

2020
CUB SCOUT
ADVENTURE CAMP
LEADER'S GUIDE



Welcome to Summer Camp!

Camp Director:



I am so excited that summer camp is almost here. My name is **Heather Huebner** and it is my pleasure and honor to serve as your 2020 Cub Scout Adventure Camp Director. I served as Camp Director in 2011 and 2012 and it was by far one of the best jobs I have ever had!! My staff and I have dedicated ourselves to making this the best camping experience for everyone in attendance. Our goal is for each scout to experience something new and exciting that they have never done before. My favorite memories of being on camp staff is watching our youth experience the great outdoors for the first time!! This year's theme is Down on the Farm. Scouts will learn about animals, the food we eat – how it grows, what it takes to make it grow, doing chores and overall hoe down fun!! See you all there in June!

Program Director:



My name is **Kim Thompson** and I am serving as the Program Director for Cub Scout Adventure Camp. This is my fourth year serving on camp staff and I cannot wait for summer to get here! We have a very excited program planned for everyone filled with advancement opportunities and fun activities. Scouts will receive an age-appropriate program that will build memories to last a lifetime! You don't want to miss what we've got planned for Cub Scout Adventure Camp!



Basic Information

A 2-Night/3-Day adventure at Camp Eastman, located off the Mississippi River. Scouts have the opportunity to experience life-changing adventures as they learn new skills, make new friends, and experience nature like never before!

WHO: Boys & girls entering grades 1-3 in the fall, parents, leaders, and den chiefs

WHEN: Three opportunities from which to choose:

- Session A June 5 - 7
- Session B June 12 - 14
- Session C June 19 – 21

COST: Below is the price structure. Camperships, fundraising opportunities, and camper savings opportunities are available.

	Cub Scout	Webeles
Deposit	\$50 Unit \$25/Scout	\$50 Unit \$25/Scout
2020 Early Bird If deposit is paid by 4/20/20	\$135/Scout \$70/Adult	\$155/Scout \$80/Leader
2020 Standard Price If fees paid after 4/20/20	\$160/Scout \$95/Adult	\$180/Scout \$105/Adult

*Note – Credit card payments are not accepted for camp fees. .

Council Refund Policy

In all programs offered by the Mississippi Valley Council, BSA, a great deal of planning and purchasing takes place well in advance. These plans include, but are not limited to, staff, food, program materials, patches and awards, rental and purchase of equipment, and in some cases, items of clothing such as T-shirts that are given as part of a program fee. When an individual or group makes a reservation for an activity or program, these items are included in ordering of materials and staffing for that event.

Individuals that cancel their reservation by June 1st, 2020 will receive a refund of fees paid, *less an administrative charge*. Administrative Charges are based upon the date the refund request was received. Requests received by May 1st will have a 15% administrative charge. Requests received after May 1st will have a 25% administrative charge. No refunds will be made after June 1st unless there is a medical or other emergency that prohibited a participant from attending.

If there was a medical or other emergency after June 1st a refund request form should be sent to Mississippi Valley Council. The request is due to the service center before July 31, 2020. Please be

specific and include additional documents if needed (doctor's note, etc.) Refunds will not be granted for schedule conflicts (vacations, sports, etc.), dropping out, no-shows, weather conditions, or behavior issues.

All refunds are first considered by the volunteer committee chairman and professional staff advisor providing leadership to the event. Decisions may be appealed to the Treasurer of the Council. Refunds received after June 1st will be considered at the conclusion of Summer Camp.

Adventure Awaits

Archery – Learn to shoot with bows and arrows. Our amazing staff will help you succeed whether it's your first time shooting or you're trying to hone your skills.

Aquatics – The Wolf aquatic elective is called Spirit of the Water. What an awesome description of how it feels when you jump in a pool on a hot day. No matter how worn out or tired you feel from the heat, once you're in the pool, that Spirit brings back energy and excitement. Let the fun begin and let the spirit flow!

RC Race Cars – Race against your friends with Traxxas Race Cars! Zoom around a track and navigate bumps in this fast-paced grand prix!

