

WOODLAND TRAILS SCOUT RESERVATION

2019

**Cub Scout Resident Camp
Leader's Guide**



CAMP SESSIONS

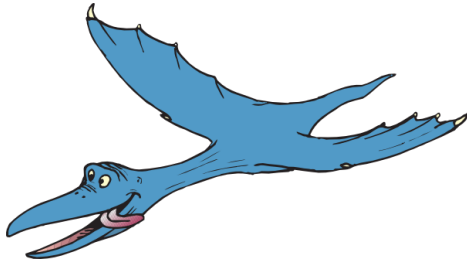
Session 1: July 14 – 17

Session 2: July 17 – 20

WHAT'S HAPPENING AT WOODLAND TRAILS SCOUT RESERVATION

Program

Theme: Prehistoric Party



We will go back in time to find dinosaur-sized fun. Join the party as we dig up a great time.

Cub Scout Vespers

On the first evening at camp, a non-denominational service will be held at the chapel at 8:00 p.m. Everyone is invited to attend.



Campfires



Two campfires will be held for all to attend during their time at camp. The staff will be responsible for the opening night campfire. It will take place at 8:30 p.m. immediately following the non-denominational service. There will be a closing campfire on the last evening in camp. We ask that Packs share their talents by participating in this campfire program. There will be a sign-up sheet available at the leader meetings.

Flag Ceremonies

Flag ceremonies are held every morning before breakfast at 7:45 a.m. and every evening before dinner at 6:20 p.m. Our staff will lower the flags the 1st evening. Each pack will have the opportunity to help. Camp-wide flag ceremony sign-up sheets will be available at the leader meetings. Please bring your pack flags with you for the flag ceremonies. Class A Field uniforms should be worn at evening flag ceremonies.



