



LEADER'S GUIDE

Ore-Ida Council Scout Scouts of America
8901 W. Franklin Road
Boise, Idaho 83709
Phone: 208-376-4411
Fax: 208-376-4884

www.oreidascouting.org

2019 CUB DAY CAMP SCHEDULE

Camp	Program	Dates	Days	Location	Check-in Time	End time	Camp Director	Orientation & T-shirt Pick-up
A	Cub & Web	May 29	Wed	Nampa South Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 11th, 10 am 6111 Birch Ln. Nampa
B	Cub & Web	May 30	Thur	Idaho Youth Ranch , 28371 El Paso Rd, Caldwell	8:30 AM	3:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 11th, 10 am 6111 Birch Ln. Nampa
C	Cub & Web	May 31	Fri	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 11th, 10 am 6111 Birch Ln. Nampa
D	Cub & Web	June 1	Sat	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 11th, 10 am 6111 Birch Ln. Nampa
E	Cub & Web	June 5	Wed	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Kathy Crossley 208-585-4231 kahcrossley@gmail.com	May 11th, 10 am 6111 Birch Ln. Nampa
F	Cub & Web	June 6	Thur	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 11th, 10 am 6111 Birch Ln. Nampa
G	Cub & Web	June 7	Fri	Optimist Park Elmcrest & 5th N, Mtn. Home	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 11th, 10 am 6111 Birch Ln. Nampa
H	Cub & Web	June 8	Sat	Emmett LDS Church Grounds 980 W. Central Rd., Emmett	8:30 AM	3:30 PM	Kathy Crossley 208-585-4231 kahcrossley@gmail.com	May 11th, 10 am 6111 Birch Ln. Nampa
J	Cub & Web	June 8	Sat	Montgomery Farm 668 Sugar Ave, Ontario	8:30 AM	3:30 PM	Jan Partin 208-899-7304 janpartin@aol.com	May 14th, 7 pm 25 NW 8th St, Ontario, OR
K	Cub & Web	June 12	Wed	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 11th, 10 am 6111 Birch Ln. Nampa
L	Cub & Web	June 13	Thur	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 11th, 10 am 6111 Birch Ln. Nampa
M	Cub & Web	June 14	Fri	Nampa South Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 11th, 10 am 6111 Birch Ln. Nampa
N	Cub & Web	June 15	Sat	Nampa South Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Sally Neilson 208-331-3181 flutterbyrambo@yahoo.com	May 11th, 10 am 6111 Birch Ln. Nampa
P	Cub & Web	June 19	Wed	Nampa South Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Kathy Crossley 208-585-4231 kahcrossley@gmail.com	May 11th, 10 am 6111 Birch Ln. Nampa
Q	Cub & Web	June 20	Thur	Nampa South Church 7809 Deer Flat Rd. Nampa	8:30 AM	3:30 PM	Meri Kay Woodworth 208-412-4032; mkwoody@mail.com	May 11th, 10 am 6111 Birch Ln. Nampa
R*	Web Only	June 21-22	Fri-Sat	Idaho Youth Ranch , 28371 El Paso Rd, Caldwell	1:30 PM	8:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 11th, 10 am 6111 Birch Ln. Nampa
S	Cub & Web	June 26	Wed	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Peggy Simpson 208-890-4289 peggy@pssimpson.com	May 11th, 10 am 6111 Birch Ln. Nampa
T*	Web Only	June 27-28	Thur-Fri	Maple Grove Church 3700 S. Maple Grove Rd, Boise	1:30 PM	8:30 PM	Sarah Gentry 251-295-4557 gentrysarah@gmail.com	May 11th, 10 am 6111 Birch Ln. Nampa
U	Cub & Web	June 29	Sat	Maple Grove Church 3700 S. Maple Grove Rd, Boise	8:30 AM	3:30 PM	Sally Neilson 208-331-3181 flutterbyrambo@yahoo.com	May 11th, 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 focused on Webelos adventures. Camps are offered in Boise, Nampa, Caldwell, Ontario-OR, Mountain Home, and Emmett. Day Camp supports the aims of Scouting: character, citizenship, personal fitness, and leadership. 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!

WHAT TO BRING

- Camp T-shirt, this is the uniform for all days
- Refillable water bottle
- Close-toed 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 to be prepared)
- Spending money for the Trading Post (recommended \$10)
- Wagon for pack gear (optional)
- 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 their 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

Two-Deep Leadership – A minimum of two registered adult leaders 21 years of age or over are required at all Scouting activities (including Day Camp). A registered female adult leader over 21 must be present for any activity involving female youth. For Day Camp, we require an additional adult for every 1-5 scouts after the first 10. All BSA registered leaders attending camp must have current Youth Protection Training (YPT) prior to camp. All other adults attending camp are strongly encouraged to complete Youth Protection Training.

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).
- Always keep track of scouts.
- 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 number).

BSA HEALTH AND MEDICAL FORM

EVERYONE at camp (scouts, parents, leaders, volunteers, etc.) must have a completed, current BSA Health and Medical Form, parts A and B at camp (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.

