoy all of the activities offered at Cub Adventure Camp this summer. We appreciate your time and effort towards this purpose.

Unit Leaders and Parents, thank you for your commitment to Scouting and for bringing your Scouts to camp. Please share the information in this guide with your parents and Scouts so everyone knows what to expect at summer camp.

At the conclusion of camp, you will be asked to complete an evaluation. Evaluations are a critical tool used by the Directors and Sagamore Council to constantly improve our camping programs. Your time, support, and thoughts are greatly appreciated as we strive to provide the best possible program for your Scouts.

Thank you

Your 2018 Cub Adventure Camp Staff

CARY CAMP

In 1927, Mr. Frank M. Cary, a Lafayette manufacturer and businessman purchased 44.14 acres under lease for a cost of \$4,414.00 and immediately deeded the tract to the Boy Scouts of America, "...in hope that the present and future generations of boys will, by use of said real estate as Boy Scouts, become useful and honored citizens...". The deed required that the camp be forever known as the Franklin Levering Cary Camp in memory of Mr. Cary's only son.

Today Franklin L. Cary Camp totals more than 125 wooded acres bordering on the Wildcat Creek. None of the original buildings remain, but their foundations along the Wildcat Creek near today's Indian Village campsite can still be found by those with sharp eyes. Scouts coming to Cary today will find new campsites with running water, modern shelters, a human foosball court, a climbing wall, updated and remodeled dining hall, kitchen, and training center. A new pool with handicap accessibility is open and ready for use. If you look around, you may be able to see raccoon, deer, owls, and other wildlife.

Cary Camp is a walking facility, and adults need to be able to move easily over the terrain of flat land and rolling hills. Please make sure adults and leaders are aware of the environment and they might want to prepare for camp by taking some walks and spending some time outdoors prior to arriving at camp. Vehicles will be kept in the front parking lot and the staff will arrange for your gear to get to your campsite and returned to the parking lot on the last day of camp. This is a safety concern because of the number of Scouts in Camp.

Units with Scouts or Adults with special needs must contact the Council office at least 2 weeks before camp so that proper arrangements can be made.

CONTACT INFORMATION

Sagamore Boy Scout Council Office
518 Main Street, Kokomo, IN 46901
PO Box 865, Kokomo, IN 46903-0865

765-452-8253
1-800-844-0537

Franklin L. Cary Camp
6286 State Rd 26 East, Lafayette, IN 47906

765-447-1990

Joy Biggs and Billy Rood
Camp Director

765-490-5567 or 765-470-2246
eric.biggs@scouting.org
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TJ McFadden
Program Director

ADVENTURE CAMP BASICS

Who Can Attend?

Cub Adventure Camp is open to all BSA registered Cub Scouts and Webelos from any District or Council. There will be separate programming for Cub Scouts based on rank, with age appropriate activities. All Cub Scouts can attend.

Registration

2018 Adventure Camp July 19 – July 22

- ◆ All Units will be registered by their Cubmaster or Camp Leader thru Campmaster located on the Sagamore Council website.
- ◆ Camp registration is on a first come, first serve basis
- ◆ Campsites will be assigned based on overall group size and to maintain balance in campsites.
- ◆ Unit paperwork should be kept by the Cubmaster or Camp Leader while in Camp.
- ◆ Every Scout attending must be a registered member of the Boy Scouts of America.

Fees

All youth until May 15	\$130.00	After May 15	\$150.00 (no shirt guarantee)
All adults until May 15	\$70.00	After May 15	\$90.00 (no shirt guarantee)

A non-refundable, but transferable deposit of \$50.00 is due April 8th and a payment of \$25.00 is due May 6, final payment for early bird is May 15th

Supervisory Ratio

National Standards require that each unit must provide at least 2 adults for every 8 Scouts with a minimum of 2 adults per unit plus 1 additional adult for every 4 Scouts. (1-8 Scouts=2 leaders, 9-12 Scouts=3 leaders, etc. The adult does not need to be a parent, and adults do not need to stay the entire length of camp as long as the adult to Scout ratio is maintained and proper procedures are followed. At times a small unit may have difficulty finding sufficient leaders. Because we do not want the Scouts to miss out on a great summer opportunity due to an adult shortage, please contact the Council Office by May 20th so that we can work to combine smaller units so that all Scouts can attend Cub Adventure Camp.