BB Guns – This is one of the favorite areas for new cub scouts. Your scout will learn proper safety rules for handling a firearm and put those new skills into practice as you aim at various targets.

S.T.E.M./ Nature – Scouts will be experimenting with the pioneering way of life. They will be testing theories and making butter just like they used to on the farm.

Night Hike - Few scouts have experienced the wonders that the night woods have to offer. The sights and sounds at Camp Eastman are breath taking.

Waterfront –Enjoy making memories fishing or canoeing on the pond.

COPE –Scouts will work through an obstacle course as they learn basic COPE skills. Some obstacles they can navigate on their own and others they will need to work as a team.

Recommended Packing List

Clerical Items

- Copy of all registration information and receipts
- Copy of all Medical Forms
- Medication in Original Containers

Misc. Items

- Tent
- Ground Cloth
- Sleeping Bag
- Pillow
- Non-Aerosol Bug Spray
- Sun Block
- Flashlight & Batteries
- Camp Chair
- Alarm Clock

Personal Gear

- Class A Uniform
- 1 Swim Suit
- 2-4 T-Shirts
- 2-4 Shorts
- 2-4 pair of Underwear
- 3-5 pair of Socks
- Bathing Towel
- Extra pair of shoes/boots
- Shower Shoes
- Jacket or Sweatshirt
- Raincoat or Poncho
- Pajamas
- Tooth brush/paste
- Soap
- Shampoo

Note – Any civilian clothing & bathing suits must be family appropriate.

Family Night & Visiting Camp

Family Night Schedule – Saturday Night

4:00PM – Families start arriving at Camp

5:45PM – Flag Ceremony

6:00PM – Dinner at Dining Hall

8:00PM – Gather for Campfire at Dining Hall

Visitors and family are welcome to join us for dinner. Meal tickets are \$7.00 per person and can be purchased at the Trading Post. A headcount of visitors should be submitted during check-in.

Daily Schedule - Cub Scout Adventure Camp

	Friday	Saturday	Sunday	
7:00 AM				
7:15 AM		Scout is Reverent	Coffee with the Directors	
7:40 AM		Flags	Flags	
7:45 AM		Breakfast	Breakfast	
8:45 AM				
9:00 AM		Activity Session 1	Activity Session A	
9:45 AM		Transfer Time	Transfer Time	
10:00 AM		Early Bird Arrival	Activity Session 2	Activity Session B
10:45 AM		*May drive to campsite to unload *Setup campsite	Transfer Time	Transfer Time
11:00 AM	*Must remain in campsites	Activity Session 3	Activity Session C	
11:30 AM	Camp-In Registration			
11:45 AM	*No vehicles allowed in camp		Sack Lunches Available	
12:00 PM	*Medical check-in	Lunch	Check Out *May Drive into campsite to load	
12:15 PM	*Swim Check			
12:30 PM	*Set up Camp Site			
12:45 PM	*If arriving after 3:00 pm, please go to Trading Post			
1:00 PM				
1:15 PM				
2:00 PM		Activity Session 4	<i>Check-Out by 1:00PM</i> <u>BEFORE LEAVING</u> *Clean latrines *Patrol campsites for litter and other items *Pick up medical forms *Turn in evaluations *Remove gear *Camp Staff will clear your pack *Check lost and found	
2:15 PM		Transfer Time		
3:00 PM		Activity Session 5		
3:15 PM		Transfer Time		
4:00 PM		Activity Session 6		
4:15 PM		Limited Open Program		
4:30 PM				
4:45 PM		Den Time		
5:00 PM	Camp Wide Orientation *Youth Protection Training			
6:10 PM	Flags			
6:15 PM	Dinner	Dinner		
7:15 PM	Leaders Meeting	Camp Wide Activities		
8:00 PM		Flags		
8:05 PM	Opening Camp Fire	Family Night Campfire		
8:45 PM				
9:00 PM	Night Hike	Pool Party		

Subject to change!

