

**LaSalle Council
Westside Day Camp
2019**

“Celebrating a Century”



**Participant Guidebook
Walker guide**

Camp Topenebee



Join us at our District Day Camp

Tuesday, June 18 – Friday, June 21, 2019

Tuesday – Thursday: 8:30 – 3:30p.m.

Friday: 10:30 – 6.00 p.m. with a family firebowl

Drop off parking is in the first lot... Park & walk to sign your scout in with the Unit walkers.

Pick up – Park in 1st lot and Walk to sign Scout out.

Cars not leaving till after the program has finished are allowed to use the second parking lot.

Day Camp Contacts

Anneliesje Sandberg	Day Camp Director	asandberg2012@gmail.com	219-405-0057
Mary Van Wienen	Program Director	vanwienen@comcast.net	219-242-2481
Jeff Smith	District Executive	j.smith@scouting.org	219-380-9805

Dinner and a Show (Friday Family Fire Bowl)

Bring a dish to share

5p Starts the Show—Each unit will be providing a skit or song PLUS Awards like best skit, Clean up crew, Dress for Success,

The schedule for Friday is different to the other days of camp. This is to allow parents who work, to have an opportunity to come out after work and spend some time with their cub scout. Station activities finish around 5:00 p.m. and then we gather back at the fire bowl for a Cub Scout show. They can sit and enjoy the skits and songs performed by the scouts. Individual units can plan a group get together for the end of camp if they wish. Closing ceremony is at 6:00 p.m. but families are welcome to stay and enjoy the summer evening.

Dress for Success and the Weather

Tuesday Scouts received a surprise for wearing the 2018 Survivor shirt... Otherwise wear This year's shirt

Wed If you wear your 2017 Day Camp shirt you get a surprise...Otherwise wear This year's shirt

Thursday If you wear the 2016 Day Camp shirt you get a Surprise...Otherwise wear This years shirt

Friday If you wear the 2015 Day Camp shirt you get a surprise...Otherwise wear This years shirt

Those with 5 years at ToPeNeBee Cub Scout Day Camp receive a Gift at Friday Fire Bowl

Does not Fit??? Pin to the back of your shirt or be creative.

Bring your camp shirt (Activity Uniform), water bottle, back pack, and dress for the weather.

Webelos Program

Day Camp runs a separate program for our Webelos campers. The Webelos scouts meet with all the other scouts in the morning at Fire bowl. They then head to their own stations with their walkers.

2019 "100 Years of LaSalle Scouting". How Can You Help?

Day Camp is totally run and staffed by volunteers. Without volunteers, day camp would not exist. In 2019 we are planning on more scouts and more stations. That means we need volunteers to help run the stations and to help set up on the week prior to camp. All the supplies are provided and Free training is given (CPR/AED, Shooting range training,.....) Staff also, receive a free camp T-shirt and great memories.

Crossing over to Boy Scouts....**Get Service hours for rank** by coming and bringing a parent, Grandparent, Neighbor, retired friend or any adult -- IF 14 YOU DON'T NEED TO BRING AN ADULT.

Please contact Anneliesje asandberg2012@gmail.com 219-405-0057 Text or Call

Goal:

To provide an outdoor program which will deliver adventure, challenge, teamwork, opportunities, confidence building, and fun as well as skills development and advancement opportunities.

To provide an outdoor program which will lead to self-reliance, self-confidence and leadership and which will enhance the traditional aims of Scouting: citizenship, character development, and mental and physical fitness.

Youth Staff and Youth Assistants

Youth play a large part in our camp. Both boys and girls are welcome. Youth ages 14-17 can run a station. Youth ages 11-13 can also volunteer at camp as Youth Assistants if their parent is a Staff Vol. These helpers work directly under their parent staff. All youth helpers receive a free camp T-shirt. Any youth willing to help at camp should sign up as Youth staff on the LaSalle council Day Camp registration website. If you have questions you can contact Director, Anneliesje Text or Call 219-405-0057

Health Forms

We must have a BSA Medical Form, Parts A and B for **all** participants at camp. These can be downloaded from the camping page on the LaSalle Council website. . If any participants bring their health forms to camp with them, please give these to our health officer as soon as you arrive at camp.

Units may turn all their health forms in as a group at the start of camp. These can be returned to you at the end of camp or they will be shredded Saturday Morning. Please let our health officer know if you are planning on picking them.

Trading Post



A Trading Post is ran by LaSalle Council and many wonderful items will be available.