Daily Schedule

Day 1

1:00 - 4:00 p.m.: Arrival, check-in process

4:00 - 6:00 p.m.: Fun activities at your campsite

6:20 - 6:30 p.m.: Evening Flag ceremony

6:30 – 7:15 p.m.: Dinner

8:00 – 8:30 p.m.: Interfaith Service

8:30 – 9:15 p.m.: Opening campfire

10:00 p.m.: Lights out

Day 2

7:45 – 7:55 a.m.: Flags

8:00 – 8:50 a.m.: Breakfast

9:00 – 10:30 a.m.: Block A session

10:45 – 12:15 p.m.: Block B session

12:30 – 2:00 p.m. lunch/rest period

2:15 p.m. – 3:45 p.m.: Block C session

4:00 p.m. – 5:30 p.m.: Block D session

5:45 p.m. – 6:15 p.m.: Rest

6:20 p.m. – 6:25 p.m.: Flags

6:30 p.m. – 7:30 p.m.: Dinner

7:30 p.m. – 9:00 p.m.: Open Program

10:00 p.m.: Lights Out

Day 3

7:45 – 7:55 a.m.: Flags

8:00 – 8:50 a.m.: Breakfast

9:00 – 10:30 a.m.: Block E session

10:45 – 12:15 p.m.: Block F session

12:30 – 2:00 p.m. lunch/rest period

2:15 p.m. – 3:45 p.m.: Block G session

4:00 p.m. – 5:30 p.m.: Block H session

5:45 p.m. – 6:15 p.m.: Rest

6:20 p.m. – 6:25 p.m.: Flags

6:30 p.m. – 7:30 p.m.: Dinner

7:30 p.m. – 8:30 p.m.: Open Program

9:00 p.m.: Closing Campfire

10:00 p.m.: Lights Out

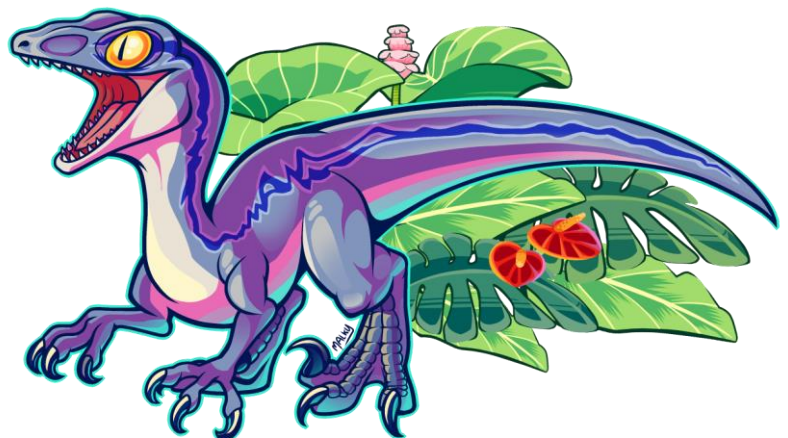
Day 4

7:45 a.m. – 7:55 a.m.: Flags

8:00 a.m. – 8:50 a.m.: Breakfast

9:00 a.m.: closing program at flags

Departure begins immediately after closing program. All units should be ready to exit camp by 10:00 a.m.



Essential Information

ALLERGIES, DIETARY NEEDS, AND OTHER SPECIAL NEEDS REQUESTS

Please inform the camp staff in advance of any special needs Scouts, leaders, or parents you may have. This will help ensure everyone has a pleasant and productive experience.

DISCIPLINE AT CAMP

Discipline and control of the campers is the responsibility of the adult unit leaders in charge at summer camp. Do your best to keep a positive attitude by encouraging participation in all activities. This will help maintain the trustworthiness and kindness of all Scouts. In matters affecting the health and safety of campers, or vandalism of camp facilities, the WTSR Camp Director will have the final say concerning discipline in camp.

FIREWOOD

A scouting Tradition is a campfire in the evening at one's campsite. Packs will be responsible for gathering their own wood if they desire to have a campfire. No firewood may be brought into camp.

FIRST DAY AT CAMP CHECK-IN

A staff member will guide the campers to each of the orientation stops, including settling in at the campsite. The unit leader will check-in with their paperwork, make final fee payments and turn in the pack roster. All campers (youth & adult) go through a brief check-in with the Health Officer and determine which prescription drugs the pack will administer and which will be administered through the health office. The Cub Scouts and leaders have a brief dining hall orientation to help make them comfortable with the meal procedures. Equipment is taken to the campsites during check-in. *No personal vehicles will be allowed to remain in the campsites.*

HOME SICKNESS

For a few boys, three nights away from home can be an intimidating experience. While most boys find themselves too busy with the fun and adventure of camp, homesickness can be a reality for Scouts who are new to the outdoors or unfamiliar with being away from home. We encourage every boy who experiences homesickness to stay at camp, as overcoming homesickness often results in a strong sense of pride and achievement.

One of the strongest proponents of homesickness is the cell phone. Leaders and/or parents are strongly discouraged from allowing boys to use cell phones to call home. When a boy sees another boy calling, he will usually feel the need to call home himself. This can quickly become a homesickness epidemic. Instead, boys should be encouraged to write a letter home, talk about the fun they are having at camp, and be challenged to stay another night before deciding to leave camp. Parents should talk to their son before he comes to camp about his feelings about leaving home, and make a plan about how to handle homesickness.

MAIL PICK UP

There is a mailbox for outgoing mail located at the camp office for any Scout who wishes to write home. All incoming mail will be delivered to the Scouts at the evening meal. When writing to your son, please include your son's pack number and campsite. Mail the letter a few days early to ensure he receives it at camp. The mailing address is:



Joe Cub Scout, Pack XXX
c/o Woodland Trails Scout Reservation
Campsite name
265 Gasper-Sommers Road, Camden OH 45311

MEDICAL FORMS

The Boy Scouts of America requires that everyone who attends camp (less than 72 hours) to complete and bring Parts A and B of the BSA annual health and medical record to camp. Parents should verify that all signatures required are complete, dates of immunizations are included, and a copy of the person's insurance card is attached. Medical forms will be checked during the orientation process. The forms will be maintained in the health office and returned to units just prior to departure. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Anyone who does not have a completed health form (including necessary signatures) will not be able to stay at camp until it is completed and signed.