Camperships

Fees should never prevent a Scout from fully participating in the camp program. Units are encouraged to work with their Chartering organizations and committees to assist Scouts with financial difficulties. Sagamore Council does have a limited Campership Fund to help Scouts when all other resources have been exhausted. The form is located at www.sagamorebsa.org under the Forms and Flyers tab. Council must receive this form by May 1, 2018.

Refunds

- ◆ Camp fees **may** be partially refundable in case on non-controllable hardship, e.g. illness, family death, required summer school (ISTEP) or custody issues. Hardships do NOT include family vacations, sports, etc.
- ◆ Refund requests must be completed by leaders or parents prior to the completion of your

camping session. The request is to be given to the Camp Director or Staff Director.

- ◆ Camp fees may be transferred between individuals with the knowledge of the Camp Director or Staff Director prior to the beginning of the Session.
- ◆ Refunds, if granted, are processed at the end of the camping season.
- ◆ No refunds will be given for partial attendance, late arrival, or early departure
- ◆ Violation of Camp guidelines may lead to expulsion from Camp, and no refunds will be granted.
- ◆ Violation of any State or Federal law will result in expulsion from Camp and no refunds issued.

Health Forms and Policies

- ◆ A completed **BSA** health form for each Scout and adult must be turned in at check-in time. Parts A and B only. Forms are located at www.sagamorebsa.org under Forms and Flyers.
- ◆ Without a properly completed health form you will NOT be allowed to stay at camp. This includes all signatures and a copy of insurance card.
- ◆ All unusual or special needs should be noted on the Health History form.
- ◆ All medications must be given to the Health Officer during check-in, labeled with name, Pack number, and when it is to be taken. All medicine must be in the original prescription container.
- ◆ A Health Officer is on call 24 hours a day at Cary Camp.
- ◆ Minor scrapes and cuts are handled by the Health Officer.
- ◆ If the injury is serious, the camper will be taken to a local hospital in Lafayette and an adult from the Unit should accompany the Scout and parents will be notified.
- ◆ If warranted, local EMT's will be called, an adult from the Unit should accompany the Scout to the hospital if necessary and parents will be notified.

Trading Post

Cary Camp operates a Trading Post. T-Shirts, uniforms, Cub Scout-related items, handicraft projects, and snacks are available for purchase. Hours will be posted during camp. It is recommended that leaders maintain a locked box with each Scout's spending money in a separate envelope and hand out money to the Scout as needed. Make sure to have the Scout record the amount taken and/or returned each time. The Camp is NOT responsible for lost or stolen money.

Meals

All meals but the final breakfast will be served in the Dining Hall. Prior to the first meal, all participants will complete a Dining Hall orientation. The menu at Adventure Camp is designed with nutrition in mind, but Scout friendly.

SPECIAL DIETARY NEEDS

Please notify during check in of any special dietary needs (i.e. gluten free or food allergy) also note this on the Health Form and enter into **Campmaster**. If necessary a doctor's note may be requested.

Check-In

- ◆ **Unit Leaders** should check their Unit in between 1:00 and 2:00 EST on the first day of camp.
- ◆ Have all Medical Forms for all Scouts and adults staying overnight.
- ◆ 3 copies of your roster—1 for Camp Director, 1 for Health Officer, 1 for you.
- ◆ Medications properly labeled for each Scout and placed in a labeled bag.
- ◆ After assigned a campsite, drop your gear at or in a trailer with your campsite's name—it will be delivered to you in a timely manner. -- NO vehicles are permitted in the campsites.
- ◆ Wristbands will be issued and **ALL** persons, regardless of age, must wear this as identification at all times on camp property.
- ◆ After Health Officer checks, swim checks will begin. It is recommended that you either wear your swim gear or have it readily accessible, including a towel.

