

# 2018 Adventure Camp Leader's Guide

**Pirates!  
A Scouting Sea Adventure...  
In Goochland!**



## Heart of Virginia Council

*DELIVERING THE PROMISE OF SCOUTING*



## Welcome Parents;

Summer is an incredible opportunity for you to spend quality time with your son. One of the most rewarding and character-building things you can do as a family is to go camping, and I hope you consider taking your son to a session of Cub and Webelos Adventure Camp. Adventure Camp offers a 4-day, 3-night experience this summer in Goochland County. You can attend as a Cub Scout Pack or as a parent/son pair. Meals are served in our air-conditioned Dining Hall, and you can stay in our Tent Village or in a Western Frontier Fort, Tepee, Yurt, or Cabin.

Activities include fishing, BB guns, archery, swimming in our pool, splashing in our spray ground, BMX bikes, and much more. The theme for this year's Adventure Camp is "Pirates – A Scouting Sea Adventure." Each session of Adventure Camp will use this fun storyline, with staff members often in costume.

However, the most important part of the Adventure Camp experience is not the exciting activities or the engaging theme. What really matters is having the opportunity to get up a little early and take your son down to the pond to fish, just the two of you. No video games, no cell phones, no television in sight. There's not much better in life than sitting next to your child, enjoying a campfire, looking at the stars, and talking about the awesome day you had together.

I hope you have a great summer with your son, and I hope you choose to include Adventure Camp in your plans. This packet has information that will explain what to expect from a session at Adventure Camp. It has a breakdown of our daily camp life and descriptions of the special programs offered at camp. For the most updated information please visit us at [www.cubadventurecamp.net](http://www.cubadventurecamp.net). At the end is a camp hold-a-space form that will allow you to reserve a space for your pack or family for the 2018 camp season. All forms are also available on our website and registration is available online.

We look forward to serving your summer camp needs for the 2018 season. It's going to be an exciting summer, so register early and take advantage of our early bird camping rate.

All the best,  
Nick Harman  
2018 Adventure Camp, Director

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## **2018 SEASON-Cub and Webelos Sessions:**

***This year, all sessions are open to current Tigers, rising Wolves, Bears, and Webelos Scouts.***

**All Week day sessions are 4-day, 3-night sessions**

Session 1: Sunday, June 24 – Wednesday, June 27

Session 2: Wednesday, June 27 – Saturday, June 30

Session 3: Sunday, July 1 – Wednesday, July 4

Session 4: Friday, July 6 – Monday, July 9

Session 5: Wednesday, July 11 – Saturday, July 14

### **Weekend Adventure**

Weekend 1: Friday, July 20 – Sunday, July 22

Weekend 2: Friday, July 27 – Sunday, July 29

## **Camp Fee Structure**

Hold-A-Spot - \$10 per camper due at time of reservation, this fee is applied to the balance of your registration. This fee is non-refundable.

\$130 per Youth / \$120 *Early Bird*\*

*\*An Early Bird rate of \$10 off will be applied to all Scouts who have 50% of their camp fees paid by March 15, 2018 – Balance due June 1, 2018*

\$95 per Adult

\$7 per meal for guest meals

\*\*\* Weekend Adventure\*\*\* \$65 per person

\*\$10 Early Bird Discount for each youth and adult if registered by March 15, 2018 with ½ of all fees paid

**NO ADDITIONAL FEES FOR ANY PROGRAM!**

**This includes Craft Projects, BB Guns, Archery, Fishing, etc.**

## Doubleknot Registration

Register to attend Adventure Camp this summer at [www.cubadventurecamp.net](http://www.cubadventurecamp.net).

**PLEASE NOTE THERE SHOULD BE NO INDIVIDUAL REGISTRATIONS. ALL CAMPERS MUST BE REGISTERED BY THEIR **PACK COORDINATOR** UNLESS THEY ARE THE SOLITARY CAMPERS FROM THEIR PACK ATTENDING CAMP.**

Adventure Camp manages its camp registrations using the Doubleknot program. This is an online service used by our Council to manage events. You can register your Pack or family online through the Doubleknot program at the camp website or through the Council's online calendar.