Pixie Camp

This program is for the children of volunteers who are helping as Day Camp staff and for adult Walkers. Children must be potty trained to attend Pixie Camp. Pixie campers meet at the Fire bowl in the morning with the other campers. After opening ceremony they head to the Training center where they get to enjoy games, crafts and story time. Pixies get to have their own program of fun. Pixies will eat lunch with their parents and siblings. **Lunch pick up/return is at the Training Center.** Snacks are provided for the Pixie campers but they do need to bring a packed lunch to eat with their family at lunch time.

If you are volunteering on staff, there is no fee for Pixie camp.

If you are a den walker, the fee is \$10.00 per day for Pixie campers.

Unit Camping Friday Night

Units can choose to spend the night at ToPeNeBee Friday night. This is a different event and has it's own registration. Staying will assist scouts in earning rank advancement and Tri Camp Patch.

Den Walkers

Each Pack MUST have one den walker for 8 or Less Webelos scouts and 1 Adult Walker for 8 or less Cub scouts (Wolf/Bear). Tiger Scouts and special needs Scouts are require to have 1 on 1 and will need their own Adult walker each. Webelos and Cubs are walking in different areas and will not be together. They have their own stations but still need an Adult walker for each group. The den walkers leads the boys from station to station and supervise them during their lunch break. The den walker's job is to get the boys where they need to be, when they need to be there. Den walkers also sign the boys in at the start of day and supervise their pick-up at the end of day. If you are sending more than 8 Webelos scouts, you will need to provide a separate walker to stay at camp with these scouts. If you have questions about den walkers, please contact Anneliesje , Camp Director. 210-405-0057

Walker responsibilities

As units walkers , you are to help keep your scouts to be involved in the activities and help scouts experience to be an exciting time! It is encouraged that you participate in the activities and help our volunteer staff if you are able too. If one of your scouts need a little more help, please let us know. We cannot always know when a little assistance is needed.

-have every scout signed in by an adult at the beginning of the day.

-1 Unit walker should attend the short morning meeting at the end of opening (Report: attendance, items needed for unit, any assistance needed,...)

-Have every scout signed out at the end of the day and return to sheet to the staff at fire bowl.

-Count all your scouts before you leave a station/area and count them again when you arrive at the next station.

-Ask for permission to enter and give your unit yell before you enter an area. When you leave ask for permission to leave and give a thank you to the Station Staff Volunteer

-Be attentive to the Station Staff Volunteer.

-If you are able to help with the scouts please do. Step up and help out. Have questions feel free to ask.

-While at stations, keep attentive to your group to help them and not distract them. This is Family Scouting and as part of the family we want you to be involved.

-Safety is our most important aspect. Lead your scouts by example and show them how to listen and follow all instructions

-If the scouts are having difficulty listening or hearing our Staff Vol. PLEASE help quiet down your unit.

-Help your scouts follow the scout laws. In the activities, we use the scout laws. Keep this in mind at all times.

This is a Scouts way of life!

Safety and Security

Camp operates on the buddy system – buddies always stay together. If you see a scout without a buddy, send him back to his den to get one.

Scouts are not to engage in activities that would lessen the fun or endanger themselves or others such as – hitting, teasing, name calling, foul language, tackling, tree climbing, hitting trees with sticks, throwing stones etc.

While at camp, everyone must wear the name tag, bandana, and Activity uniform. This lets us know you are supposed to be at camp.

All visitors to camp must check in at headquarters to receive a special name tag. At no stage should there be adults interacting with scouts who are not wearing camp identification

Westside Day Camp is held at a BSA Camp. Be observant and report any suspicious activity to the station leader or– Anneliesje 219-405-0057. Provide a location and a description. Do not attempt to make contact with someone you think is dangerous. The Camp Director will deal with the situation.

Please remind the scouts to follow the ‘Leave No Trace’ guidelines, particularly the need to stay on the marked trails. This will decrease their risk of coming into contact with poisonous plants.

LOST BOY PLAN

Once it has been determined that the boy is not with his group and is nowhere in the general area of the group: *Immediately notify the Closest Vol Staff member. The staff member will contact the Camp Director

The Director will sound the alarm (over the walkies). Groups will *sit* where they are, and report status to the Director.

The Camp Director secures the service of two or three staff members to serve as runners and messengers. Give them the boy’s name and any other identifying information, and have them do the following (aided by staff):

If the loss occurred when moving from one program area to another, have someone check the perimeter of the program area (most lost boys are found in area checks).

Check the Latrines – inside and near. Cars – inside, under.

Have another person check the buildings, washrooms, and likely hiding places.

Interview the Parent. If general area checks fail to turn up a boy, get the Parent/Adult in charge of the boy to determine the following:

- Was the boy subjected to or threatened with disciplinary action at camp or home (If so, this is not the place to discuss it).

