



# Cub Day Camp 2018

## Ore-Ida Council

# Leader's Guide

Ore-Ida Council Scout Scouts of America  
8901 W. Franklin Road  
Boise, Idaho 83709  
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[www.oreidascouting.org](http://www.oreidascouting.org)

# 2018 Cub Day Camp Schedule

Camp	Program	Dates	Days	Location	Check-in Time	End time	Camp Director	Orientation & T-shirt Pick-up
1	Cub & Web	June 1	Fri	<u>Optimist Park</u> Elmcrest & 5th N, Mt. Hm	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 19th, 4 pm 790 S Haskett St Mt. Home
2	Cub & Web	June 2	Sat	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 12th, 10 am 6111 Birch Ln. Nampa
3	Cub & Web	June 6	Wed	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 12th, 10 am 6111 Birch Ln. Nampa
*4	Web Only	June 7-8	Thurs-Fri	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	1:30 PM	8:30 PM	Emily Leonard 208-649-4116 emily@leonardfam.org	May 12th, 10 am 6111 Birch Ln. Nampa
5	Cub & Web	June 8	Fri	<u>Montgomery Farm</u> 668 Sugar Ave, Ontario	8:30 AM	3:30 PM	Jan Partin 208-899-7304 jan.partin@scouting.org	May 10th, 7 pm 1500 6th Ave S, Payette
6	Cub & Web	June 9	Sat	<u>Montgomery Farm</u> 668 Sugar Ave, Ontario	8:30 AM	3:30 PM	Jan Partin 208-899-7304 jan.partin@scouting.org	May 10th, 7 pm 1500 6th Ave S, Payette
7	Cub & Web	June 9	Sat	<u>Emmett</u> LDS Church Grounds 980 W. Central Rd., Emmett	8:30 AM	3:30 PM	Emily Leonard 208-649-4116 emily@leonardfam.org	May 12th, 10 am 6111 Birch Ln. Nampa
8	Cub & Web	June 13	Wed	<u>Idaho Youth Ranch,</u> 28371 El Paso Rd, Caldwell	8:30 AM	3:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
9	Cub & Web	June 14	Thur	<u>Idaho Youth Ranch,</u> 28371 El Paso Rd, Caldwell	8:30 AM	3:30 PM	Rachel Gardner 208-241-4476 john.rachel@hotmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
*10	Web Only	June 15-16	Fri-Sat	<u>Idaho Youth Ranch,</u> 28371 El Paso Rd, Caldwell	1:30 PM	8:30 PM	Emily Leonard 208-649-4116 emily@leonardfam.org	May 12th, 10 am 6111 Birch Ln. Nampa
11	Cub & Web	June 20	Wed	<u>Nampa South</u> Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Rachel Gardner 208-241-4476 john.rachel@hotmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
12	Cub & Web	June 21	Thur	<u>Nampa South</u> Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
13	Cub & Web	June 22	Fri	<u>Nampa South</u> Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Rachel Gardner 208-241-4476 john.rachel@hotmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
14	Cub & Web	June 23	Sat	<u>Nampa South</u> Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Rachel Gardner 208-241-4476 john.rachel@hotmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
15	Cub & Web	June 23	Sat	<u>Zim's Hot Springs</u> 2995 Zims Rd, New Meadows	9:30 AM	3:30 PM	Jan Partin 208-899-7304 jan.partin@scouting.org	May 3rd, 7 pm 500 N Mission St. McCall
16	Cub & Web	June 27	Wed	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 12th, 10 am 6111 Birch Ln. Nampa
17	Cub & Web	June 28	Thur	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 12th, 10 am 6111 Birch Ln. Nampa
18	Cub & Web	June 29	Fri	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 12th, 10 am 6111 Birch Ln. Nampa
19	Cub & Web	June 30	Sat	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 12th, 10 am 6111 Birch Ln. Nampa
20	Cub & Web	July 11	Wed	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 12th, 10 am 6111 Birch Ln. Nampa
21	Cub & Web	July 12	Thur	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 12th, 10 am 6111 Birch Ln. Nampa
22	Cub & Web	July 13	Fri	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 12th, 10 am 6111 Birch Ln. Nampa
23	Cub & Web	July 14	Sat	<u>Maple Grove</u> Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 12th, 10 am 6111 Birch Ln. Nampa
24	Cub & Web	July 18	Wed	<u>Nampa South</u> Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 12th, 10 am 6111 Birch Ln. Nampa
*25	Web Only	July 19-20	Thurs-Fri	<u>Idaho Youth Ranch,</u> 28371 El Paso Rd, Caldwell	1:30 PM	8:30 PM	Emily Leonard 208-649-4116 emily@leonardfam.org	May 12th, 10 am 6111 Birch Ln. Nampa
26	Cub & Web	July 21	Sat	<u>Nampa South</u> Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 12th, 10 am 6111 Birch Ln. Nampa