**When registering your Scouts, the den assignment is the den going into the fall.**

If you register using the paper hold-a-space form, your information will be entered into the Doubleknot system and you will receive a Doubleknot account. This will be assigned to the primary email address on the registration form. If you already have a Doubleknot user ID you would like to use, please include it on the registration form.

You will log back into Doubleknot periodically to update your registration and enter more information. **It is very important to note that you need to log into your existing registration, DO NOT create a new one – your payment history is linked to your reservation and your campsite request.** Right now you may know that your Pack plans to go to Adventure Camp. You can go ahead and reserve a space for your Pack. Later you will know how many people plan to attend camp and you can update that information.

When you know the names of all your participants at camp you can go into the system and enter your roster. You will also have the option to pre-order camp merchandise through the Doubleknot system and have it waiting for your Pack when you arrive at camp.

### Refund Policy

Adventure Camp strives to provide the very best program possible. We enter into obligations with our staff and vendors during the winter before summer camp. Prior to March 16, 2018, cancellations will be refunded in full minus the \$10 hold-a-spot fee. Cancellations after March 15<sup>th</sup> undermine our ability to provide quality program. Reasons such as vacation schedule and last minute changes of mind are not acceptable reasons for refunds. In the case of death of an immediate family member, sickness or injury, or a military transfer we will refund all but \$45 of fees paid when verified by a physician, military commander or other such official.

### Camperships

Partial camper scholarships are sometimes available for Scout families in dire economic circumstances. Campership application forms must be filled out by the parent or guardian and must be signed by the Cubmaster. Campership application forms are available at [www.cubadventurecamp.net](http://www.cubadventurecamp.net) and must be submitted to the Scout Service Center for review. Applications will be approved or denied on a case-by-case basis.

## General Camp Policies

### Leader to Scout Ratio

Adventure Camp is a BSA Nationally Accredited camp, owned and operated by the Heart of Virginia Council. It abides by National Camp Standards and BSA policy found in "Guide to Safe Scouting." Its staff and all participants, including Scouts and leaders, must be currently registered members of the Boy Scouts of America. All Packs in camp must abide by two-deep leadership requirements. We encourage a ratio of one adult for every two Scouts, and require a ratio of one adult for every four Scouts.

**BSA Youth Protection** policies are followed at camp. All adult campers should complete Youth Protection Training online before arrival at camp. If you suspect that child abuse has occurred, report this suspicion immediately to the Camp Director.

Parent/son pairs are welcome to attend Adventure Camp, or they may attend with a Pack. Adventure Camp can accommodate either option.

### Vehicles in Camp **Please help us keep your children safe by adhering to these rules.**

**Vehicle Speed – Drivers must exercise EXTREME caution when operating motor vehicles on camp property. IN-CAMP SPEED LIMIT IS 5 (five) MPH or the speed of a walking person. Cubs are there to have fun in a vehicle free environment.**

Vehicles are only allowed in camp to drop off and pick up gear during check-in and check-out and must be immediately moved to the Upper Lot. Vehicles will be allowed in camp **after breakfast starts** on check-out day. We encourage the consolidation of camp gear to one car to cut down on traffic in the camp. Camp pull carts are available to make moving camp gear easier. Vehicles must stay on roads or on gravel parking areas. No one under 18 is allowed to operate a vehicle at Adventure Camp. *Absolutely no one is allowed to ride in the bed of a truck.*

Vehicles are required to park in the Upper lot by the Welcome Pavilion. No cars may be parked in a campsite overnight without a Camp Parking permit. All roads must remain open for Emergency Vehicles at all times. The Lower lot is for Camp staff and Emergency vehicles. Failure to adhere to this request will result in towing.

After check in the only cars that will be seen in camp during session are Ranger trucks (white pickups) and camp vehicles marked with signs on the doors.

**HANDICAPPED PARKING** - Requests for special parking passes for medical conditions will be made on a case-by-case basis. Special passes must be requested in advance and will be issued on the day of the event. Please speak with the Camp Director prior to arrival at camp to arrange for transportation during sessions and to receive a handicap parking pass. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

### Wrist bands and Visitors

All campers are issued wristbands at check-in, and must wear them during their stay at Adventure Camp. Visitors must check-in at the Camp Administration Building and are issued a wristband at that time. Any non-camp staff found in camp without a wristband will be escorted to the Camp Administration Building immediately. (Staff is trained to immediately escort people found in camp without a wristband to the Camp Director.)

