2021 CUB SCOUT ADVENTURE CAMP LEADER'S GUIDE

Prepared. For Life.
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 2021 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!! See you all there in June!

Program Director: Summer 2021 is going to be one of our best years in the history of Cub Scout Adventure Camp! I am Keely Kangas, the Shoquoquon Sr. District Executive – and this year’s 2021 Cub Scout Adventure Camp Program Director! I have been on camp staff for 9 years, serving as a Camp Director, Program Director, Horseman, and Wrangler since 2010 at Ingawanis Adventure Base until coming to the Mississippi Valley Council in 2018. I am excited to bring some new traditions and programs as we explore what this year has to offer! I look forward to exploring time, the great outdoors and history this summer, as we have a fun adventure together! See you in June, I am sure we are going to successfully get LBP back to where he belongs!

Mystery Guest: Greetings Cub Scouts and Leaders, I am so very hopeful that you will be able to assist me. By now, you may have attended the Yukon Cub Scout Program Day and made a valuable start in creating your very own time machine. I am terribly sorry to inconvenience you, but it appears that I have lost my way. My memory seems foggy, I just can’t figure out where I am supposed to be – but I know it is not in the 2020’s! I look forward to your help this summer in figuring out where I am supposed to be in time. I know that I am destined to do great things just like all of you – but I just can’t figure out where to start!
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! This camp is designed for the family to have a great time in the outdoors, we encourage every Scout to have a parent attend to assist with activities and join in on the fun!

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

**WHEN:** Three opportunities from which to choose:
- Session A June 4 - 6
- Session B June 11 - 13
- Session C June 18 – 20

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

<table>
<thead>
<tr>
<th></th>
<th>Cub Scout</th>
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</thead>
<tbody>
<tr>
<td><strong>2021 Early Bird</strong></td>
<td>$135/Scout $70/Adult</td>
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<tr>
<td>If deposit is paid by 4/16/21</td>
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<tr>
<td><strong>2021 Standard Price</strong></td>
<td>$160/Scout $95/Adult</td>
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<tr>
<td>If fees paid after 4/16/21</td>
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**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, 2021 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, 2021. 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. Travel back in time to the time of knights and kingdoms, where Robin Hood once roamed.

**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** – Enter the future and 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 Scouts to camp. Your scout will learn proper safety rules for handling a firearm and put those new skills into practice as you aim at various targets. Learn about the Wild West, and the importance of being prepared!

**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.

**Craft** – It’s important to know where you have been and to document it! Join us for a fun activity documenting your time at camp this summer and giving back, too!

**The Dig Site** – Learn about archaeology and how to discover artifacts at the dig site. We may find all kinds of treasures, or we may find nothing – we learn the foundation of how to look for and preserve history at this activity.

**Hike** – Few scouts have experienced the wonders that the woods have to offer. The sights and sounds at Camp Eastman are breath taking. Learn how to use a compass and orient yourself when you are traveling.

**S.T.E.M./ Nature** – Scouts will be gaining experience with working with wood and basic hand tools. They will be testing theories and making decisions about the engineering process. Likewise, they will learn about an important species in our ecosystem.

**Waterfront** – Enjoy making memories fishing or canoeing on the pond while learning about how canoes offered transportation for generations of people coming down the Mississippi River and other waterways.
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

7:30PM – 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

<table>
<thead>
<tr>
<th>Time</th>
<th>Friday</th>
<th>Saturday</th>
<th>Sunday</th>
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<tbody>
<tr>
<td>7:00 AM</td>
<td>Polar Bear Swim (Optional)</td>
<td>Scout is Reverent (Optional)</td>
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<tr>
<td>7:15 AM</td>
<td>Flags</td>
<td>Flags</td>
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<tr>
<td>7:45 AM</td>
<td>Breakfast</td>
<td>Breakfast</td>
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<tr>
<td>8:00 AM</td>
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<td>8:45 AM</td>
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<td>9:00 AM</td>
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<td>9:45 AM</td>
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<tr>
<td>10:00 AM</td>
<td>Early Bird Arrival</td>
<td>Morning Activity Schedule</td>
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<tr>
<td>10:45 AM</td>
<td><em>May drive to campsite to unload</em></td>
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<td></td>
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<tr>
<td>11:00 AM</td>
<td>*Setup campsite</td>
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<tr>
<td>11:30 AM</td>
<td><em>Various program areas open.</em></td>
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<tr>
<td>11:45 AM</td>
<td>Camp-In Registration</td>
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<tr>
<td>12:00 PM</td>
<td><em>No vehicles allowed in camp</em></td>
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<tr>
<td>12:15 PM</td>
<td>1. Medical check-in</td>
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<tr>
<td>12:30 PM</td>
<td>2. Swim Check</td>
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<tr>
<td>12:45 PM</td>
<td>3. Set up Camp Site</td>
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<tr>
<td>1:00 PM</td>
<td>*If arriving after 3:00 pm, please go to Trading Post.</td>
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<tr>
<td>1:45 PM</td>
<td>Camp Wide Activities, after check-in process is completed.</td>
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<tr>
<td>2:00 PM</td>
<td>Lunch</td>
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<td>2:45 PM</td>
<td>Transfer Time</td>
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<td>3:00 PM</td>
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<td>3:45 PM</td>
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<tr>
<td>4:00 PM</td>
<td>Afternoon Activity Schedule</td>
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<tr>
<td>4:45 PM</td>
<td>Youth: Mystery Introduction Key Adult: Leader’s Meeting</td>
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<tr>
<td>5:45 PM</td>
<td>Flags</td>
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<tr>
<td>6:00 PM</td>
<td>Dinner</td>
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<tr>
<td>7:00 PM</td>
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<tr>
<td>7:30 PM</td>
<td>Opening Camp Fire</td>
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<td>8:00 PM</td>
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<tr>
<td>9:00 PM</td>
<td>Night Hiking Trail is Open until 10:00 PM</td>
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<td>9:00 PM</td>
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### Subject to change!

An updated detailed schedule will be distributed at Check-In

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### Check-Out by 1:00PM BEFORE LEAVING
1. Clean latrines
2. Patrol campsites for litter and other items
3. Camp Staff will clear your pack
4. Pick up medical forms
5. Check lost and found
6. Turn in evaluations
7. Remove gear
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 March – Thursday March 11th
• Review Leaders and Parents Guide, make copies for all families

April
• Apply for Camperships, if needed
• Submit Registration Fees

May
• Attend second pre-camp leader meeting for the latest and greatest info – Tuesday May 11 at 7pm
• 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 2021 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, due to COVID-19 we are doing our best to keep campsites limited to one pack. If your pack wishes to camp with another pack, please write this on your registration form. We will do our best to honor all individual needs and requests. 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](http://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](http://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, IL 62354
(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.