Swim Tests

All participants, youth and adult, will swim test during check-in process after Health Check and Dining Hall Orientation.

Swimming rank determines the ability and placement for Scouts and adults for pool use and canoe placement.

All swimming and boating activities will use the Buddy System, and it applies to both Scouts and Adults. Buddy tags must be used.

Swimming classifications are:

- ◆ **Swimmer:** Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes—sidestroke, breaststroke, or crawl, then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least 1 sharp turn. After completing the swim rest by floating for 1 minute.
- ◆ **Beginner:** Jump feet first into water over the head in depth, level off and swim 25 feet on the surface, turn sharply and return to starting point.
- ◆ **Non-swimmer:** Did not complete either the Swimmer or Beginner Swim qualifications.

Individuals Leaving Camp:

If a Scout or adult needs to leave camp for any reason before the end of the session please follow the guidelines

1. Sign in and out in the Log Book located in the Dining Hall.
2. Times are limited to the hours between 7:00 AM and 10:00 PM. If Scouts cannot return before this time, parents should bring them back the next morning.
3. The individual picking up the Scout must sign him out.
4. Leaders should be aware of each Scout's schedule for checkouts. If at night, 2 adults should meet and walk the returning Scout to the campsite.
5. A Scout may only be released to his parent or legal guardian. In another person is checking a Scout out from camp, the Pack leader must submit a permission note signed by the child's parent/legal guardian. This must include the Scout's name, date, and time of checkout, and the person's name that has permission to check him out. Identification **MUST** be shown at the office in order to pick up the Scout.
6. Staff members are NOT available to search for Scouts that have forgotten ballgames or other events. We will assist in every way possible in the case of an emergency.

Departures—End of Camp

Basic check-out procedures are listed below—Details will be discussed at a Leader's meeting.

- ◆ Unit cleans general camp area, stores equipment, and secures tents.
- ◆ Any camp equipment that has been checked out is returned.
- ◆ A staff member or Camp Ranger inspects the campsite.
- ◆ Arrangements are made for Pack gear to be hauled to the parking area.
- ◆ Leader picks up medical forms, medications, and any final paperwork.
- ◆ Turn in Camp Evaluation form.
- ◆ All units should be out of camp by 10:00 AM.

EMERGENCY PROCEDURES

First Aid

There is Health Officer on site located at the Health Lodge or Camp Headquarters. For a minor injury, that is beyond the scope of what a parent or unit leader can handle, an adult should bring the injured person to the Health Lodge or Camp Headquarters, after insuring other Scouts under his/her care are adequately supervised. If the injured person cannot be moved, the Health Officer should be notified by radio or cell phone (if available) or by sending an adult messenger to the Health Lodge or Camp Headquarters. If necessary, notification and transportation to a local hospital will be arranged by the Camp Health Officer and Camp Director. When required, the Camp Director will inform the Scout Executive. Notification of parent, guardian, or nearest relative is the responsibility of the Scout Executive or designate. Local authorities (fire, police, etc) will be notified by the Camp Director when the situation dictates.

Severe Weather

Most camp activities will continue in light to moderate rain. In case of heavy or continuous rain, rainy day activities may be substituted. Program areas will have alternative activities ready.

In case of inclement the Camp Director and Program Director will closely monitor the situation and if severe thunderstorm, tornado watch or warning or other severe weather is approaching, they will take appropriate action to insure all personnel have time to take shelter. **The Camp Alarm will only be sounded for Tornado Warning or Severe Thunderstorm Warning.** In the event of Camp Alarm all adults and Scouts will proceed to the dining hall. If at any time participants or staff are not comfortable in their tents or program areas due to inclement weather, the dining hall is always open.