PARKING AT CAMP

All vehicles in camp must be parked in the designated parking lot. No personal vehicles will be driven to campsites during the week. Special arrangements may always be made for individuals with physical disabilities. Parking can be limited at times so please plan on car-pooling to make sure everyone has room to park.

PETS

No pets are permitted in camp at any time.

POSESSION OF A FIREARMS AT CAMP

Firearms are not permitted to be in camp except for program use, even in the case of open-carry or concealed weapons permits. Woodland Trails will supply firearms and ammunition during program use only. All firearms will be properly stored and secured while not in use.

VALUABLES AT CAMP

Please keep a close watch on all valuables while in camp. Locking cash and other items up is a good way to prevent problems. The council and camp staff shall not be responsible for personal losses. Please do not ask camp staff to look after your property. Many lost items are given to a camp administrator. Check with the staff to see if anything has been turned in. A good rule to follow is if a Scout has a priceless possession then don't bring it to camp. Also label all personal items with name and phone number.

LOST & FOUND

Lost and found items are turned in at the camp office. Please have your scouts check lost and found before they leave camp. Please make sure all items are marked with the Scouts' name and phone number to ensure its return.

VISITORS IN CAMP

Pack leaders are always welcome, and we encourage your parents, families and other unit leaders to come and see the camp. However, for the safety of everyone living at the camp, ALL VISITORS MUST CHECK IN AND CHECK OUT AT THE CAMP OFFICE. If visitors would like to stay for a meal they will need to pay for a meal ticket. Payment can be made in the trading post.

YOUTH PROTECTION

This may best be explained by saying that no adult (18 years or older) should ever be alone with a youth member. The best method for the youth member and for you is the buddy system. National standards for camping require that all Scouts should be paired with a buddy for activities at camp and that each pack has at least two adults in camp for the entire duration of the camp session, or have made arrangements to share responsibilities with another pack coming to camp the same session.



WHAT TO BRING

Duplicate for your Cub Scouts

Pack everything into an easy to carry pack, duffle bag or suitcase. Bring ample clothing for your 4-day, 3-night experience. Remember to plan for the possibility of rain. Even though we try to live by the Scout Law, there may be some who do not. Don't leave valuables or money in an unsecured area. A good rule of thumb is that if it is not replaceable-leave it at home.

An asterisk (*) indicates optional equipment. An ampersand (&) indicates it is also available at the Camp Trading post.

ESSENTIAL ITEMS

- | | |
|--|---|
| <input type="checkbox"/> Signed BSA Annual Health and Medical Record | <input type="checkbox"/> Swim trunks & Beach Towel |
| <input type="checkbox"/> Necessary medications – <i>in original container</i> | <input type="checkbox"/> Jacket |
| <input type="checkbox"/> Rain Coat or Poncho (&) | <input type="checkbox"/> Sweatshirt or sweater |
| <input type="checkbox"/> Cub Scout Uniform | <input type="checkbox"/> Bath Towel & Washcloth |
| <input type="checkbox"/> 2-3 Blankets or Sleeping Bag and pillow_ | <input type="checkbox"/> Toothbrush/Toothpaste (&) |
| <input type="checkbox"/> Socks (extra pairs recommended) (&) | <input type="checkbox"/> Soap in a box/body wash (&) |
| <input type="checkbox"/> Pajamas | <input type="checkbox"/> Shampoo (&) |
| <input type="checkbox"/> Comb/brush | <input type="checkbox"/> Hat or Ball cap (&) |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Bag for Dirty Clothes |
| <input type="checkbox"/> Shorts and pants | <input type="checkbox"/> Insect Repellant (non aerosol) |
| <input type="checkbox"/> Batteries | <input type="checkbox"/> Sun Screen |
| <input type="checkbox"/> T-shirts (&) | <input type="checkbox"/> Flashlight (&) |
| <input type="checkbox"/> Comfortable closed toed shoes – No cros, sandals | <input type="checkbox"/> Class B uniform (camp, scouting) |
| <input type="checkbox"/> Tiger, Wolf, Bear or Webelos Book | |
| <input type="checkbox"/> Six Essentials for outdoor activities: flashlight,
Water bottle, whistle, first aid kit, sun protection,
Trail food (Tigers will use in Outdoor skills) | |