# What is Cub Day Camp?

Cub Day Camp provides Cub Scouts and their leaders FUN and ADVENTURE in the outdoors! 1-day camps are for all Cub Scouts and Webelos. The 2-day twilight (afternoon-evening) camps are for Webelos only with the first day the same as the 1-day camp and the second day concentrating on Webelos adventures. Camps are offered in Boise, Nampa, Caldwell, Ontario-OR, Mountain Home, Emmett, and New Meadows. Day Camp supports the purposes of the Boy Scouts of America: character development, citizenship training, and personal fitness. While achievements are earned at these camps, the primary focus is having FUN in the outdoors. Highlights include BB guns and archery as well as wood and leather projects. See you at Day Camp!

## 2018 CSI Station Summaries

### Cub Scout Camp / Webelos Camp – Day One

1. **Whodunit?** – Solve the mystery by searching for clues and analyzing the evidence.
2. **Find the Mark** – Learn about archery equipment and care, and the correct way to shoot an arrow.
3. **Boot Camp** – Complete a CSI training themed obstacle course.
4. **Eye Spy** – Assemble a woodcraft kit to make a periscope.
5. **Marksmanship** – Learn gun safety and how to shoot a BB gun.
6. **Mission: Possible** – Learn about disabilities, and explore what it would be like to be disabled.
7. **The Lab** – Participate in engaging activities of science and chemistry.
8. **All Access ID Bands** – Learn to prepare leather for stamping and create an original ID band.
9. **Get a Clue** – Decode clues to find a hidden "work of art".
10. **Caught Red Handed** – Learn ways to gather evidence, and that everywhere we go we leave a mark.

### Webelos Only Camp – Day Two

1. **First Aid-Hurry Cases** – Assemble a first aid kit and learn how to handle hurry cases of first aid.
2. **First Aid / Minor Injuries** – Scouts will learn basic first aid to treat minor injuries.
3. **Fire Starting** – Scouts will learn various methods to start fires.
4. **Geocaching** – Using GPS devices, scouts will learn how to locate GPS coordinates as they search for clues.
5. **Earth Rocks** – Scouts will explore Geology and learn to appreciate different rocks.
6. **Shelters** – Using knots and creativity, scouts will build emergency shelters and learn basic survival skills.
7. **Into the Woods** – Scouts will explore the area around them and identify plants and trees.
8. **Archery** – Scouts will expand upon the skills learned on day one, and earn their archery shooting sports pin.
9. **BB Gun** – Scouts will expand upon the skills learned on day one, and earn their bb gun shooting sports pin.

**Morning Gathering Activity** – As packs arrive, our program director will gather scouts and leaders for a fun activity while an adult leader checks in the group.

**Opening Ceremony** – Promptly at 9am (2pm for Webelos camps) all scouts and leaders gather in their color groups to honor our American Flag and provide short directions for the day.

**Lunch Time Activity** – After lunch, but before returning to stations, we have a special lunch time (dinner time for the Webelos) activity. In the past, special guests such as Policeman, Fireman, and Scientists have visited as their schedules allow.

**The Trading Post** – The Day Camp Store is open from pack arrival to the end of camp. Scouts can shop with the permission of their leaders and with their “buddy” in the morning, after completing a station, during lunch, or after the closing ceremony.

**Closing Ceremony** – At the end of the day, we’ll gather to provide recognition and say good-bye to the scouts.

## What to Bring

- Camp T-shirt, this is the uniform for all days
- Refillable water bottle
- Sturdy shoes that can get wet
- Sack lunch and cooler for storage
- Sunscreen & bug spray
- Hat (highly recommended, label!)
- Rain gear (watch the weather forecast and be prepared)
- Spending money for the Trading Post (recommended \$15)
- Wagon for Pack gear (optional)
- A positive attitude

## Please Leave at Home

- Pets
- Pocket knives
- Electronic devices (iPod, MP3 players, youth cell phones, hand held games, etc.)
- Open toe shoes, flip flops or Crocs
- Matches, lighters, or fireworks
- Unregistered youth, young children or siblings not working at camp

**Label all belongings with Name and Pack Number!**

If a scout is unable to attend with his pack, contact the Scout Office to transfer the scout's registration to another camp with available space. All scouts must be accompanied at camp by either a parent or two registered scout leaders.