Did other den members subject the boy to teasing or harassment?

Try to determine whether this is a voluntary or involuntary loss.

-Involuntary

Unlawful custody resulting from a divorce action and the boy leaves with a parent without telling anyone.

The boy climbed into a vehicle that left camp, whether a camp vehicle or private car.

-Voluntary

Is the boy a chronic wanderer?

Is the boy a chronic runaway?

Could the boy have taken a wrong turn and gotten lost?

Has the boy shown an attraction to some nuisance area?

If the boy has not turned up by now, it is time to go to the next level of procedure.

Gather all the groups for an activity session (game, song) while the following steps are taken:

Have the staff check each group.

Notify the Scout Executive and, if possible, the District executive and Staff Adviser.

Council office 219-289-0337 Scout Exec. Is Eric Clark

District Exec./ Staff Adviser: Jeff Smith, 219- 380-9805

Using all available staff and a camp map, have staff search the entire sector in which the boy was last seen. The staff should work in a line, close enough to see the next person plainly. Check everything in, around, and under.

Notify the sheriff's department at the discretion of the Scout Executive.

-Give as accurate of a description of the boy as possible

-Tell how long the boy has been missing

-Ask them to mobilize a search party.

The following factors could require that the authorities be notified at an earlier point in the procedure:

-Health – diabetes, epilepsy

-Weather – impending storm or cold front.

-Time of day – close of daylight

The Camp Director's duties are to:

stay near the phone

stay in one place

direct operations

refer all media contacts to the Scout Executive. Issue all statements to the media through *one* authoritative source, either the Scout Executive or the Council President..

STRANGERS IN CAMP

✓ Campers and Staff will have a bandana, Name tag and Camp shirt. If you encounter someone who appears not to belong, please advise them to report to the camp office (Training Center). At each group, perform a "Buddy Check" to help rule out those who don't belong

ILLNESS AND INJURY PLAN

Anyone (Staff or Scout) who becomes ill MUST notify the Health Officer. The Camp Health Officer will take care of all minor injuries and illnesses.

Any more serious injuries or illnesses will be forwarded to the Council Physician and Staff Advisor. If the injured or ill person needs additional attention the subject will be transported to the hospital.

The subject's parents (if a minor) are onsite and will be notified of any serious or near serious injury or illness.

A.. Hazardous materials exposure

Dangerous encounters with wildlife

Natural and manmade hazards at the specific sites

Equipment that, due to the use and risks presented, is limited to authorized personnel using specified safety procedures, as identified in a written risk assessment

These risks above need to be addressed immediately to the Health Officer.

In accordance with Camp Standard HS-510, First Aid Kits will be supplied to on-site program areas. The Camp Health Officer will supervise these kits and restock them as necessary.

Seriously injured or ill persons are not to be moved until assessed by the health officer. Call her by radio from the closest station.

A licensed physician is responsible for medical care and health supervision of the camp as per National Standard HS-505 2013 Camp Health Supervisor – Dr. Minish B. Patel M.D.

In the event of a fatality during camp, the camp director will contact the Scout Executive – and follow the procedure outlined in the Report of Fatal or Serious Accident or Illness. See p. 11 of Camp Health and Safety manual.

Newspapers, TV or radio station reporters will be directed to contact the LaSalle Council Service Center at 800-822-3867. No one on-site is to give reports of the event to anyone but Scouting professionals or local authorities.

First Aid

A competent, currently certified health officer will be available for injuries at camp.

Report all injuries to the health officer. She will determine if it is necessary for her to attend to the victim or if it can be handled by the den leader, using the provided first aid supplies.

A licensed physician is responsible for medical care and health supervision of the camp as per National Standard HS-505 2013 Camp Health Supervisor – Dr. Minish B. Patel M.D.

If there is an emergency where 911 is needed, call the Camp Director by radio or cell – Anneliesje Sandberg 219-405-0057. She will consult with the health officer and take action following the procedures outlined in the Camp Health and Safety manual p. 11.

Emergency vehicles will be located at headquarters. These vehicles will have a sign in the window. Do not park them in.

Heat Risks

Make sure the scouts drink water at your station. Even if it is not particularly warm, everyone will be more active than usual and can easily become dehydrated. Headache complaints are usually the first sign of dehydration.

Be observant for the signs of heat exhaustion – dizziness and headache, pale skin, shallow breathing, nausea and cold sweat. Anyone exhibiting signs of heat problems should be taken immediately to the health officer. Call headquarters to arrange a vehicle for transportation.