An updated schedule will be available at Check In

Planning your Summer Camp Adventure

January – March

- Promote Camps at Pack Meetings
- Sell Discount Cards to help offset cost
- Attend Pre Camp Leader's Meetings in February
- Review Leaders and Parents Guide, make copies for all families

April

- Apply for Camperships, if needed
- Submit Registration Fees

May

- Take a head count for Family Night and collect money for meal tickets
- Collect BSA Health Forms and ensure they are filled out correctly
- Confirm special needs, such as special diets or physical arrangements, with Camp Director

Arriving at Camp

- Check-in begins at 11:30AM. Scouts may arrive any time after 9:30AM to move equipment into camp, but the check-in process will not begin until 11:30. If arriving before 11:30 all scouts must be accompanied by two adults at all times and must remain in their campsites or parking lot.
- Health Forms will be collected by the Medical Officer. **Please do not turn in medical information prior to your arrival.**
- Scouts will take a swim test as part of the check-in process. Swim checks may be done prior to camp by using the form available on the council website at www.mississippivalleybsa.org
- Please be prepared to carry your own gear to your campsite. A *Gear Shuttle* hauling gear to a designated pick up point close to all campsites will be available. Wagons and staff members may be available to help you, but plan as if it is not.

Camp Policies and Procedures

ADULT LEADERSHIP

Youth Protection and *Guide to Safe Scouting* policies apply. Please remember two deep leadership is imperative. There must be one adult for every five Scouts attending with a minimum of two adults in camp at all times.

ADVANCEMENT

It is not the responsibility of the Camp Staff to sign off on any requirements. It is not the prime objective of Camp to whiz through the advancement. Instead, advancement is a byproduct of our program. The 2020 program will be focused around the Cub Scout Program adventures found in the handbooks.

CAMP HOUSING

Adventure Camp is a tent camping program. You are responsible for providing your own shelter. If you do not have a tent, please contact Camp Director at least 1 week before camp and we can provide one for you. No facilities are available for "camper type" vehicles. All cars are to be parked in the parking lot.

CAMP ID

All campers must wear the provided ID at all times during camp. The IDs will be provided at registration. Visitors will need to check in at the Camp Office or Trading Post. If an ID breaks, a new one may be picked up from the Trading Post or Camp Office.

CAMPSITE SELECTION

Campsites are assigned by the staff. Normally, all campsites will have more than one pack. If your pack is camping with another pack, please write this on your registration form. We will do our best not to overcrowd campsites and to honor all needs. Please specify on the registration form if you need special accommodations such as electricity for CPAP machines or wheelchair accessible restrooms.

CAMP STAFF

The camp staff stands ready to serve you and your Pack. They are trained in program skills, customer service, and the art of having fun. The adults who bring Scouts to camp are still the unit leaders and are expected to assist where needed and be responsible for their Scouts.

CAMPERSHIPS

Funding has been set aside to help if you are in *need* of financial assistance. Applications are available at the Quincy and Burlington Scout Service Centers and on the council website at www.mississippivalleybsa.org

CHECK OUT

Please depart by the time indicated on the official schedule. If you need to depart before then, please check out at the Camp Office or Trading Post. It is imperative that we maintain an accurate list of those in camp.

CO-ED CAMPING

Married Couples are permitted to tent together, otherwise only adult leaders of the same gender may share a tent. Scouts may not tent with an adult other than his parent/guardian. Only scouts of the same gender may camp together.

DEN CHIEF

Cub Scout Packs are encouraged to bring a Den Chief to camp to assist. The Den Chief Registration fee is the same as the adult. A Den Chief is a position of responsibility for a Boy Scout. The Den Chief will assist in your pack and den program and provide a mentor for your Cub Scouts.

EMERGENCY ALARMS

The camp has an emergency alarm system. The alarm and procedures will be explained during the Camp Orientation and/or the Leaders Meeting. In case of emergency, please follow the emergency plan in order to keep you and your Scouts safe.

FIRE SAFETY

Each campsite will have a Unit Fireguard Chart. Each unit is responsible for filling it out and going over it with their Scouts. Fires are permitted in the provided fire rings. Liquid accelerants are not permitted. All fuels for lanterns and stoves must be stored in a locked, well ventilated container as described in the *Guide to Safe Scouting*.