Fire

A fire in or near an activity area should be reported immediately to the Camp Director, Camp Ranger, or Program Director so that firefighters can be called. The parent/leader's primary responsibility is to escort youth safely out of danger and checking attendance to insure all members are present.

Heat

The Health Officer will monitor the heat and notify the Camp Director when the heat and humidity combine to cause a hazardous environment. The Camp Director will issue an HEAT ALERT and all strenuous activities will be curtailed and alternate programming will be used.

Lost Scout

If it is determined that a Scout is not with his group and is nowhere in the general area of the group, send an adult to notify the Camp Director or Program Director immediately. The Director will implement lost child procedures. The camp has a specific written plan for lost children. The Director may request the help of parents/leaders.

CARY CAMP RULES AND REGULATIONS

Alcoholic Beverages, Drugs, and Illicit Materials: Possession of these on camp property is strictly prohibited and violators are subject to removal from camp property. In addition, local law enforcement will be notified, if necessary.

Cash and Valuables: Scouts and unit leaders are responsible for any cash and valuables while at camp.

Cell Phones: Due to security and youth protection concerns, Scouts will not be allowed to use a cell phone in any program area, dining hall, or any general camp area. Units are strongly encouraged to instruct Scouts not to bring a cell phone to camp. Use of cell phones in campsites is the responsibility and liability of unit leaders.

Clothing and Shoes: Appropriate clothing must be worn at all times by Scouts and adults. Class A Scout shirt will be worn at dinner. Open toe shoes/sandals are not allowed anywhere on camp. Aqua shoes may be worn during water activities only. Aqua shoes or inexpensive sneakers work best in canoes.

Firearms Restriction: In compliance with BSA National Standards, the use or possession of firearms and ammunition is strictly prohibited.

Flames: No flames, including small candles, are allowed in any tent, cabin, or other structure. Please ensure that the campsite is marked with signage "No Flame In Tent."

Pets: No pets are allowed on camp property.

Tobacco: All properties and facilities of the BSA are NON-SMOKING.

Vehicles in Camp: No personal vehicles are allowed to drive into the camping area. All vehicles must be parked in the main parking lot.

Visitors: All visitors must sign in at the Dining Hall and sign out when leaving.

Youth Protection: All BSA Youth Protection will be enforced.

Two-deep leadership is required at all times and at least one adult must be 21 years old.

No one-on-one contact between youth and adults

Respect the privacy of youth and adults

No adults are allowed in the youth restrooms or changing areas; no youth are allowed in adult restrooms or changing areas

If health or safety requires an adult to enter a youth restroom or changing area, then 2 adults are required to enter the area.

Separate accommodations—no adult is permitted to be in the tent of a Scout other than his/her own family.

All Scouts and adults must wear clothing appropriate to the activities.

Discipline should be constructive and reflect Scouting values. No corporal punishment.

If at any time abuse or neglect is suspected, notify the Camp Director who will take the appropriate action.

Unit Parent and Leader Expectations

- ◆ Lead Scouts from one camp activity to the next according to the camp schedule.
- ◆ Assist Program Leaders with planned activities as requested.
- ◆ Assist Program Leaders with behavior management as needed.
- ◆ Transport Scouts to Fairfield Lakes for canoeing if needed.
- ◆ Two adult leaders in camp at all times (at least 1 must be 21) and 1 must be a registered member of BSA.
- ◆ All adults in camp must have completed Youth Protection training. (on-line training)
- ◆ Be flexible—adapt to the day.
- ◆ Be a positive role model—you are setting the example.
- ◆ Be prepared—camp will go on rain or shine.
- ◆ Understand the program and help guide the Scouts.
- ◆ Monitor Scout's behavior at all times.
- ◆ Be sensitive to problems—keep the staff informed as needed.
- ◆ Be aware of medical needs—keep the staff informed as needed.
- ◆ **ENJOY CAMP—HAVE FUN!!!**

General Camp Rules:

- ◆ Always have a Buddy, including visits to the latrine.
- ◆ Youth must remain with their group. If a youth must leave the group, such as to use the latrine, an adult must be informed. Go with a Buddy.
- ◆ Adhere to the Cub Scout Promise and Law of the Pack at all times.
- ◆ Be courteous at all times, especially when others are speaking or when waiting in line.
- ◆ Obey all “off limits” signs and announcements.
- ◆ Abide by the quiet time listed in the schedule.