Medications

Asthma inhalers, epi-pens, and bee sting kits are to be carried with the person it was prescribed for. All other medications for people under the age of 18 must be given to the health officer. Medications are kept in the health lodge. Medications will be available to pick up from the health lodge as needed during the day.

EMERGENCY PROCEDURES

Siren will sound for: FIRE – SEVERE WEATHER – TORNADO –

FIRE PLAN: If Alarm Sounds immediately go to Fire Bowl - unless it's effected -- go to Training Center

1 Report fire to the Camp Director in Training Center (or via cell or walkie talkie), giving the exact location of the fire and other details. The Camp Director will sound the alarm, and notify the fire department.

2 Staff – please verify that everyone is accounted for in the group for and what group it is. The campers and staff will proceed to the Flag Pole/Opening area. If the Flag/Pole area is involved in the fire, the alternate location will be Training Center. There, the Director will take a head count and all wait for further instructions verify attendance.

3 All staff members will secure equipment quickly if not near fire, then report to the Camp Director immediately for their instructions.

All fires must be reported to the closest staff member, even if they have been put out.

WEATHER

During light rain showers, stations operating outdoors may continue to operate at the discretion of the Staff in charge. In the event of a downpour, Station Staff should move the group under a canopy.

We will attempt to continue the program from these locations.

TORNADO/SEVERE WEATHER PLAN If Alarm Sounds immediately go to Fire Bowl. Instructions will be given there

If a tornado is in the immediate area, the Camp Director will sound the alarm.

All Scouts and adults will take immediate cover. (**Webelos Circle to Training Center**), (**Cub Circle to Ranger house**). This must be done in an orderly manner. All staff should secure equipment quickly, then take immediate cover.

After everyone is in their location, a head count of each group must be taken. The staff will notify the Camp Director if all of the Scouts can be accounted for.

Report any tornado sightings to the Camp Director IMMEDIATELY

All Staff will secure equipment quickly, and then report to locations. Jr. Staff is expected to help "entertain" the Scouts while at safe locations.

Emergency Drill In accordance with National Camp Standard FA-703, a camp wide **fire** drill will be held **within 24 hours of arrival at camp**. Follow the procedure for this drill.

For the purpose of the drill, once the dens have assembled, they will wait for the Director to give the all clear signal. Then everyone may return to their activity stations.

Water Accidents

The Westside Day Camp does not include aquatic activities. At no time should a scout or leader enter the water at Day Camp. If a person should fall in the water, rescue should be attempted by throwing a rope, float, or stick. Only as a last resort should a rescuer go into the water to aid the person.

Camp Cost- Am I getting my money's worth?

Camp Fees for 2018 are as follows:

Cub Scouts and Webelos Scouts

If registered by **May 30**, the cost is \$50 per scout

The camp fee covers things needed for camp:

4 days/7 station s of activities (form Open to Closing fire bowl we have 28.5 hours of program = \$1.75/hour)

Scout Activity Uniform, water bottle, drawstring bag patch., Bandanna

Station beads name tags Things needed for fire Bowl needed equipment for stations

All BSA required training for station Vol. Day camp decorations items needed for walkers

Training and rental of shooting sport equipment: Slingshot, Archery and BB equipment. Rental of ToPeNeBee

Vol Staff appreciation (Activity Uniform, Thank you meal, Training ...)

Volunteers Take time off work, Time away from their Family, time away from taking care of their own thing to give this time to the cub scouts... 4 days at camp and 2 other training days.

Pixie Campers

The camp fee for Pixie Campers is \$10.00 per day of camp.

This fee covers all camp activities.

If you are volunteering as a staff member, there is no fee for Pixie Camp.

Camperships

Camperships are available for eligible scouts. The application form is available on-line on the day camp page.

Camperships are due into the council office by **April 6, 2018**.

Join the Fun!



What to Bring

to Camp

Cub Scouts/ Pixies

- Packed lunch (Tue.-Friday.)
- Snack
- Water bottle**
- Sunscreen (no aerosol cans)
- Insect repellent (no aerosol cans)
- Closed-toe shoes for hiking
- Camp drawstring bag **
- Camp T-shirt **
- Whistle
- Flashlight
- Money for the trading post



Webelos Scouts

- Packed Lunch Tues-Friday
- Water bottle**
- Sunscreen (no aerosol cans)
- Insect repellent (no aerosol cans)
- Closed-toe shoes for hiking
- Camp drawstring bag **
- Camp T-shirt **

- Money
- Whistle and flashlight for the Trading Post

Den Walkers

- Packed lunch (Tue.-Thur.)
- Snack (Friday)
- Water bottle
- Sunscreen (no aerosol cans)
- Insect repellent (no aerosol cans)
- Closed-toe shoes
- Hat
- Small backpack
- Cooler for den lunches
- Completed BSA health form (if you haven't already turned one in)



Rainy-Day Activities

Indoor sports events. Award paper or cardboard medals to the winners.