## Pack / Walking Leader

**Walking leaders** are adults who walk from station to station with the scouts during the day at camp. They directly supervise their scouts, check-in pack adults and scouts at the registration area, verify attendance and make sure all forms are complete and accurate. For 2-day camps, the walking leader must verify attendance BOTH days. Den Chiefs are a great asset to walking leaders; their purpose is to help the scouts with their projects and activities. Walking leaders should:

- Enforce the buddy system.
- Provide discipline for your pack using principles taught in Youth Protection Training.
- Escort your scouts to each station.
- Assist with activities.
- Keep track of possible achievements for each scout (a possible achievement list is provided).
- Keep track of scouts always.
- Do not let the scouts run around unsupervised.
- Bring extra parents/leaders for scouts that need extra supervision.
- Plan transportation to and from camp.
- Supervise lunch.
- Communicate with Camp Staff.
- Help the scouts keep track of their belongings (label everything with name and Pack #).

**BSA Registered** – One walking leader with each pack must be registered with the BSA and must have proof of their current **Youth Protection Training** (YPT). All adults are encouraged to take YPT prior to camp. All scouts must be registered Cub Scouts with the BSA prior to camp.

**Two-Deep Leadership** – “A minimum of two registered adult leaders, one registered leader and a participating Scout's parent, or another adult are required for all trips and outings. One of these adults must be 21 years of age or older.” For Day Camp, we request an additional adult for every 5 scouts after the first 10.

## BSA Health and Medical Form

EVERYONE at camp (scouts, parents, leaders, volunteers, etc.) must complete a current BSA Health and Medical Form, parts A and B (photocopies are preferred for camp). This is a National BSA requirement. A doctor's physical and insurance card are NOT required. Den Chiefs (youth helpers under age 18) must have a parent/guardian's signature on their completed form. In the event of an emergency, we give these forms to medical personnel. All health forms are returned at the end of camp or destroyed/shredded.

## Arriving at Camp

- 1) Check-in begins at 8:30 am, Webelos camp at 1:30 pm. Please arrive early. Opening ceremonies begin promptly at 9:00 am, Webelos camp at 2:00 pm. A gathering activity is available for all Scouts.
- 2) Have one adult check-in your unit when the entire group is present.
  - Bring copy of registration form. Bring Health Forms for new scouts or adults already filled out and signed.
  - Verify scouts in attendance. Everyone must have completed forms and have paid. Each pack will be put into groups to visit each station throughout the day. Larger packs may be split into smaller groups, and smaller packs may be combined with other packs to keep the groups balanced.
  - Verify leaders in attendance. Turn in health forms for any substitutes.
  - Turn in ALL medications to be taken at camp. They must be in the original containers, labeled with name and pack number. The Camp Health Officer will dispense medications as required. For legal and safety reason, pack leaders are not allowed to dispense medications at camp.
- 3) Remaining adults and scouts proceed to the gathering area for an exciting pre-camp activity.
- 4) All adults will be required to wear a wristband to show that they are checked in.

## Transportation

Transportation is the responsibility of each pack; whether you carpool or meet at camp, please follow these guidelines so everyone arrives together safely. Make sure everyone knows what your pack's plan is, especially for 2-day camps. Parents, leaders, and scouts need to **know where to meet, what time, and how they are getting home**. Use caution and stay alert in Risk Zones (entrances, exits, and parking areas). All scouts and volunteers must wear seat belts when riding in any vehicle. **Scouts are not allowed to travel in the backs of trucks or campers.**

## Late Arrival / Early Departure

**EVERYONE must be checked in with camp staff.** Even if you are a parent dropping off a forgotten lunch (or something else) you must come to the check-in area first. We will assist you in finding your scout. Camper safety is top priority.

**The Camp Director must sign out EVERYONE who needs to leave EARLY.** Early is considered any time before closing ceremonies. The adult picking up the scout must be listed in the early release section of the Health and Medical form, or the scout cannot be released. Volunteers need to sign out with the Camp Director, so we know who is still there and if replacements are needed.

## Lunch and Drinks

**Everyone will need to bring their own lunch and cold storage.** We suggest sack lunches that can be kept in a cooler until lunchtime. You will have plenty of time for lunch, so please leave coolers in your car. Feel free to bring camp chairs and pop-up shades to create your own shade area. Some (not all) camps have covered areas, which you are welcome to use. Everyone should bring a refillable water bottle, labeled with your name and pack number. Refill stations will be available at each station. Your pack can choose where you eat lunch, but each pack should stay together. Please supervise scouts. They may visit the Trading Post, restrooms, etc. using the Buddy System. Practice '**Leave No Trace**' and take your trash to the dumpster or your car. Not all camps have trash facilities, so please 'pack it in, pack it out.' **THANK YOU!!**

# Praise and Discipline

When you catch a scout doing something good, **praise him openly in front of the group**. When a scout behaves inappropriately, **pull him aside and talk to him about his behavior**. Make sure you are out of earshot, but within sight of others. Please do not belittle or embarrass him. If he continues to misbehave, contact the Camp Director. Remember to always maintain 2-deep leadership.