## Alcohol, Tobacco, Firearms and Knives

- No alcoholic beverages or harmful drugs are allowed in camp. Failure to comply with this policy will be grounds for dismissal from camp.
- Per BSA policy, smoking and use of tobacco products is prohibited in buildings throughout the camp and in the presence of Scouts. The designated adult smoking area is the Welcome Pavilion parking lot.
- Personal firearms, large sheath knives and large folding knives are not allowed at camp. Adventure Camp provides BB guns for campers to use at the BB range with staff supervision.
- Fireworks are not permitted on Camp property.

## Health Forms, Injuries and Medicines

All campers, adult and youth, are required to submit a BSA Annual Health and Medical Record at check-in. The most current form is available at [www.cubadventurecamp.net](http://www.cubadventurecamp.net). Attendees are required to complete parts A and B. Completion of Part C is strongly encouraged, but not required.

PLEASE DO NOT BRING ORIGINAL COPIES.

Adventure Camp employs a Camp Health Officer who lives on-site and is available 24 hours per day in the Health Lodge. He/She is a certified EMT who is in radio contact with Goochland County Emergency Services. The Camp Health Lodge is fully stocked to handle almost any emergency and EMS response time to camp is less than five minutes.

Adult Leaders and Parents have the option of keeping prescription medications in their sleeping quarters under lock and key or keep them at the Health Lodge and let the Health Officer dispense them. A refrigerator is available in the Health Lodge for medicine required to stay cold.

## Non-Emergency after hours help

Help is available at the Administration front counter 24 hours a day. Phone numbers for the Camp Director and Program Director are on the wall behind the front counter.

## INCLEMENT WEATHER

In case of inclement weather, activities may be interrupted by dangerous lightning. If this occurs take shelter in the nearest large wooden structure and avoid being out in the open. Ship and castle are not safe, but the Western Fort is. The Dining Hall and the Welcome Pavilion feature lightning protection. Staff is trained to take their groups to designated shelters. It is strongly suggested that Leaders and Parents take "Weather Hazards" training prior to arrival at camp.

## Dietary Needs

All meals are served in Navas Lodge, our Camp Dining Hall. The Dining Hall is air-conditioned, and nutritious meals are served by our kitchen staff 3 times a day. Hot coffee, water, bread, and peanut butter and jelly are available in the Dining Hall 24 hours a day. **Campers with special dietary needs should communicate with the Camp Director prior to camp about those needs.**

## Campfires

ALL CAMPFIRES MUST BE IN FIRERINGS OR AN AREA APPROVED BY THE CAMP RANGER.

- Elevated fire barrels or fireplaces are not allowed.
- A campfire has to be monitored at all times by adults.
- A fire water bucket must be present at all campfires.
- Campfire must be cool to the touch before it is left unattended.
- No liquid fuels, candles, gas lanterns, stoves or open flames of any kind are allowed in sleeping quarters.
- All liquid petroleum must be used by adults, and stored outside tents.
- Where charcoal and charcoal lighter fluid is used, the lighter fluid must be used by adults and stored out of tents.

## Firewood

- Do not leave firewood stacked for other campers – Stacked wood or wood in the grass can harbor snakes or other pests.
- Collect firewood locally in camp; please DO NOT bring firewood from elsewhere. This prevents the spread of insects and diseases that can damage our forest.
- NO cutting or trimming of live trees. Please collect dead and downed timber and do not bring chainsaws. Use the downed, dead wood that is around camp.

## Lost & Found

A lost and found box is located at the Camp Administration Building. Found items should be brought there and put in the box. Labeling items with a Scout's name and Pack number will assist in identification and return. In general, valuable personal items should not be brought to camp. The camp carries no insurance on personal items. All items left at the end of the summer are donated to charity.