Running Broad Grin. In this activity, contestants keep a continuous grin, with the winner holding it for the longest time. Measure varying lengths of grins in inches. Conclude with a laugh contest for volume, for length of time, or laughing on a signal from the leader.

Shot Put. Contestants throw peanuts into a jug 4 feet away from the contestant. Allow five tries and score for winning den or pack.

Sponge Put. Using correct shot put form, have contestant throw a dry sponge, a balloon, or an inflated paper bag. Measure the distance from the starting line to the point where the sponge first hits the floor.

Balance Juggle. In this activity, Scouts thread a needle while balancing on one foot. Vary by having contestant stand on a small object.

Standing Broad Grin. This is a variation of a laughing contest. Line up contestants by dens or packs, solemnly measure each grin in inches, and compute for total inches. Then divide by the number of boys in the group and arrive at an average length of grin. A variation is testing to see which boy has the broadest grin in the group..

Vocal High Jump. Record the lowest and highest notes reached by each boy. Honor the camper who has the widest vocal range from low to high.

Three-Minute Storytelling. Ask for volunteers and see what talent you have! Make countdown signs for “3,” “2,” “1,” and “30 seconds” so they know to “wind it down” and finish strong. This is good practice for the campfire. Remember that the biggest problem at a campfire is hearing what storytellers are saying. Teach the boys to project their voices. Assure them that their voices can’t be too loud or exaggerated around the campfire.

Sack Race. Each contestant receives a new paper sack or bag or “poke.” He must not open it until the signal is given. The winner is the one who first blows up the sack and breaks it with a loud report.

Whistling Race. Contestants must whistle a familiar tune after eating two crackers. Contestants begin eating when they hear a signal. The one who whistles the tune through first is the winner.

Blindfold Race. Two pairs of contestants are blindfolded and kneel facing each other. They feed each other popcorn with a spoon while holding one hand behind the back. The pair that first succeeds in eating all of the popcorn wins.

Lightweight Race. Contestants carry a lighted candle in one hand and a pail of water in the other. If the water is spilled or the candle goes out, the contestant is eliminated.

50-Inch Dash. On one end of 50 inches of string, tie a marshmallow. The object is to gather the

string and marshmallow into the mouth without use of the hands.

Mile Walk. Walk 100 feet with hobbles on ankles. Hobbles are made by tying a rope loosely above the ankles.

Chicken Relay. Cub Scout holds a balloon between knees and runs to basket for “laying an egg.” The den that finishes first wins.

Long Glum. Player who keeps from smiling longest while the others laugh wins.

Discus Throw. Use paper plates. Contestants should use good form. Measure to the point where the “discus” first touches the floor.

One-Mile Dash. Contestants stretch wires or strong strings through paper cones across the entire length of a room. The wires or strings should be parallel to each other and some distance apart. The object is to blow the cones from one side of the room to the other.

Stunts, Games, and Projects

Elbow Balance. From a squatting rest position (legs bent and weight on hands and toes—knees turned out), contestants turn in the elbows out slightly so that the inside of the legs rests on their arms just above the elbow. Now with their weight resting entirely on their hands, contestants balance forward and pick up an object with their mouths.

Staff or Broomstick Jump. Contestants hold the staff or stick loosely in hands. Without letting go, try to jump over and back. After this jump becomes easy, try to jump as great a distance with the forward jump as you can.

Back Down and Get Up. Contestants lie flat on their backs, fold their arms on their chests. They try to get up without using their elbows or hands, or rolling sideways.

Sock 'Em. Boys lie facedown, heads toward each other a forearm’s length apart. Each is blindfolded and furnished with a roll of stiff paper. One boy whistles or calls and dodges sideways as the other tries to swat him.

Pull Hand From Nose. Two players work against each other. One places the palm of his hand against his nose and the other tries to pull it away with one hand grasped at the wrist. Do not move feet.

Observation Games. Play Kim’s Game, using sound, sight, taste, and touch for variations.

Flash Cards. Contestants name a river or state. Boys then name cars, trees, birds, animals, or other objects, varying quickly from one to the other.

Songfest. See the *Cub Scout Songbook*, No. 33222.

Balloon Blowing. Contestants hold a balloon using only their teeth and blow it up until it bursts.

