

Webelos Camp Parents'/Leaders' Guide

What is Webelos Explorer Camp?

Webelos Camp is an exciting adventure for your Webelos Scout. It provides a fun filled environment, with just the right mixture of challenge. Boys graduating third or fourth grade in a Bear/Webelos Dens are rapidly expanding their horizons. Webelos Camp gives them a peek at what is just over the hill. The activities are planned specifically for Webelos and will greatly aid the Webelos Leader in helping those energetic Scouts try new skills in the outdoors.

Webelos Camp is an adventure...with a purpose. It's camping out, in a safe and pleasurable environment to ensure that our Webelos have a fine camping experience. It's learning how to work together and play together. In the great outdoors, Webelos gain in experience, knowledge, and self-reliance with the help of their Webelos Leader or parent and a trained camp program staff.

For those of you who have been to our camp or heard the legends about the steep hills, we have introduced this year "The Keel Boat Express"!!! This will give adult campers the opportunity to have a ride up or down the hill during certain parts of the day. This along with our courses now being set up in upper and lower loops will help to ensure no one gets "camped out" to early!

Who Goes to Webelos Camp?

The Webelos experience is great for all those involved in the Webelos program. New Webelos will get to experience an introduction to the Boy Scout outdoor programs while older Webelos will get to participate in different events each year. This year we have even added a chance to go through Challenge Valley for your Webelo veterans! This camp is great even for the parents involved in the program because it will allow you to get a deeper understanding of how the Webelo dens work!

The Lewis and Clark Webelos Camp program is structured to give Webelos Scouts opportunities to earn Activity Badges not easily obtained at home. Earning Activity Badges specifically meets the purpose of Webelos Scouting, which is to foster a *sense of personal achievement by developing new interests and skills.*

By sharing in campsite responsibilities, each boy develops *habits and attitudes of good citizenship.* Joining boys, parents and leaders from other packs strengthens *the ability to get along with other boys and respect other people.*

In an ideal situation each Webelo will be accompanied by an adult partner. This will allow the adult to experience the family aspect of scouting. This year we will even have an adult cracker barrel to allow the attending adults the opportunity to meet others in scouting and unwind from a long day.

The Sportsman Activity Badge activities, in which all will participate, *will help develop good sportsmanship and pride in growing strong in mind and body.*

Preparing *Cub Scouts to become Boy Scouts* is certainly something we hope our Webelos Camp will do, but let's not forget the boys' more immediate purpose: *to have an experience of fun and exciting new things to do.*

How Do You Get in on the Action at Webelos Camp?

Getting ready for camp is easy. First, read the material included in this camp guide; Second, discuss with your son the exciting opportunity that going to Webelos Camp will provide for him. Third, contact your Webelos leader to see if your den will be going as a group. Fourth, register online at sioux council.org. Fifth, talk it over and talk it up. It'll make for a high point in your son's Webelos years of Cub Scouting!

General Webelos Camp Information

Camp fees are shown below. Registration is available online at sioux council.org.

Fees are not refundable but can be transferred to cover the registration fees of another Scout. Fees should be paid by **May 1st** to help in planning for camp.

<u>Registration by May 1st</u>	<u>Registration after May 1st</u>
Webelos (Scout) Fee \$100.00	Webelos (Scout) Fee.....\$110.00
Adult/Leader Fee\$ 60.00	Adult/Leader Fee.....\$ 65.00
T-Shirt.....\$ 12.00	T-Shirt.....\$ 12.00

T-Shirts not available after June 15th.

Camp Dates: Three exciting four day/three night sessions are planned:

July 5th – July 8th July 29th – Aug 1st Aug 1st – Aug 4th

Sessions fill on a first come, first serve basis. The faster you can get your reservation in the better chance you have to get the camp of your choice. We can only allow 200 total participants to attend each session. Please don't wait until April to send in your reservation information. Do it as soon as possible.

General Camp Information

Camp Address

Lewis and Clark Scout Reservation, 31071 Boy Scout Rd, Tabor, SD 57063

Telephone

The camp telephone is used for camp business and emergencies only. Since there is only one line into camp, it cannot be tied up with personal calls. The camp number is (605) 665-7970 Fax: (605) 665-6124.