# Buddy System

Please enforce the Buddy System at camp! No scout can go anywhere without his buddy. This includes the Trading Post and the restroom (port-a-potties are in plain view of camp and can be accessed any time). Please discuss the Buddy System with your scouts and all leaders before coming to camp.

# Trading Post

The Trading Post is the camp general store. Proceeds from the Trading Post helps pay the cost of providing day camp. Most prices range from 25¢ to \$5, with a few higher priced items. Types of items include: drinks, candy, snowcones, theme related toys and survival bracelets. Spending money at the Trading Post allows Cub Scouts to budget, make decisions, manage their time, be responsible for their money and their purchases, practice integrity, honesty, and math! We work hard to provide an excellent Trading Post for our camps with the help of adult and youth volunteers.

# Emergency Procedures

Listen for the emergency siren. Assemble at the gathering area and specific instructions will be given.

## Severe Weather

Electrical Storm: Stay away from trees and buildings, take scouts quickly to your cars.

Severe Rain or Hail: Take cover in nearest shelter or take scouts to your cars and wait for directions from the Camp Director.

Winds: Stay away from trees and get into an open area. If your camp cannot take place because of severe weather, camp staff will do their best to contact you with a change of date or location.

**Lost Scout**: Send an adult to contact the Camp Director. Search in the most likely places: restrooms, vehicles, Trading Post, etc. Follow the directions of the Camp Director.

**Health Emergencies**: Stop life-threatening dangers to keep the victim from further harm. Notify the Camp Health Officer and Camp Director immediately. Contact parents/guardians.

**Child Abuse**: Separate victim from abuser. Notify Camp Director immediately.

# First Aid

Report ALL injuries to the Camp Health Officer, no matter how small they may be. The Health Officer can be found at the First Aid station, near the Check-In area. NEVER send a scout to the First Aid station alone. Always use the Buddy System during camp.

# Lost and Found

Lost and Found items will be secured at the Check-In area and sold to the highest bidder. Just kidding! We will bring lost and found items to the closing ceremony at the end of each day. All items that are not claimed are delivered to the Scout Office and then donated to charity if not retrieved by August.

# Possible Achievements

**Note for Parents and Leaders:** The following is a list of POSSIBLE achievements for day camp. This list is a reference only and is not necessarily set in stone nor is it complete. There may be many more possible achievements completed at camp, and leaders should be looking for those opportunities. Since each camp has different station leaders some of the items, may or may not be covered at camp. These achievements reflect the 2016 Program Modifications that can be found at <https://www.scouting.org/resources/program-updates/>

Each boy who participates in the Shooting Sports at camp is eligible for the first level award, and Webelos that attend (Two Day) Webelos Camps are eligible for Level 1 & 2.

Please remember that the purpose of Cub Scout Day Camp is to provide an outdoor experience that the scouts might not otherwise have. As a committee, we are excited for this year's camp theme and look forward to seeing your boys at camp!

## Cub Scout One Day Camps

### Tiger Scouts:

Tiger Tag (*elective*) - #2  
Tiger-iffic! (*elective*) - #5 & #6

### Wolf Scouts:

Running with the Pack (*required*) - #1  
Paws of Skill (*elective*) - #5  
Cubs Who Care (*elective*) - #1, #4, #5, & #7  
Code of the Wolf (*elective*) - #4

### Bear Scouts:

Grin & Bear it (*required*) - #1  
Baloo the Builder (*elective*) - #3  
(partial – one useful project)  
Forensics (*elective*) - #3 & #4

### Webelos Scouts:

Adventures in Science (*elective*) - #3g  
Aware & Care (*elective*) - #1 & #2

## Webelos Two Day Camps

Adventures in Science (*elective*) - 3g  
Build it (*elective*) - 1 & 2  
Sportsman - 2 & 3 (see scout book for more info.)  
Castaway (*elective*) - 1c & 2c  
Aware & Care (*elective*) - 1 & 2

Earth Rocks! (*elective*) – The entire adventure  
First Responder (*required*) – The entire adventure  
Outdoorsman  
- option B (*required*) – The entire adventure  
Into the Woods (*elective*) – The entire adventure

## Helpful Links

(Make sure to use correct Caps)



[BSA Health Form](https://goo.gl/xkyVxX)  
<https://goo.gl/xkyVxX>



[Ore-Ida Council Website](http://www.oreidascouting.org)  
[www.oreidascouting.org](http://www.oreidascouting.org)



[Registration Packet](https://goo.gl/2ghGTz)  
<https://goo.gl/2ghGTz>



[Youth Protection](https://goo.gl/zxiqE)  
<https://goo.gl/zxiqE>