Gum-Glove Relay. Contestants put gum and gloves into paper bags. Each boy puts on a pair of gloves, removes a stick of gum, and unwraps it while wearing gloves, and puts the gum in his mouth. Then he places paper and gloves in bag.

The first den done wins.

Pet Rock Hunt. Each boy finds a small rock or stone and cleans it. He may paint it and/or attach

eyes, legs, etc., or he may attach a clip or loop with epoxy and take it home for further care and feeding

Tues-Thurs Poss Schedule

8:30 OPEN AT FIRE BOWL--ALL UNITS

9-9:45

9:50 - 10:35a

9:50 - 10:35a

11:30-12:15

12:20-1:20p Lunch time Or Could move 11:30-12:30

1:25-2:10

2:15-3:00

FIRE BOWL CLOSING 3:05-3:30

1 Den Time Day 1 Safety/Manners **Unit Pict** Picnic Shelter) Connie Sue & scout

Theme: Powell, Boyce, Unknown Scout 1968-73

Day 1:

---1 Unit Picture Unit Flag, Unit Yell (write down or Text yell to me for the Daily Cub Roar News paper)

---2 Kids Emergency procedures (fire, Storm, Lost), Manners/Rules poster board, Preparedness (what to bring

---3 LEATHER work (neckerchief slide)

T- Summer time activity Award June Event

Games Tigers play #3-4

Team Tiger #1,

Tigers in the wild #1 (6 essentials for a hike)

Tigers Earning your stripes #4 Polite #5 Polite game,

Outdoor Activity 3c (Buddy system and if Lost

W- Summer time activity Award June Event

Call of the wild 2, 3a-b, 4a

Paws on the path 1 (6 Essentials), 2,3,4,5,

Outdoor Activity 3 c (Buddy system and lost)

B- Summer time activity Award June Event Outdoor Activity Award #

Bear Necessities 1A

Web- Summer time activity Award June Event

Outdoorsman Option B 1,2 4 Outdoor Code by heart!

Castaway 2C (lost scout)

Den Yell Consider Maestro – a musical # 2e,h

Sportsman 3a, b, c

2 BB

-BB

BB Range (Perm. Canopy)

Matt E

Theme: 1974-78 Northern Tier

BB shooting sport pin

3 Archery -Archery Archery Range (Perm.Canopy) Bethann

Theme: 1984-88 Potawatomi

Archery shooting sport pin each rank

4 Cub Fishing prep/Back yard bass Chippewa (Perm Shelter) ?Warren?

Webelos - Looking Back Looking Forward

Theme: 1979-83 Seabase

B-A bear goes fishing 1, 2, 3

Web- Looking back looking forward Elective

5 Service Project/Conservation Top of Fire Bowl????No Shelter needed Vol??

Theme: 1989-93 LaSalle Council T-Team Tiger #4, Good Knight #6

W- Council Fire (duty to country) 2

Outdoor Activity 3F

B- Paws for Action Duty to country 4a

Web-

1 Den Time Day 2- Frame/ Discuss Skit/Communication picnic shelter) Connie Sue &

Day 2 1994-98 Powell/Boyd/unknown Scout

1- Frame (add picture)

2 Communication (sign language/Brail) Disability Awareness

3 Article Daily Cub Roar new paper Article/picture text to me/ Discuss Skit for Friday Parent time fire bowl

T- Tiger Tag #2,3 Relay games

Outdoor activity 3 n (invent a game)

W- Running with the pack 1,2,3, 5

Paws of Skills 4 Team work game

Outdoor activity 3 n (invent a game)

B- Marble Madness 4b (1-3 could be a poster)

Web- Stronger Faster Higher 2, 6,

Webelos Walk about 1, 4,

Game Design 1, 3,4

2 Nature - Nature (No Shelter needed)Iroquois or Chyenne to Beaver Dam ??Dunes??

Theme: 1999-03 Venturing

T- Tigers in the wild #2,3,4,6,7

My tiger Jungle1,2,3,

W- Call of the wild 6

Air of the wolf 2a

? Code of the wolf Shapes in nature 2a

B- Fur, Feathers, Ferns 1, 2, 4, 5(magnifying glass)

Web- Webelos Walkabout 5 (poisonous)

Into the wild 5, 6 7b,c, 8, 9a

I don't think we can add Into the woods 1, 2, 3, 7

3 Catapult

Shawnee (Cabin)

Kevin Curry

Theme: 2004-08 Tamarack

B- Make it move 2 (pullies) 3 (Lever)

Web-Engineer 2a, b, c Draw the catapult then make it.