Trading Post

There is a Trading Post to provide additional snacks and souvenirs, so Webelos may wish to bring some spending money (est. \$25.00 to \$30.00). We suggest talking with pack leaders to establish a unit "banking" system to help safeguard money boys bring to camp. We cannot be responsible for lost or stolen personal items.

Visitors

We encourage and welcome visitors at the appropriate times. Parents who would like to camp overnight in order to help provide transportation home may pitch a tent or bring a SMALL camper to park in the family camping area. A small camping fee will apply. Vehicles must be parked in the designated parking area across from the administration building. Advance reservations for camping and meals are required.

In addition, visitors are welcome any day between the hours of 8:00 am and 9:00 pm. All visitors must register in the administration office upon arrival and purchase any meals they will eat at camp. Please be advised that visitors are not allowed to participate in camp programs due to BSA camping standards. This means that only registered youth members (Webelos Scouts) can use the waterfront, participate in shooting sports, etc.

Lost & Found

We will keep all the lost & found materials at camp for the entire summer. All articles will then be sent to the Council Center for Scouting and held until the first of September. After that date all lost & found materials will be donated to Goodwill Industries.

Pets

Are **NOT** allowed at camp.

Camperships

Financial assistance for Sioux Council Webelos Scouts demonstrating a financial need is available for Webelos attending Lewis and Clark. Cubmasters or Webelos Leaders should contact the Sioux Council Center for Scouting for details.

Adult Leadership

In accordance with the national policies of the Boy Scouts of America, Webelos can go camping on a limited basis, only when accompanied by Webelos leaders and/or parents. The leadership policy of the B.S.A. states that a minimum of two adult leaders (one age 21 or older, and the other a minimum of 18) are required for each Pack trip or activity. While your group is in camp they will be in campsites of more than one group. It is recommended that parents not attending camp take their Webelos to camp and meet their leader there at the beginning of the session and pick them up at camp at the end of the session. You will need a ratio of 2 Adults to every 8 Webelos.

Camp Registration

Registration is completed by individual Webelos and a parent. We recommend that you attend as a Den. Campsite assignments will be made by Den. If you are unable to attend with your Den, you are welcome to sign up with your parent for a different session. You may access registration materials or register online at:

<https://www.sioux council.org/webelos-camp-reg>

Rotating Program

Every other year we will be putting in different programs to ensure that multiple opportunities will be given to the scouts attending.

CAMP EQUIPMENT

Den Equipment

You might want to visit with leaders of a Boy Scout Troop for equipment suggestions for a stay at camp. The Patrol or Crew Overnight Camping Gear List found in the Boy Scout Handbook might be helpful as you pack gear. You will not need to worry about cooking equipment. The following listing may also be helpful. Bold face items are the most necessary.

First Aid Kit

Program Books***

Song Books***

Tools**

Lanterns

Tents*, poles, stakes

Hammer

Lawn Chairs

Ice Chest with locking lid

Rope & Twine

* BSA National Standards require tents to have a minimum of 30 square feet of floor space per camper and the warning "No Flame in Tent" marked on the outside near the door way.

** Consider such items as a screw driver, duct tape, vise grips, sharpening stone, oil etc...

*** You might want some ideas for campfire skits, etc.

Following are Items That Webelos Will Find Useful in Camp:

<input type="checkbox"/> Health form (required)	<input type="checkbox"/> Toothbrush & paste	<input type="checkbox"/> Towels
<input type="checkbox"/> Webelos Handbook	<input type="checkbox"/> Air mattress or cot	<input type="checkbox"/> Insect Lotion
<input type="checkbox"/> Webelos uniform	<input type="checkbox"/> Jacket or sweat shirt	<input type="checkbox"/> Underwear
<input type="checkbox"/> Long Pants	<input type="checkbox"/> Raincoat or poncho	<input type="checkbox"/> Soap
<input type="checkbox"/> Shorts	<input type="checkbox"/> Sturdy shoes or boots	<input type="checkbox"/> Water Bottle
<input type="checkbox"/> Small pillow	<input type="checkbox"/> Extra socks	<input type="checkbox"/> Swim suit
<input type="checkbox"/> Flashlight	<input type="checkbox"/> Bedroll or sleeping bag	<input type="checkbox"/> Fishing gear (if you plan to fish)
<input type="checkbox"/> Tent, etc.	<input type="checkbox"/> Pajamas	<input type="checkbox"/> Sun Screen
<input type="checkbox"/> Swimming Shoes	<input type="checkbox"/> T-Shirts	<input type="checkbox"/> Hat