## Uniforms, Footwear and Clothing Attire

Field dress is encouraged to be worn at the evening flag ceremony. We ask that all campers wear close toed shoes while at camp to prevent foot injuries. Flip-flops may only be worn in the pool area. Swim suits may only be worn at the pool were there are changing facilities provided. Class B t-shirts may be worn at the morning flag ceremony and during day activities. *Please see "Suggested Packing List" pg.18*

## Camp Contact Information and Camper Mail

In order for your scout to receive their mail in a timely manner, please post 1 week in advance of their camping session. All mail received after the scout's session will be "returned to sender".

- The mailing address is:
  - Cub and Webelos Adventure Camp
  - Attn: Scout *John Doe*, Pack 123, Session 1
  - 1677 Maidens Road
  - Maidens, VA 23102

The camp phone number is reserved for camp business and emergency use only. The number is 804-554-9495.

## Buddy System and Lost Camper

Scouts should use the buddy system while in camp. No Scout should go anywhere by himself! Cubs and their adult partner should remain together or with a fellow youth scout. Cubs should always be in sight of an adult. Staff is trained to contact the Administration office to notify of a lost camper. Program areas are notified of the situation and immediately check their group for a number count. Sleeping areas are checked. If the scout is still not found Rangers will lock down the camp and all campers are to immediately move to the Flag Plaza and join their camping village. Staff is also trained to escort lone campers to either their campsite or activity area. Should those areas not contain their group, radio contact is made with Admin. to help locate their group.

## **Wildlife and Animals**

Cub Adventure is located in a heavily wooded area of Goochland County. We do have wild animals and snakes that roam freely through the area. Our skunks are very used to having humans use in their home for several months of the year, however food will attract them. We ask that food be kept out of tents and in coolers placed on top of picnic tables. Please do not interact with or feed wildlife. We leave them alone and they will leave us alone.

Lake Boisseau is where our fishing activities are located and where 2 snapping turtles call the lake home. “Big Kahuna” and “Little Kahuna” love to eat fish bait—who doesn’t love a free meal? Should your scout manage to hook one of the turtles, please DO NOT lift the turtles into the Pirate ship. Notify your Fishing Instructor who will cut them free from the hook.

## **Event Times and Quiet Hours**

Scheduled events, including meals and flag ceremonies, will start on time whether all campers are present or not. Please be on time for scheduled events and activities to keep the camp on schedule and maximize your experience in program areas. Should you be late to daily Opening and Closing flags, please stop where you and respectfully observe in silence.

Quiet hours are 10 PM to 7 AM. Campers should be quiet and in their bunks. Sound travels very easily, very far and is magnified in the woods. Please have consideration for other campers.

## First Day in Camp - Basic Check-in Schedule and Procedures

2:00 – 2:45PM

Check-In- Park in the upper parking lot, in front of the Welcome Pavilion. **If coming as a Pack please plan to arrive together and sign in together.** During check-in, each Pack will meet their Staff Guide. Your Staff guide will take your group throughout the rest of the Check in process.

Pack leaders at check-in should have the following:

- All materials needed to complete any financial transactions.
- A copy of your **Pack's roster** with leader's cell phone numbers listed
- Copies of medical forms for every Scout, Parent, and Leader camping ( Parts A and B required)
- Have all scouts arrive in **Swim Trunks**

Camp Tour – Your Staff Guide will take the Pack on a tour of the camp.

Aquatics – Campers will learn about procedures at the pool and sprayground. They will also get a chance to use the sprayground.

The Dining Hall - There will be a stop at the dining hall where a demonstration of the dining hall procedures will be reviewed. It is important for every camper to attend to better facilitate meals throughout your stay.

Shooting Sports – a BB gun and archery use and safety briefing will be held at the Craft Lodge.

Afterwards, Campers will have some time to settle into their living quarters and get dressed for flags.

5:45 PM            Retreat Ceremony at the Crutchfield Flag Plaza – attendance is required.  
Evening announcements will be made prior to Retreat. ***Please be on time!***

6:00 PM            Dinner in Navas Lodge Dining Hall

**6:45- 7:15PM    Adult Leader/Parent information meeting is in the air-conditioned Camp Conference Room.**

6:45-7:45PM    GAMES (Held in the field near the Trading Post)

7:45-8:15        Change into Costumes!

8:20 PM           Assemble at the Crutchfield Flag Plaza prior to travel to Opening Show.