Specialty Activity Area Rules:

- ◆ Specialty areas are Archery Range, BB Range, and Pool.
- ◆ Do not use the area unless a staff member is present.
- ◆ Use only marked entrances and exits into and out of the perimeter of area.

Advancement

As part of the camp program, Scouts will have the opportunity to complete many requirements that are a part of their advancement. However, the focus of camp is to learn new skills, participate in new activities, and have fun with friends. As a result of this focus, much advancement will be earned. Each leader, at the conclusion of camp, will be given a list of advancement opportunities that were available while at camp. In Cub Scouting, the parents or unit leaders are responsible for tracking and signing off advancement completion, so using the provided list the unit leader or parents can determine if and when to award credit.

Scout Packing List

- Scout Class A Shirt (will be worn at dinner)
- Clothes for at least 4 days
- Shorts
- 1 pair of jeans/long pants
- 3-4 shirts
- PJ's or sleeping clothes
- Underwear, 1 for each day
- Socks, at least 1 pair per day

- Extra socks
- Sweatshirt or light jacket (mornings and evenings can be cool)
- Swimsuit (1 piece suit for females)
- 1 towel and washcloth (dark colored is better)
- Comfortable athletic shoes or hiking boots and 1 pair of shoes that can get wet and be worn around water
- Poncho or raincoat
- Backpack or daypack
- Sleeping bag or blankets & sheet with small pillow
- Toilet Kit (toothbrush, toothpaste, soap, DEODERANT, etc)
- Notebook, pen or pencil, Scout handbook
- Water bottle
- Hat
- Sun Screen, non-aerosol bug repellent
- Flashlight with extra batteries
- Small Personal First Aid kit
- Inexpensive camera—disposable cameras work well
- Work gloves
- Prescription medications in original containers—to be given to Health Officer
- Tent--Appropriate size—Campsites have limited capacity—i.e. 2 people do not need a 10 man tent
- Card games like Uno, Skip-bo, checkers, chess, books—you will have quiet time
- Spending money
- A container to hold food to be hanged or placed away from tents
- **ZIP LOCK BAGS ARE GREAT**—pack clean dry clothes in these bags and stow dirty wet clothes to go home

DO NOT BRING

- Bikes
- Candles
- Electronic games or equipment
- Expensive camera
- Fireworks or firecrackers
- Sheath knives. Webelos can have a small pocket knife if they have the Whittling Chit.

RECOMMENDED FOR A PACK/ADULTS

- Battery powered alarm clock
- First Aid Kit
- Trash Bags
- Sharpie Marker
- Hand sanitizer
- Rope for clothesline
- Skit/Song Ideas
- Parent's Emergency Phone Numbers
- Skits and/or Songs for Closing Campfire

CampMaster Event Reservation Website

We are pleased to provide Unit Leaders the opportunity to register for Scout camps via our CampMaster website! To access Sagamore Council's Camp-master website, go to <http://sagamore.camp-master.com>. You will find the event called Cub Adventure Camp.

Next, you will enter the number of T-shirts you need for each size of T-shirt. Maintain your own list of who gets what size of T-shirt. **Do NOT include any extra T-shirts; these will be purchased by the individuals through the trading post.**

Next you should load the names of the Scouts and leaders by using the "add participant" menu choice.

Fees can be paid via this site. You may only pay on-line by credit card at this time. If paying by check, you need to mail it to the Sagamore Council office before the due dates indicated.