Don't Bring

- Carpet
- Futon (or other indoor furniture)
- Firewood (we have plenty)
- Excessive Water (our water is from a municipal source)
- Excessively Large Coolers (Shouldn't take more than 1 person to lift)
- Expensive watches, clothes, shoes, jewelry.....you get the idea.

The Sioux Council BSA cannot be responsible for lost or stolen items.

CAMP HEALTH AND SAFETY

Arrival and Check in

*The speed limit at Lewis and Clark is 15 mph.
Regulations specify that all truck riders be in a passenger compartment
(no riding in beds, covered or uncovered).*

Plan to arrive at camp between 1:00 pm and 3:00 pm on the first day of your camp. In order for the camp staff to complete their pre-session meeting, greeting of dens will not begin until 1:00 pm. If you arrive earlier than 1:00 pm, be prepared to make yourselves comfortable in the areas near the parking lot. We strongly encourage dens to make travel arrangements so that all members of the pack arrive in camp at the same time.

You will be greeted by the Camp Commissioner and your Campsite Commissioner for the week. They will assist you in unloading personal gear and load gear onto camp service vehicles to transport your Pack gear to your camping site.

A Pack leader will proceed to the Administration Building to:

- Present the pack roster
- Sign up for activity badges (we suggest a second person to handle badge sign-up)
Scouts should be signing up for activity badges when they register for camp.
- Receive campsite assignments

Your Campsite Commissioner will lead the pack to the Medical Lodge for medical rechecks and to the dining hall for orientation.

Your Campsite Commissioner will lead you to your campsite. The camp ranger and other staff will pull trailers and/or transport by truck all den equipment. *Please do not drive equipment or trailers to your site yourself.*

After arriving at your site, Pack equipment should be gathered together. Scouts and leaders change to bathing suits and t-shirts and proceed to the waterfront for swim checks. **(It is a good idea to wear bathing suits under uniforms during the trip to camp so a change is not necessary before swim checks.)**

The pack returns to its campsite to set up camp. As campsites are ready, boys will go to the handicraft area to make name tags.

At 5:30, your group should make their way to the waterfront for supper.

Sportsman Activities will be held after supper from 7:15 until 8:15. Opening campfire will begin at 8:45.

Your Campsite

Picnic tables are provided in each campsite. You will find an established fire circle in each campsite. We ask that you use this fire site for any and all campfires you may wish to build.

The den's campsite arrangement and orderliness reflects upon the den's standards. Living in a clean and well organized site helps a Scout feel pride in himself.

Listed below are the aspects of a well established den campsite. The Camp Commissioner will visit you and your site during the week. The Commissioner may share ideas with you about ways to improve your site.

- American and pack flags displayed with pack identification
- First Aid Kit available in a central location
- Campsite laid out with clear and safe traffic lanes
- Tents and flies pitched correctly, taut and using proper knots
- Tents marked with "No Flame in Tent" sign or stencil
- Campsite clean—food and gear properly stored, surfaces clean
- Garbage cans used and covered: liners in place
- Bulletin board with roster, fire guard plan and program posted
- Latrine clean
- Saw/axe yard separated from central site, marked and large enough
- Respect is shown for camp facility—no marking of trees or property
- (if applicable) Handicap vehicles parked in designated area

Flag Ceremonies

Flag Ceremonies are held at 7:55 am and 5:55 pm each day. Your den will have the opportunity to serve as color guard during your time at camp.

Dining Hall

The majority of your meals will be enjoyed in our 250 seat dining hall.

Waiters assist the dining hall staff in the clean up of the dining hall after meals. Clean-up generally takes fifteen (15) minutes after the meal's conclusion. Waiters are assigned by the pack generally on a rotating basis. How you choose to handle the waiter assignments is up to you and your unit.