8:30 PM           Opening Show at the Amphitheater

10:00 PM        Taps—(Lights out—All quiet)

## Day 2 and Day 3-Basic Daily Schedule

<u>Time</u>	<u>Event</u>
7:00 AM	First Call
<b>7:30*</b>	<b>Reveille</b>
7:45	Announcements and raising of the Colors at the Crutchfield Flag Plaza
8:00	Breakfast
8:50	Pack assemble at BMX Bike Course
	Trading Post is open
9:00 - 9:50	Activity Session #1
10:00 – 10:50	Activity Session #2
11:00 – 11:50	Activity Session #3
<b>12:00PM*</b>	<b>Pack Assembly at Village</b>
12:15	Lunch at Dining Hall
12:50-1:45	Free time
2:00 – 2:50	Activity Session #4
3:00 – 3:50	Activity Session #5
4:00 – 4:50	Activity Session #6
<b>5:30*</b>	<b>Pack Assembly at Village</b>
5:40	Packs to Retreat—required attendance
5:45	Camp-wide Evening Retreat at the Crutchfield Flag Plaza (Full Uniform)
6:00	Supper (Full Uniform)
7:00 – 8:00	Training on Day 2 (on Day 3 the closing show is at 8:20 Assemble at Flag Plaza)
8:00-10:00	Pack activity period (Pack-planned activities in your village)
9:45	Call To Quarters
<b>10:00*</b>	<b>Lights Out, All Quiet, Bed Check</b>

\* Please count heads to make certain all your Scouts are present.

*Schedule subject to change.*

NOTE: ATTENDANCE, PARTICIPATION, WEATHER OR OTHER UNFORESEEN FACTORS MAY NECESSITATE SCHEDULE CHANGES DURING THE WEEK.

IF THIS OCCURS YOU WILL BE NOTIFIED AS SOON AS POSSIBLE.

## Weekend Adventure Schedule

### Friday

4:00-7:00pm - Check in.

Pack leaders at check-in should have the following:

- All materials needed to complete any financial transactions.
- A copy of your **pack's roster** with leader's cell phone numbers listed
- Copies of medical forms for every Scout, Parent, and Leader camping (Parts A and B required)

8:20pm - Assemble at Flag Plaza

8:30pm - Opening Show

10:00pm - Lights out

### Saturday

<u>Time</u>	<u>Event</u>
7:00 AM	First Call
<b>7:30*</b>	<b>Reveille</b>
7:45	Announcements and Raising of the Colors at the Crutchfield Flag Plaza
8:00	Breakfast
8:50	Pack assemble at BMX Bike Course
	Trading Post is open
9:00 - 9:50	Activity Session #1
10:00 – 10:50	Activity Session #2
11:00 – 11:50	Activity Session #3
<b>12:00PM*</b>	<b>Pack Assembly at Village</b>
12:15	Lunch at Dining Hall
1:00 – 1:50	Activity Session #4
2:00 – 2:50	Activity Session #5
3:00 – 3:50	Activity Session #6
4:00 – 4:50	Activity Session #7
<b>5:30*</b>	<b>Pack Assembly at Village</b>
5:40	Packs to Retreat—required attendance
5:45	Camp-wide Evening Retreat at the Crutchfield Flag Plaza (Full Uniform)
6:00	Supper (Full Uniform)
8:20	Assemble at Flag Plaza
8:30	Closing Show
10:00	Lights Out

### Sunday

7:00 AM	First Call
<b>7:30*</b>	<b>Reveille</b>
7:45	Announcements and Raising of the Colors at the Crutchfield Flag Plaza
8:00	Breakfast
8:45-10:00	Depart (Trading Post is open)

## Check-Out Procedures (Full Session)

Due to safety concerns, vehicles will be allowed in camp after breakfast starts on the fourth day. Remember to drive slowly! **5 (five) MPH or the speed of a walking person.**

At 8:45 AM, your Village Commissioner will arrive at your living quarters and complete the Check-out sheet. If you plan to leave earlier, please inform your commissioner so they can make special arrangements to have your area inspected. Your Village Commissioner will be checking for:

- swept rooms
- trash removal
- clean latrines/showers

Once inspection is complete you need to go to the Administration Building to pick up your check-out packet which includes camp patches, other awards, medical forms, and any medications held by the Health Officer.