HEALTH CARE

A qualified health professional will be on duty in the camp. All illness or injuries must be reported to the Health Lodge no matter how minor. In the event of serious illness or injury, the camper will be taken to the clinic or hospital for treatment. Parents will be notified. The Camp Medic has a portable AED.

INSURANCE

The Mississippi Valley Council provides accident and liability insurance for those persons registered in the Boy Scouts of America and are registered campers. No other youth are permitted to camp nor participate in the program of the camp for insurance reasons. Out of Council units must present their tour plan or mail to the Quincy Scout Office prior to the camp season. Any accident that occurs while they are at camp is covered. Claim forms must be completed by the parents and physician and submitted to the Quincy Service Center. The insurance is a secondary policy. It pays up to \$15,000 for Accident Medical Expense Benefits. Claims should be filed as soon as possible with the Quincy Service Center.

LOST AND FOUND

All found items should be turned in at the Trading Post. Clothes and anything that will quickly mold will be discarded at the end of Camp. Other items will be held until the end of the summer.

MEALS

All campers must have a camp ID to enter the dining hall for meals. Visitors may purchase a meal pass from the Trading Post. The cost for a meal is \$7.00.

MEDICAL FORMS

All campers are required to have a BSA Medical Form filled out. Those camping less than 72 hours do not need Part C. Medical Forms will be turned in at the Health Lodge as part of your check in process. Forms turned in at the Council Offices will be sent home with you or shredded to protect your health history.

MEDICINE

Medicine, except those that need to be carried on person, must be secured by a responsible adult at the campsite. If medicine cannot be secured at campsite, medicine will be collected by the Health Officer at check in for safe keeping. **All medication must be in the original container.** At check in or at any time during camp, the Health Officer may request to see how medicines are being secured.

SIBLINGS & UNREGISTERED PARENTS

Siblings and parents of Scouts are welcome as visitors on Family Night. All visitors must check in at the Camp Office or Trading Post to get a Camp ID. Siblings of Cub Scouting age may attend and participate in activities. They will be charged the youth rate. Older siblings and Den Chiefs may attend and pay the adult fee. Infants and Toddlers not eating in the Dining Hall will not have a fee and must be accompanied by an adult at all times.

SHOWER FACILITIES

Shower facilities are available. Separate facilities are available for boys, girls, women, and men. Specific time frames may be assigned to maintain separate facilities. Please keep them cleaner than you found them.

SPECIAL NEEDS

If a Scout has a medical condition that limits participation or requires a special diet, please be sure to note this when registering the Scout.

SWIM QUALIFICATIONS

All Scouts and leaders participating in aquatic adventures will be tested by the aquatics staff and placed into one of three ability groups. Scouts who do not satisfy the requirements may retake the test as frequently as they desire.

Non-Swimmer – Anyone who either opted out of the test or was unable to complete the full test

Beginner – Jump feet first into water over your head, come to the surface, level off, swim 25 feet, turn sharply, and come back to the starting point.

Swimmer – Jump feet first into water over your head and surface. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudge, or crawl. Swim 25 yards on your back, using the elementary back stroke. Rest by floating for 10 seconds.

VEHICLE POLICY

No vehicles are allowed in camp unless authorized by the Camp Director. Vehicles will remain in the parking lot. Special permission may be granted hauling a trailer into the campsite. Passengers may only ride in a car while fastened by a seatbelt. No passengers are allowed in the bed of a truck. Vehicles will follow posted speed limit signs.

VISITORS

Visitors must check in at the Trading Post or Camp Office to receive a Camp ID. Meal Vouchers may be purchased for \$7.00 per meal. During family night, the pack leader will be responsible for accountability of all visitors for their packs.