Packs should be careful not to begin clean-up while Dining Hall program is happening. Please wait until AFTER dismissal to begin clean-up.

Visitor/Leader Meal Prices

Breakfast.....	\$6.00
Lunch.....	\$6.00
Supper.....	\$7.00

Health Lodge

A camp health officer serves as a regular member of the camp staff. (A volunteer physician from Yankton supervises the camp's medical care services.) In the event of a serious accident, illness, or hospitalization, parents are contacted. However, care is not delayed. Medical care given at the camp by the camp medical officer is without additional charge. Scouts whose care requires use of disposable items such as non-rebreather masks will be charged the cost of such items. **Treatment provided outside of the camp is at each family's expense, forms are filed for insurance coverage.** The Sioux Council does participate in an insurance plan which assists with deductibles and uninsured costs.

Insurance

Scout campers registered with the Sioux Council are covered by the council's sickness and accident policy while attending camp and during travel between camp and home. The council's policy meets costs beyond those covered by a Scout's family policy. It is important that the name of the family's insurance carrier and policy number be provided on the Personal Health and Medical Summary. A brochure fully describing the council's sickness and accident policy is available from the Sioux Council Center for Scouting.

Discipline

Lewis and Clark, in accordance with the policies of the Boy Scouts of America, will not permit staff, volunteer leaders, or Scouts to use corporal or other harsh punishment. No humiliating or frightening method of discipline will be used to control the actions of any camper. Initiations which frighten or humiliate, including forms of hazing, are also not permitted.

Conditioning

A number of pack leaders attending camp have recommended that we alert adults to the fact that Lewis and Clark is situated on bluffs along the Missouri River. The bluffs provide an exhilarating view of forest, water, and the rolling expanse of Nebraska. The bluffs also mean that everyone at camp must climb and descend hills walking from campsites to dining hall to program areas.

Suggestions: Do some extra walking, jogging or bicycling beginning several weeks before you come to camp. Maybe put some miles on the "stepper" in the corner of the bedroom.

Dangerous Items and Substances

Some items are not permitted at camp. Failure to abide by the camp rules may lead to dismissal from camp. Do not bring any alcoholic beverages or illegal drugs into camp. Firearms, ammunition, personal BB guns, firecrackers, bows and arrows, and sheath knives are primarily among the items that should not be brought to camp. The use of aerosol propellant based insect spray is prohibited. Please use personal sized insect repellent in squeeze bottles or with a pump action.

Fuel Policy

National BSA policy permits use of liquid fuel only under the direct supervision of a knowledgeable adult leader. Gasoline and other flammable substances are to be stored in the approved fuel storage area in camp. (Contact the camp commissioner or camp administration). Propane or LP's are the preferred fuel and liquid fuels (white gas) are discouraged.

Open flames (i.e.. candles, Sterno, kerosene lanterns, cigarettes, etc.) are not allowed in tents.

Fire Arms Policy

Personal firearms, ammunition and archery equipment are strictly prohibited. Lewis and Clark provides all equipment necessary for the field sports activities.

Fireworks Policy

Possession or use of fireworks at Lewis and Clark is strictly prohibited and cause for dismissal from camp.

Buddy System

The use of the buddy system is imperative at Webelos Explorer Camp. Each Scout must always be with a buddy. Scouts should never travel or be in the campsite alone.

REMEMBER two deep leadership is required when a Scout is with an adult who is not their parent or legal guardian.

PROHIBITED ITEMS:

(may result in immediate dismissal from camp)

- Alcoholic Beverages
- Fireworks of any kind
- Sheath Knives
- Pets
- Hand Axes
- BB Guns
- Slingshots
- Archery Equipment

Smoking is discouraged and must be done out of sight of Scouts!!
Remember YOU set the example.

CHECKING IN AND OUT OF CAMP

Registration

All Webelos must be registered as members of the Boy Scouts of America and camp fees paid in order to stay in camp and participate.

Vehicles and Parking

1. Scout Leaders', Staff and Parent vehicles will be parked in lots located across the road from the Administration Building.
2. One vehicle per pack, upon special request and demonstration of need, may receive a permit to park in one of the designated lots (down the hill). These vehicles may be used only for:
 - *Handicapped accessibility
3. Scouts will hike into campsites on arrival day and out of the campsite on departure day.
4. Under NO circumstances will any individual ride in the bed of a truck.
5. Restricted roads, from the south ends of the parking lot, will be for the use of camp service and other authorized (permit showing) vehicles only.