## Check-Out Procedures (Weekend Session)

You are free to check out any time Sunday morning. Due to safety concerns we ask that all vehicles remain in the parking lot until after breakfast starts. Remember to drive slowly! **5 (five) MPH or the speed of a walking person.**

Your village commissioner will work with you to set up a time for your check out inspection. Your Village Commissioner will be checking for:

- swept rooms
- trash removal
- clean latrines/showers

Once inspection is complete you need to go to the Administration Building to pick up your check-out packet, which includes camp patches, other awards, medical forms, and any medications held by the Health Officer.

## Program Tracks for Adventure Camp (Full Session)

Adventure Camp offers an age-specific program track for rising Wolves, Bears, Webelos, and Arrow of Light (formerly called Webelos II) Scouts. (Tigers will follow the Wolf track.) Scouts will be organized in groups by age and will go from program area to program area with Scouts from their home Pack and other Packs that are in the same age group. On Day 2 and Day 3, Scouts will visit 6 program areas each day, 3 in the morning and 3 in the afternoon. While different age groups will visit the same program areas, the activities they do in those areas will be different. For example, all Scouts will visit the Handicraft Area to complete a project.

**\*Projects are age appropriate\***

In addition, each group will have a staff member called an Adventure Guide, assigned to work just with those Scouts. The Adventure Guide will travel with the group of Scouts from program area to program area. They will assist the program area directors and guide the group from place to place.

## Advancement in Camp

Scouts will earn many rank requirements while at Adventure Camp. However the main focus of summer resident camp is to offer an experience that cannot be experienced at home. It is the responsibility of the Unit Leader or parent, and not the Adventure Camp staff, to certify completion of requirements. Advancement requirements that are covered by each age group's program will be given to Packs in their check-out packet and posted at [www.cubadventurecamp.net](http://www.cubadventurecamp.net).

## Awards and Patches

**Camp Patch:** Each camper will earn a camp patch once they complete an entire session.

**Clean Camp Award:** Units must meet the standards of the Camp Commissioner on daily inspections. Inspection sheets will be provided at the Leader meeting, Day 1.

**Spirit Award:** Packs that display Scout Spirit throughout the session can earn the Spirit Award. The award is presented at the discretion of the Camp Commissioner.

**Adult Service Award:** This award can be earned by adult participants who actively participate in Adventure Camp and perform some simple service requirements. Requirements for this award will be provided at the leader meeting. Additional copies may be found at the front counter in the Admin. building.

## Program Area Activities (Full and Weekend Sessions)

Here is a list of the program areas, and some of the activities that will be offered there:

Archery: Basic Bow and Arrow, Advanced Archery, Slingshots

BB Range: Basic BB Shooting, 3D Targets, Advanced BB Guns

Aquatics: PFD relay, Kickboard relay, snorkeling, water polo

Mining: rock collecting, archaeology, panning for minerals

Nature: Identify poisonous plants and animal scat, identify birds by song, reverse periscope

Fishing: using cane poles, baiting hooks, casting, using reels, types of fish

Camp craft: knots, map and compass, fire building contest, Whittling Chip, lashings

Sports: soccer, kickball, ultimate Frisbee, flag football, obstacle course, dodgeball

Handicraft: craft projects based on this year's theme, by skill level

Rocketry: it's in the name!

Each Pack's dens will be broken up into Adventure Dens. For example your Packs wolf den will be joined with other wolf dens to go through each of the above activities.

## Special Program Activities

### **Adult Leader/Parent Meeting**

On Day 1 of both weekday and weekend sessions there will be a mandatory Leader/Parent meeting in the Conference room of the Admin. Bldg. At least one parent or leader from each Pack must attend to receive the following information: session schedules, emergency information, inclement weather plans, Clean Camp Award criteria, and Answers to all Questions not addressed in this guide.

### **Opening Show**

The evening of check-in day, all campers should meet at the Crutchfield Flag Plaza at 8:20 PM. The Camp Commissioner and Village Commissioners will lead the camp down to the amphitheater for the opening show. The Opening Show will be based around this summer's theme. The Opening Show is a lot of fun and a highlight of the camp session.