YOUTH PROTECTION

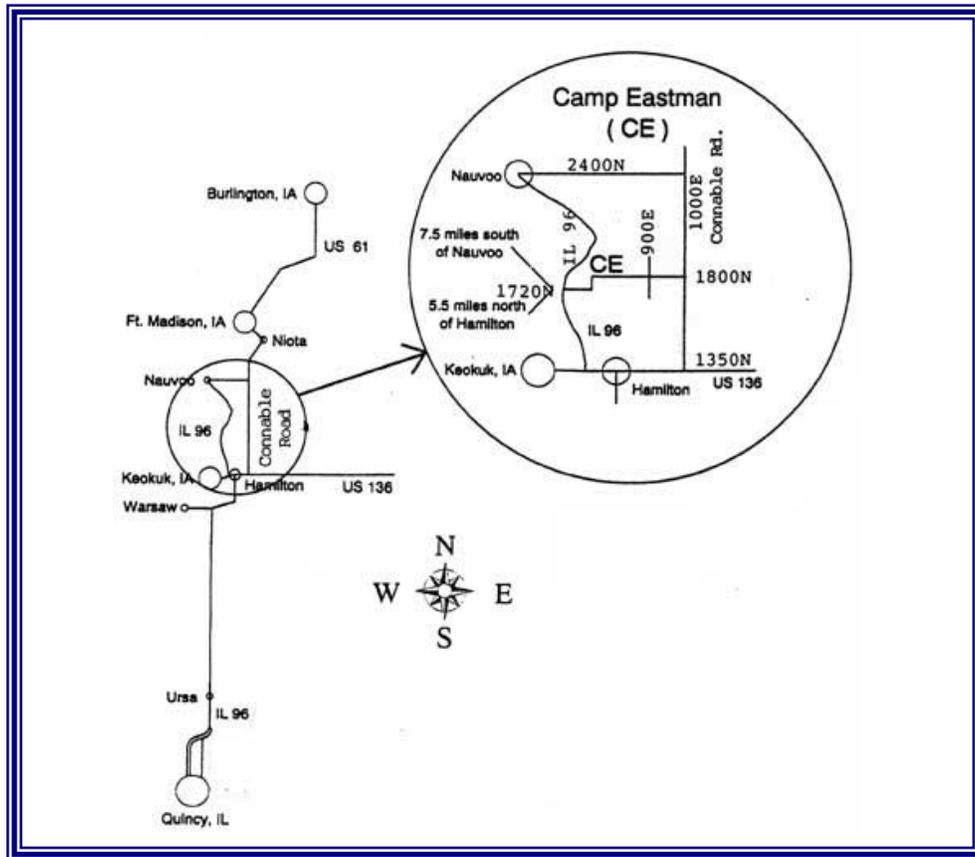
BSA Youth Protection policies will be in place for the entire duration of the camp. Youth Protection Training may be taken as a self-study e-learning course at www.my.scouting.org.

General Camp Rules

- Alcohol and illegal substances are not permitted on BSA property. Those who have these items in their possession or have imbibed in them will be escorted off property by the proper authorities.
- No firearms, bows, or arrows may be kept in the possession of a camper.
- Fireworks, liquid accelerants, generators, and ammunition are not permitted in camp. Propane may only be used by an adult.
- No fires or open flames are allowed in tents. This includes self-contained stoves, lanterns, mosquito coils, citronella candles, etc.
- Sheath knives are not necessary at Camp. Please limit your cutting utensils to foldable pocket knives.
- Please avoid using aerosol cans. They are not good for the environment and ruin waterproofing on tents.
- Smoking is prohibited in campsites, program areas, and in front of campers. The Parking Lot, out of sight of youth, is the only designated smoking area.
- Personal Bicycles and Pets are not permitted.
- Please use the Scout Oath and Law as your guide.
- Closed toed shoes must be worn around camp. Sandals/flip flops may only be worn in the showers, not to and from.



Directions to Camp Eastman



**750 E. County Rd. 1780
Nauvoo, IL62354
(217) 847-2770**

Camp Eastman is located just off IL 96 (The River Road), 6.5 miles south of Nauvoo, IL or 4.5 miles north of Hamilton, IL. It is the property of the Mississippi Valley Council.

From the north, follow IL 96 (The River Road) south out of Niota five miles to Connable Road on the left. Follow Connable Road south to 1800N. Turn right and follow the road to Camp Eastman.

From the south, follow IL 96 (The River Road) north out of Hamilton 4.5 miles to CR 29. Turn right and follow around to Camp Eastman.