STEM Swing Leaver- read 3a

4 Cooking

T- Tiger Bites 1,2,3,5
B- Bear Picnic Basket 2, 3 (2 Snacks),
Web- Cast iron chef 2 and poss 1, 3
Castaway 1A (2 things without pots/Pans= Foil, Stick,...)

5 Archery -Archery Apache (Perm. Canopy) Amber Allie?John Welsh
Theme: 2014-18 Summit
shooting sport pin each rank

1 Fishing - Fishing (Perm Awning@ Fire bowl)Charlies Pier Kim B/Family
Theme: 1944-48 ToPeNeBee

B- A bear goes fishing 4
2 Den Time Day 3 (Communication/ Disability Awareness) Picnic Shelter
Theme: 1949-53 Powell/ Boyce/Unknown Scout

1 Old time Games

2 Game invention

3 Skit for Tomorrow/ Last Daily Cub Roar new paper Article/picture

Add upcoming council events/Thank you's you're the Daily Cub Roar
T- Curiosity, intrigue #2 Name in sign language/Braille? 3 Secret Code
Good Knights 1, 2, 3, (4 is obstacle course design)
w- Howling at the moon 1 (communication), 2
Cubs that care 3 invisible disabilities 6 Sign language 8 1or4
Web- Aware and Care 1,2, 3 4e&h (Poster with Scout oath in Sign language)

3 Rock Throwing Pines East (Perm Shelter) Eric MClean
Theme: 1954-58 Order of the Arrow

4 BB -BB Pines South (Canopy) Russ McCoy
Theme: 1959-63 Explorers
shooting sport pin each rank

5 Sport -Sport No Awning Needed Ga Ga Ball pit and Foolsball ?Youth?
Theme: 1964-68 Pinewood Derby

T- Games tigers play #1
Tiger-iffic #5,6
W- Running with the pack 4
Paws of Skills 1,2,
Outdoor Activitiy 3K Sporing event
B- Grin and Bear it 1
Web- Stronger Faster higher 1
Sportsman 2

1 Den Time Day 4 – skit finished for tonight/Cooking picnic shelter) Connie&
----Make sure each circle has a diff hole "rest" so only the last group has 4 units*****
Theme: 1919-23 Powell/Boyce/Unknown Scout

1Skit (Unit Walkers to monitor)

2 Cooking Cubs

3 Cooking Webelos .

T-, Games tigers play #2

W- Call of the wild 4b

T- Tiger Tales 1,

Tiger Theater 2 (1 word Charades

Web - Consider Maestro – a musical # 2e,h

2 Fishing

- Fishing

(Perm Awning) Fishing pier

Nathan Pitmon

Theme: 1924-1928 Wood Badge

B- A bear goes fishing 4

Tiger Floats and Boats 3 Say the SCOUT Water Safety Chant, 5 Put on/Fasten a life Jacket Correctly

3 -Cubs rain gutterSink/Float -- Scouters West(cabin)

Daisy

Webelos Finish woodworking/Burning..... or Shelters

Theme: 1929-33 Sea Scouts

Bear Elective Super Science

Wolf Elective Air of the Wolf

-----WEBELOS---Second wood working NOT needed--- Put in an elective

4 Woodwork(kit)- Project

Cabin- Scouters East(Cabin)

MoneyPenny

Theme: 1934-38 Cub Scouts

B-Baloo the Builder 1, 2, and one of the items for 3

Web- Build it 1, 2, 3

5 Slingshot -Slingshot

(AWNING)- Delaware

Devin Glenz

Theme: 1939-43 Dunes Moraine

shooting sport pin each rank

Friday -Looking to Next Year
Would you prefer Camp

Passport to Adventure
4 days Tues-Friday June 18-21 or

Each Scout gets a sheet
3 days Fri-Sun June 14-16

How easy was it to register online: 1 Disliked/Needs help 2 3 average 4 5 Easy as can be 😊
Date chosen will be announced at round table. Everyone is welcome to come to round table and I hope to see you there. Ask your Cub Master for time and date.

How can we best get the word out about Cub Day camp? _____

Next year do you prefer station beads or passport Stamps? _____

Do you have items you could donate/lend? _____

Know someone that could come & present a FUN lunch time program themed to Passport to adventure?

Contact info _____

Know someone to be Volunteer staff next year? parent/friend/neighbor?