DAY CAMP ORIENTATION/T-SHIRT DISTRIBUTION MEETING

May 11, 2019 10 am, 6111 Birch Lane, Nampa, ID 83687 Please send at least one representative from your pack to pick up T-shirts and receive important information about Day Camp. All adults bringing scouts to Day Camp are encouraged to attend this meeting. **Ontario - Tuesday, May 14th, 7 pm, Ontario Veterans Memorial Hall, 25 NW 8th St. Ontario, OR**

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 after the entire group is present.
 - Bring your copy of registration form. Bring completed health forms for new scouts or adults.
 - Verify scouts in attendance. Everyone must have completed health forms and have paid.
 - Verify leaders in attendance. Turn in health forms for any substitutes.
 - 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.
 - 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 are required to wear a wristband to show that they are checked in.

TRANSPORTATION

Transportation is the responsibility of each pack. 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**. Whether you carpool or meet at camp, please follow these guidelines so everyone arrives together safely.

LATE ARRIVAL / EARLY DEPARTURE

EVERYONE must be checked in with camp staff. Even if you are a parent dropping off a forgotten lunch 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 end of 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 name and pack number. Refill water coolers will be available at each station. Your pack can choose where to 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/her openly in front of the group**. When a scout behaves inappropriately, **pull aside and talk to him/her about the behavior**. Make sure you are out of earshot, but within sight of others. Please do not belittle or embarrass the scout. If the scout 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 their 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, 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.

2019 JOURNEY IN TIME STATION SUMMARIES

CUB SCOUT CAMP / WEBELOS CAMP - DAY ONE

1. **1881 THE OK CORRAL (BB'S)** – Learn gun safety and how to shoot a BB gun.
2. **1261 SHERWOOD FOREST (ARCHERY)** – Learn about archery equipment and care, and the correct way to shoot an arrow.
3. **1804 HIKE WITH LEWIS AND CLARK** – Take a hike and learn about different plants and animals that live in our area. (**This station will not be offered at Day One Webelos Camps)
4. **776 BC ANCIENT OLYMPIC GAMES** – Complete an Olympic themed relay like a champion.
5. **1903 FLYING WITH THE WRIGHT BROTHERS** – Assemble a woodcraft kit to make a Bi-Plane.
6. **1776 SIGNING OF THE DECLARATION OF INDEPENDENCE** – Learn about our country's history by playing an interactive game with your den.
7. **1879 ELECTRICITY WITH THOMAS EDISON** – Participate in engaging activities involving electricity and other forms of energy.
8. **1890 IDAHO STATEHOOD** – Learn to prepare leather for stamping and create an original keychain.
9. **1824 DINOSAURS ARE NAMED** – Grab a brush and a “shovel” and see what you can dig up out of the totes.
10. **1919 GREAT MOLASSES FLOOD** – Play a “sticky” game of Molasses tag and see how long you can keep moving.

WEBELOS ONLY CAMP - DAY TWO

1. **BB GUN** – Scouts will expand upon the skills learned on day one, and earn their bb gun shooting sports pin.
2. **ARCHERY** – Scouts will expand upon the skills learned on day one, and earn their archery shooting sports pin.
3. **FIRST AID-HURRY CASES** – Assemble a first aid kit and learn how to handle hurry cases of first aid.
4. **FIRST AID / MINOR INJURIES** – Scouts will learn basic first aid to treat minor injuries.
5. **FIRE STARTING** – Scouts will learn various methods to start fires.
6. **GEOCACHING** – Using maps and compasses, scouts will learn how to navigate around the campus!
7. **EARTH ROCKS** – Scouts will explore Geology and learn to appreciate different rocks.
8. **SHELTERS** – Using basic knots and their own creativity, scouts will build emergency shelters and learn basic survival skills.
9. **INTO THE WOODS** – Scouts will explore the area around them and identify plants and trees.

DAILY ACTIVITIES

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.

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.

Each scout 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 scouts at camp!

CUB SCOUT ONE DAY CAMPS

TIGER SCOUTS:

My Tiger Jungle - 1, 3
Games Tigers Play - 1a, b, c
Tigers in the Wild - 4, 6

WOLF SCOUTS:

Running with the Pack - 4
Call of the Wild - 1c
Paws on the Path - 6
Digging in the Past - 1, 3b

BEAR SCOUTS:

Grin & Bear It - 1
Baloo the Builder - 3 (partial)
Bear Necessities - 1c
Fur, Feathers, and Ferns - 4
Paws for Action - 2a

WEBELOS SCOUTS:

Adventures in Science - 3e
Outdoorsman - B1
Build it - 1 & 2

WEBELOS TWO DAY CAMPS

Adventures in Science - 3e
Build It - 1 & 2
Sportsman - 2 & 3 (see scout book for more info)
Castaway - 1c & 2c

Earth Rocks! - The entire adventure
First Responder - The entire adventure
Outdoorsman - option B - The entire adventure
Into the Woods - The entire adventure

HELPFUL LINKS



Youth Protection
Registration Packet
BSA Health Form
Dates and Locations

<http://oreidascouting.org/camping/cub-day-camp/>