### **Flag Ceremonies**

The first morning and evening flag ceremonies of each session are conducted by Staff as a demonstration to our campers. We encourage Scout participation for all other ceremonies during your session. We can accommodate **6 Scouts per ceremony** with **preference given to Wolves for their rank advancement**. Leaders may sign up their Scouts for participation at the front counter in the Administration Building. We ask that Scouts participating arrive 15 mins. early for instruction by Staff.

*Should you be late to daily Morning and Evening flags, please stop where you are and respectfully observe in silence.*

### **Field Night**

The evening of Day 2, campers should gather at the Crutchfield Flag Plaza at 7:00 PM for "Field Night", a round-robin of fun activities that will include several games and a chance to play those games with Staff members! This even will end around 8:00PM

### **Family Night**

Adventure Camp encourages family visitors to come on the evening of Day 3 for "Family Night", arriving at 5 p.m. We ask that you park in the upper lot and walk to the Camp Administration Building. (Only camp service vehicles are allowed in camp after check-in day.) At the Admin Building, you will need to sign in and get a visitor wristband. At the Admin Building, we will be able to tell you where your son should be in camp. (Staff is trained to immediately escort people found in camp without a wristband to the Camp Director.)

For \$7 per person, visitors can eat dinner with their Scout in the Dining Hall, tour camp, and attend the Closing Show.

## Closing Show

At 8:20 PM on Day 3, all campers and visitors should gather at the Crutchfield Flag Plaza. The Camp Commissioner will lead everyone down to the Amphitheater for the Closing Show. Cub Packs are encouraged to participate by performing their own skits and songs at the Closing Show. Many Packs plan their skit or song before they arrive at camp and often wear theme-based costumes during their performance. Leaders may sign their Packs up to perform at the Administration front counter. We ask leaders to follow BSA guidelines by omitting the following from their songs and skits:

- **Embarrassing an audience member**
- **Racial or cultural putdowns**
- **Violent behavior**
- **Bathroom humor**
- **Skits involving water**
- **Material that is not consistent with BSA Standards**

## Flag Retirement

At the end of the Closing show, the Camp Staff conducts a flag retirement ceremony. Scouts are welcome to participate in the retirement ceremony. **We can accommodate up to 5 Scouts in the ceremony.** The scout volunteers will be paired with a staff member for the ceremony. The flags are retired in the campfire and we keep the participation numbers low for safety reasons. Leaders may sign up their Scouts to participate at the front counter of the Administration Building. Packs are welcome to bring worn flags to camp for retirement. Worn flags may be turned in to the Administration front counter prior to the Closing Show.

## Chapel Service

At 7:15 PM on Day 3, a brief non-denominational worship service will be held in the Cochran Chapel. Located in the woods just past the teepees, the Cochran Chapel is nestled in a cedar grove, away from the bustle of camp. It's a great place to meditate, pray, and find solace.

## Camp Program Areas

Adventure Camp was built for Cub Scouts, Webelos Scouts, and their families. The camp's facilities and program features were designed to be used specifically by elementary-age youth and their parents.

### Program Features include:

- ♦ *Medieval Castle* – Scouts can climb the towers and see the “Jamestown” style fort, Ship and Mine Shaft
- ♦ *Inside the Castle* – Scouts can use the “sprayground” and pool, designed for the needs of Cub Scouts.
- ♦ *Fort Dunn* – In the “Jamestown” style fort, Scouts practice their shooting sports skills. The ranges have permanent roofs.
- ♦ *Ship in Lake Boisseau* – This ship has two decks for play and exploration. Scouts can imagine it is a pirate ship, an explorer ship, or a ship on the seven seas with large sails.
- ♦ *Lake Boisseau* --- The Cubs can fish from the bank, ship or fishing dock. The fish love to bite, unless there has been a severe rainstorm. There are poles for fishing. The Blue Heron of Lake Boisseau is frequently seen when approaching the lake. Beavers live on the lake and build dams across the creek. Scouts love looking for our two snapping turtles “Big Kahuna” and “Little Kahuna”.