This plan is intended to alleviate many of the identified concerns that have been raised with traffic in camp. SCOUT SAFETY IS OUR NUMBER ONE CONCERN.

Care of Equipment

All campers and leaders are reminded that they are responsible for any damage above ordinary wear and tear, they might cause to camp facilities or equipment.

Leaving Camp During the Week

Campers and Leaders who must leave camp during the week must sign out at the

Administration Building. Campers may leave only with a parent or guardian. Leaders must be present when a camper checks-out of camp.

WEBELOS EXPLORER CAMP PROGRAM

Pack Program

Although most of your time at Lewis and Clark Scout Camp will be spent participating in activities which are part of a Program Schedule, do not underestimate the importance of interactions among members of your local pack or den. You, as den leaders and parents, will live and move with your boys for the duration of camp. You will set the example for and encourage each boy to take on new responsibilities, cooperate better with others, and live in accordance with ideals of Scouting. This is a major part of the Webelos program.

We hope you will choose to participate in the program activities organized and prepared by our staff. We aim to make them enjoyable and supportive of the Webelos Program. Feedback in past summers has included comments from some participants to the effect that there has not been enough time for the dens to be on their own and spend time in relaxation at camp. Others have expressed appreciation of the fairly continuous schedule of activities during the relatively short time in camp. We are here to offer you a program, we do not require that you take part in each and every part of it.

Use the information about program offering from the Daily Schedule and on the following pages to plan *your* Lewis and Clark Webelos Program.

Advancement Program

Much of each day's program time is devoted to activities designed to help Webelos satisfy Activity Badge requirements. Some activity periods are specifically identifiable as dedicated to one particular Activity Badge or another. Others, like Outdoorsman Activity Badge requirements, will be met as boys camp and dine with your den. Sportsman Activity Badge requirements are met by participating in the series of Sportsman activities scheduled throughout your camp stay. Requirements for the Showman Activity Badge can be met through participation in the closing campfire program.

Individual Activities

There are times when you choose to work with boys on individual activities back in the campsite. You may also choose to accompany your boys back to a place in camp they found worth further explorations. Boys always like to explore the stream and pebble beach.

NOTE: Adult supervision of boys of Webelos age, as well as use of the buddy system, is essential when camping and exploring.

Activity Badge Information

Sportsman Adventure Pin

There will not be one single Activity Session devoted to the Sportsman Activity Badge. Instead there will be five separate scheduled times to participate in Sportsman Activities. During each of these times, your pack will be scheduled for a different activity. The requirements for the Sportsman Activity Badge indicate that, while a Webelos Scout, the boys are to earn Cub Scout sports belt loops for two individual and two team sports.

We offer Archery and a Physical Fitness activity as individual sports. The boys will explain

what good sportsmanship means and show signals used by officials in a sport while participating.

The boys will play soccer and ultimate frisbee to meet the requirements in team sports.

B-B Gun shooting will be a fifth sportsman activity.

Fix It Adventure Pin

Requirments:

Complete Requirements 1-4:

1. Put a Fix It Toolbox together. Describe what each item in your toolbox can be used for. Show how to use three of the tools safely.
2. Be ready. With the help of an adult in your family, do the following:
 - a. Locate the electrical panel in your home. Determine if the electrical panel has fuses or breakers.
 - b. Determine what sort of heat is used to heat your home.
 - c. Learn what you would do to shut off the water for a sink, a toilet, a washing machine, or a water heater. If there is a main shut-off valve for your home, show where it is located.
3. Describe to your Webelos den leader how to fix or make safe the following circumstances with help from an adult:
 - a. A toilet is overflowing.
 - b. The kitchen sink is clogged.
 - c. A circuit breaker tripped, causing some of the lights to go out.
4. Let's Fix It. Select and do eight of the following. You will need an adult's supervision for each of these Fix It projects:
 - a. Show how to change a light bulb in a lamp or fixture. Determine the type of light bulb and how to properly dispose of it.
 - b. Fix a squeaky door or cabinet hinge.
 - c. Tighten a loose handle or knob on a cabinet or a piece of furniture.
 - d. Demonstrate how to stop a toilet from running.
 - e. Replace a furnace filter.
 - f. Wash a car.
 - g. Check the oil level and tire pressure in a car.
 - h. Show how to replace a bulb in a taillight, turn signal, or parking light, or replace a headlight in a car.
 - i. Help an adult change a tire on a car.
 - j. Make a repair to a bicycle, such as adjusting or lubricating the chain, inflating the tires, fixing a flat, or adjusting the seat or handlebars.
 - k. Replace the wheels on a skateboard, a scooter, or a pair of inline skates.
 - l. Help an adult prepare and paint a room.
 - m. Help an adult replace or repair a wall or floor tile.
 - n. Help an adult install or repair a window or door lock.
 - o. Help an adult fix a slow or clogged sink drain.
 - p. Help an adult install or repair a mailbox.
 - q. Change the battery in a smoke detector or a carbon monoxide detector, and test its operation.
 - r. Help an adult fix a leaky faucet.

- s. Find wall studs, and help an adult hang a curtain rod or a picture.
- t. Take an old item, such as a small piece of furniture, a broken toy, or a picture frame, and rebuild and/or refinish it. Show your work to an adult or your Webelos leader.
- u. Do a Fix It project agreed upon with your parent or guardian.

Game Design Adventure Pin

Requirments:

Do all of these:

1. Decide on the elements for your game.
2. List at least five of the online safety rules that you put into practice while using the Internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game.

Into the Wild Adventure Pin *(NEW at L&C in 2018)

Requirements:

Complete at least six of the following Requirements:

1. Collect and care for an “insect, amphibian, or reptile zoo.” You might have crickets, ants, grasshoppers, a lizard, or a toad (but be careful not to collect or move endangered species protected by federal or state law). Study them for a while and then let them go. Share you experience with your Webelos den.
2. Set up an aquarium or terrarium. Keep it for at least a month. Share your experience with your Webelos den by showing them photos or drawings of your project or by having them visit to see your project.
3. Watch for birds in your yard, neighborhood, or area for one week. Identify the birds you see, and write down where and when you saw them.
4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:
 - a. A producer, a consumer, and a decomposer in the food chain of an ecosystem
 - b. One way humans have changed the balance of nature
 - c. How you can help protect the balance of nature
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.
9. Do ONE of the following:
 - a. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
 - b. Create a video of a wild creature doing something interesting, and share it with your family and den.

Into the Woods Adventure Pin

Requirements:

Complete at least Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. OR: with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

Cast Iron Chef Adventure Pin

Requirements:

Complete at least Requirements 1 and 2 below.

1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

Earth Rocks Adventure Pin

Requirements:

1. Do the following:
 - a. Explain the meaning of the word “geology.”
 - b. Explain why this kind of science is an important part of your world.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following:
 - a. Identify the rocks you see on your rock hunt. Use the information in your

- handbook to determine which types of rocks you have collected.
 - b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
 - c. Share what you see with your family or den.
4. Do the following:
 - a. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
 - b. Record the results in your handbook.
 5. Identify on a map of your state some geological features in your area.
 6. Do the following:
 - a. Identify some of the geological building materials used in building your home.
 - b. Identify some of the geological materials used around your community.

First Responder Adventure Pin

Boys planning to work on this activity badge should be prepared by reading about first aid in the Webelos book. They should give the explanations required and show the list of directions to their leaders BEFORE coming to camp.

During the First Responder Activity Session, we will give basic instruction and provide simulated events to give the Webelos chances to demonstrate their ability to meet the next requirements.

These Requirements are:

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for the hurry cases of first aid:
 - a. Serious bleeding
 - b. Heart attack or sudden cardiac arrest
 - c. Stopped breathing
 - d. Stroke
 - e. Poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate that you know how to treat the following:
 - a. Cuts and scratches
 - b. Burns and scalds
 - c. Sunburn
 - d. Blisters on the hand and foot
 - e. Tick bites
 - f. Bites and stings of other insects
 - g. Venomous snakebite
 - h. Nosebleed
 - i. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder

Aquanaut Adventure Pin

Requirements:

Complete 1–4 and at least two others.