Long pants required to ride a horse

OPTIONAL ITEMS

- | | |
|--|---|
| <input type="checkbox"/> Fishing pole & supplies (*&) | <input type="checkbox"/> Mosquito netting |
| <input type="checkbox"/> Money for trading post (less than \$50) | <input type="checkbox"/> Water bottle |
| <input type="checkbox"/> Water shoes | <input type="checkbox"/> Notebook & pencil (*) |
| <input type="checkbox"/> Camera & batteries | <input type="checkbox"/> Stamps & envelopes (*) |
| <input type="checkbox"/> Watch (*) | <input type="checkbox"/> Scout Knife (*&) |

LEADER'S EQUIPMENT SUGGESTIONS

- | | |
|--|--|
| <input type="checkbox"/> Lawn Chair | <input type="checkbox"/> Camp Lantern |
| <input type="checkbox"/> Book of skits and songs | <input type="checkbox"/> Camera |
| <input type="checkbox"/> Knapsack or backpack for extra gear | <input type="checkbox"/> own water bottle or canteen |
| <input type="checkbox"/> Songbook | |

Be sure everyone has their name on all of their equipment & clothing. Leaders may want to act as "banks" for their Cubs' money, giving it to him when he visits the trading post.

PLEASE DO NOT BRING: A bad attitude, alcohol, drugs, tobacco, controlled substances, fireworks, pets, radios, game boys, TVs or other electronic devices, firearms, candy, or water guns.

CAMP TRADING POST

Woodland Trails Scout Reservation has a camp store called the Trading Post, with more than 700 different items for sale. Listed below are just a few of the items the Trading Post has for sale. Experience has shown that a Scout will spend \$20-\$25 at the Trading Post per session, but you should send whatever amount you feel is appropriate.

Trading Post offers:

- **Camping supplies** – compasses, knives, raincoats, flashlights, batteries, water bottles, mosquito repellent
- **Refreshments** – candy, ice cream, pop, chips, slush puppies
- **Reference Books** – cub scout handbooks, webelos scout handbooks, field guides, cooking & camping guides
- **Clothing Items** – t-shirts, hats, belt buckles, billfolds, ponchos
- **Miscellaneous Items** – science kits, key rings, toys

... and MUCH MORE!!!

TRADING POST HOURS

The Trading Post Hours at the camp are as follows:

9:00am - 12:15 pm

1:00pm - 5:30pm

7:00pm - 9pm

TRADING POST

CUB RESIDENT CAMP CHECK IN/CHECK OUT

OPENING DAY CHECK-IN

Plan on arriving in camp as an entire pack, at the same time, and in as few vehicles as possible. Our staff will be available to receive your pack at camp between 1:00 PM & 4:00 PM.

PLEASE – DO NOT COME EARLIER THAN 1:00 PM. THE CAMP AND STAFF WILL NOT BE READY TO GREET YOU AND ALL AREAS WILL BE CLOSED.

You will be greeted with instructions on unloading your gear. One car will be permitted to drive to the sites. One adult or the Unit Leader from each pack **MUST** register the pack upon arrival into camp. They need to have the following items in his or her possession:

Completed BSA Annual Health & Medical record for each adult and youth.

Signed horse waivers

Completed Swim Checks (if done prior to camp)

The pack leader prior to check-in must verify any Cub, who is absent or a no-show. Please inform camp management during check-in you have verified the no-show.

During the orientation process, you and your unit will have medical rechecks, a dining hall orientation, swim-checks, be assigned a flag pole, be able to set-up your campsite, and begin making new friends. Your campsite guide will give you a tour of the camp and facilities.