Contact information _____

Contact Info _____

Volunteers get free training: CPR, Shooting Ranges, YPT, Weather Hazards, Day Camp training, Free T-shirt, Free Pixie child care, Friday appreciation meal,

How can we encourage earlier registration so we are more prepared for you _____

Pick 3 Countries in each continent that you would like to see next year

Americas: USA, Canada, Mexico, Cuba, Greenland (Denmark) Panama, Costa Rica, Brazil, Colombia, Argentina, Peru, Venezuela, Chile, Ecuador, _____

Europe: Russia, Ukraine, France, Spain, Sweden, Norway, Germany, Finland, Poland, Italy, _____

Asia: Russia, China, India, Kazakhstan, Saudi Arabia, Iran, Mongolia, Indonesia, Pakistan, Turkey,

Africa: Algeria, Congo, Sudan, Libya, Chad, Niger, Angola, Mali, South Africa, Ethiopia, _____

What are you hoping to see next year: _____

Next year: **What do Scouts want for their Passport to Adventure?**

the stations you want next year #1 Wanted the MOST And how often- ADD YOUR IDEA TO THE BOTTEM.



BB shooting # & Days of camp



Wood Burning # & Days of camp



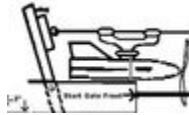
Archery # & Days of camp



& Days of camp



Sling shot # & Days of camp



Space Derby # & Days of camp



Fishing # & Days of camp



Fire building # & Days of camp

Back yard bass # & Days of camp



Shelter/tent # & Days of camp



Wood work # & Days of camp



& Days of camp



Nature # & Days of camp

Sports # & Days of camp



Cooking # & Days of camp

Group Games # & Days of camp



Leather work # & Days of camp



1st aid # & Days of camp



Foosball/GaGa # & Days of camp

Service project # & Days of camp



Knots# & Days of camp

Craft # & Days of camp



Beaver dam # & Days of camp

1=Dislike 3= Neutral 5=Enjoyed/ Loved

Day 3 Camp Facility 1 2 3 4 5 Do you wish to donate time/Money _____

Schedule 1 2 3 4 5 Fix by Tomorrow if poss _____

Fire Bowl 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 1 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 2 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 3 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 4 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 5 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 6 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Station 7 1 2 3 4 5 Fix by Tomorrow if poss _____

What I liked _____

Trading Post 1 2 3 4 5 Fix by Tomorrow if poss _____

What was the first station you had today _____

How did you hear about Cub Day Camp? (circle all that apply)

Flyer, Pack/Den leader, website, e-newsletter, District/Council event, Round table, other _____

How else can we get the word out about cub day camp? _____

Were you aware of the Volunteer Staff Opportunities at camp? # of Y _____ # of N _____

Can you name anyone that would consider being Vol Staff next year (contact info)

Would it be easier to vol for this camp if it ran Friday, Sat, Sunday during the Day? # of Yes _____ # of No _____

This program is 7+ hours 3days (8:30a opening-3:30p closing)

then 7.5+ hours once (10:30 opening-6p closing) =28.5 hours \$50/28.5 hours= \$1.75/hour)

Do you think this years program is worth the fee #Yes #No

What songs should be added next year _____

Activities to be added to the Unit game bag _____

Day 2 Camp Facility 1=Dislike 2 3= Neutral 3 4 5=Enjoyed/ Loved 5 Do you wish to donate time/Money

Schedule 1 2 3 4 5 Fix by Tomorrow if poss

Fire Bowl 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 1 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 2 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 3 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 4 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 5 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 6 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 7 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Trading Post 1 2 3 4 5 Fix by Tomorrow if poss

What was the first station you had today

What was your Favorite activity /Station

Family Scouting- How have you helped your scouts today have fun/Learn

Unit Bag has activities/games/Song. Liked _____ Disliked _____

If you wrote any concerns on yesterdays sheets do you feel they were addressed already Yes No

Did you use Pixie camp and did they enjoy it or what needs to change?

1=Dislike 3= Neutral 5=Enjoyed/ Loved
Day 1 Camp Facility 1 2 3 4 5 Do you wish to donate time/Money

Schedule 1 2 3 4 5 Fix by Tomorrow if poss

Fire Bowl 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 1 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 2 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 3 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 4 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 5 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 6 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Station 7 1 2 3 4 5 Fix by Tomorrow if poss

What I liked

Trading Post 1 2 3 4 5 Fix by Tomorrow if poss

What was the first station you had today

Have you been to this Day Camp before? # of Yes # of No

Family Scouting- How have you helped your scouts today have fun/Learn

How many years has your scout attended this Day Camp at ToPeNeBee (including this summer)

_____ # of 1st year _____ # of 2nd year _____ # of 3 _____ # of 4 _____ # of all 5th year- **Can you name the 5?**

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then 7.5+ hours once (10:30 opening-6p closing) =28.5 hours

\$50/28.5 hours= \$1.75/hour) That has to cover Rentals, Supplies, Equipment, Training, ALL THE FUN!