- ◆ *Mine Shaft and its Cave* – An old fashioned mine shaft entrance stands on the hill. Inside Scouts will find a network of tunnels. A tunnel could be a cave for a dragon or another creature. Another tunnel goes through the hill.
- ◆ *Nature Center*— The nature lodge has many live and taxidermy animals. There is a trail to a salt lick where the deer visit. Another trail takes Scouts through the Camp’s wetland ecosystem. All stages of a forest are seen on this trail. If you are quiet on the trails, Scouts can see real Central Virginia animals in their natural habitats.
- ◆ *Sports Field* - A sand volleyball court and a fitness adventure obstacle course are other features in the sports field.
- ◆ *Campcraft* – Outdoor camping skills help establish a positive self-esteem by accomplishing something new and unusual. Camping skills are also essential to Cub Scout Camping. Some of the skills that are introduced are fire building, tent pitching, and knot tying.
- ◆ *Handicraft* – The Handicraft area allows Cub and Webelos Scouts to use tools while creating an item they can use.
- ◆ *Amphitheater* – The Opening and Closing shows are performed in our 800-seat stage facility. During Family Night, families are encouraged to enjoy this open-air facility while they watch their son perform.
- ◆ *Rock Throwing Range* – the only place at camp where rocks have wings! Try to hit the fire extinguishers and hear a satisfying ring.

#### **Other Buildings include:**

- ◆ *Dining Hall* – healthy meals are served three times a day in the air conditioning
- ◆ *Trading Post* – our camp store has snacks, camping supplies, and camp memorabilia.
- ◆ *Health Lodge* – staffed by an EMT and fully stocked to handle emergencies.
- ◆ *Administration Building* – the camp business and program offices.
- ◆ *Conference Room* – a room for meetings and trainings.

## **Camp Sleeping Quarters**

Adventure Camp offers a diverse range of sleeping accommodations. Campers need to bring bed linens and a blanket or a sleeping bag. Linens are not provided.

- *Wall tent* -- large green canvas tent on a tent frame that is mounted to a wooden platform. Each tent has two canvas cots. (Sleeps 2.)
- *Western Fort*—each room sleeps 6 max. on bunk beds, 10 rooms available
- *Mountain Cabins*— each cabin has 1 large bay-sleeping 16 scouts in bunk beds, with 2 private rooms sleeping 4 each, 1 for male leaders and 1 female leaders. (Sleeps 24)
- *Yurts*—sleeps 16 on bunk beds; adults are provided with wall tents
- *Teepees*—6 cots per teepee; adults are provided with wall tents

### **Shower and Bathroom Facilities**

- *Castle (Pool Complex) showers* are available for campers in the Baloo Tent Village, Yurts, and Mountain Cabins
- *Western Fort showers* are available for campers in the Fort, Teepees and Mowgli outpost.
- *Primitive latrines* are placed for Baloo, Yurts, Mountain Cabins and Mowgli.
- *Flush toilets* are available at Navas Lodge(Dining Hall), and the Welcome Pavilion and for the Western Fort.

## Suggested Packing List

A Cub Scout uniform is required for camping at Cub Adventure Camp. Sturdy shoes that are suitable for hiking will be useful. The following is a list of equipment that will be useful for camping at CAC. Check off each item as you lay out your equipment pack.

### Camping Equipment

- Sleeping bag
- Pillow
- Air mattress or pad (optional)

### Clothes Bag

- Cub Scout uniform
- Poncho or raincoat
- Warm jacket
- Pajamas or sweatshirt, sweatpants
- Underwear
- Durable closed toed shoes, shoe laces,
- Hat
- Extra socks, shoes, other extra clothing
- Swimsuit and towel (flip-flops are only permitted in pool area)
- Shower shoes

### Toilet Kit

- Toothpaste and toothbrush
- Comb

- Soap in a waterproof container
- Shampoo
- Extra plastic bag for wet clothes
- Wash cloth and 2 towels
- Baby powder for anti-chaffing

### First Aid

- Water bottle
- Flashlight with fresh batteries
- Sunscreen
- Insect repellent
- Personal First Aid kit

### Extras

- Pocket Knife (*Bear rank and above*)
- Camera
- Binoculars
- Sunglasses
- Fishing gear--if you'd like to use your own
- Outdoor extension* cord for adult electricals