Program Areas

Over the course of the camping session, scouts will visit eight (8) program areas. Scouts will participate in different activities at each program area. Below are the program areas and the rank and/or elective requirements that may be earned.

Shooting Range – BB Guns:

All scouts: BB shooting

Archery Range

All Scouts: Archery (field games while waiting)

Sports/Horses:

All scouts will have an opportunity to ride horses (must have signed waiver)

Tiger: Rolling Tigers #1 through #6

Wolf: Running with the Pack #1 through #6

Bear: Marble Madness #1 through #4

Webelos/AOL: Stronger, Faster, Higher #1 through #4

Handicraft:

Tiger: Stories in Shapes #2 through #5

Wolf: Adventures in Coins #1 through #7

Bear: Baloo the Builder #1, #2, #3

Webelos/AOL: Art Explosion #2 and #3

STEM:

Tiger: Curiosity, Intrigue, and Magical Mysteries #1 through #5

Part of #1 needs to be completed during open program time

Wolf: Air of the Wolf #1, #2

Bear: Forensics #1 through #4

Webelos/AOL: Game Design #1, #2, (#3 and #4 as time permits)

Pool:

Tiger: Floats and Boats Elective #1 through #4 and #6

Wolf: Spirit of the Water #1 through #5

Bear: Salmon Run #1, #2, #6, #7

Webelos/AOL: Aquanaut #1, #3, #6, #7, #8

Nature/Tower:

Tiger: (Nature) My Tiger Jungle #1, #2, #5 (Tower) Bouldering

Wolf: (Nature) Grow Something #1 through #4 (Tower) Bouldering

Bear: (Nature) Fur, Feathers, and Ferns #3 through #6 (Tower) Bouldering

Webelos/AOL: (Nature) Into the Wild #2, #4, #7, #8 (Tower) Repelling

Outdoor Skills:

Tiger: Tigers in the Wild #1 through #4 (bring Cub Scout Six Essentials to camp)

Wolf: Call of the Wild #1 through #5

Bear: Bear Necessities #1 through #5

Webelos/AOL: Castaway #1a-b, #2a-d

Open Program

During open program time, most program areas will be open for scouts to either finish requirements not completed during the program sessions or to enjoy additional activities.

The open program will be available:

7:30 pm – 9:00pm (day 2) and 7:30pm - 8:30pm (day 3)

Below is a list of program area and the activities available during open program time.

BB Range: open on Day 2

Archery Range: open on Day 3

Lakefront: Boating (all scouts)

Bear: Salmon Run #3 through #5

Webelos/AOL: Aquanaut #2 and #9

Handicraft: Adaptive games (all scouts)

Wolf: Cubs Who Care #3, #4b,c,e, #5, #6

Webelos/AOL: Aware and Care #1 through #3, #4a and e

Tower: Repelling for Webelos/AOL scouts

Nature: Archeology adventure (all scouts)

Wolf: Digging in the past #1 through #3

Bear: Fur, Feathers and Ferns #1

Webelos/AOL: Earth Rocks #1 through #4

Outdoor Skills: Knot tying and lashing (all scouts)

Wolf: Finding Your Way #2 and #3

Bear: Bear Claws #1 and #2 (Whittling Chip)

Webelos/AOL: Outdoor Adventurer #2 through #5

Sports: BMX biking, Gaga Pit, Human Foosball (all scouts)

STEM: Slip and Slide open for all scouts on day 2

Tiger: Tiger-iffic! # 1 and #2

Wolf: Code of the Wolf #1a and d, #2b, #3a, #4a

Forms

You can download the following forms from the Miami Valley Council's website.

Horse waiver

http://www.miamivalleybsa.org/files/d/usr/2923/2018%20horseback_riding_waiver.pdf

Swim Check

<http://www.miamivalleybsa.org/files/d/usr/1162/Summer%20Camp/2018/Unit%20Swim%20Classification.pdf>