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a member or former member of a lifeguard team, rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Show how the life jacket helps keep your head above water by swimming 25 feet. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult’s supervision.

NOTE: Everyone, boys and adults alike, must take the swim test before swimming in or boating in the water. Swimming proficiency determines which depth of water may be used for swimming and which boats may be used. This swim testing is part of the BSA Safe Swim Defense Plan, which governs the use of all BSA swimming and boating areas.

CAMP TRADITIONS

Lewis and Clark Camp Hymn

Camping out where days are long,
Nights with campfires glowing.
It is here that I belong
For I'm a Scout you know.
Lewis and Clark, Lewis and Clark;
The camp that I love best.
Where Scouts are true and loyal too,
The greatest in the west!

Scout Vespers

Softly falls the light of day
When our campfire fades away
Silently each Scout should ask
Have I done my daily task
Have done and have I dared
Everything to be prepared

Taps

Day is done
gone the sun
From the lake
From the hills
From the sky
All is well
safely rest
God is nigh.

The Paddle Song

Our paddles keen and bright,
flashing like silver.
Swift as the wild goose flies,
Dip, Dip, and Swing

Dip, Dip and swing and Back,
flashing like silver,
Swift as the wild goose flies,
Dip, Dip and Swing.

Lewis and Clark Song

Lewis and Clark Scout Camp
That's sure the place to be
That's where the best of Scouting go
And that's the place for me
The whip-poor-wills a callin'
And the little creeks a roarin'
And they'll come again another year
like all the scouts of yore.

Philmont Grace

For food, for raiment,
For life, for opportunity,
For friendship and fellowship - We thank Thee, O Lord

FINAL CHECK LIST

___ When sending in health forms please make copies. Every youth and adult needs to have a completed health history. Youth forms must be signed by the legal parent or guardian. You should complete a separate health form for each camp attended.

___ If any youth is leaving early with someone other than a parent, a letter indicating such is signed by the legal parent or guardian.

___ All personal gear is packed. (page 23)

___ Sufficient and safe transportation has been arranged to and from camp. (*Remember no one is to ride in the bed of a pickup covered or not*)

___ There is sufficient leadership. BSA policy requires two deep leadership.

___ Fees have been paid to the Sioux Council Center for Scouting.

Webelos Camp Daily Schedule (Sample)

Day 1

1:00 pm – 3:00 pm	Registration, medical review, head to campsites
4:00 pm – 5:15 pm	Finish site set-up; make name tags; explore camp
5:15 pm – 5:40 pm	Personal cleanup – preparation for supper
5:50 pm – 6:00 pm	Greeting and retreat
6:00 pm – 7:15 pm	Supper @ Program Flats
6:45 pm – 7:15 pm	Break
7:15 pm – 8:15 pm	Sportsman Activities
8:15 pm – 8:45 pm	Make way to site and campfire site
8:45 pm – 9:30 pm	Opening campfire
9:30 pm – 10:00 pm	Return to sites and settle in for the night
10:00 pm	Taps (Den leaders and parents are responsible for settling boys quietly in bed. “Lights-out” shortly following Taps.)

Days 2 & 3

7:30 am	Reveille
8:00 am	Flag Raising followed by breakfast
8:45 am – 9:00 am	Personal time – cleanup campsites, brush teeth, etc.
9:00 am – 10:30 am	Activity Badge activity
10:45 am – 11:45 am	Sportsman activity
12:00 pm	Lunch
12:30 pm – 1:30 pm	Rest period
1:30 pm – 3:00 pm	Activity Badge activity
3:10 pm – 4:00 pm	Sportsman activity
4:15 pm – 5:00 pm	Open aquatics
5:00 pm – 5:55 pm	Personal time
5:55 pm	Retreat Ceremony followed by Supper (Cookout Day 3)
7:00 pm	Evening Program “Map Game” (Day 2), Sportsman Activity (Day 3)
8:15 pm	Campfire preparation (Day 3 only)
8:45 pm	Campfire (Day 3 only)
10:00 pm	Taps

Day 4

7:00 am	Reveille
8:00 am	Flag Raising
8:05 am	Light breakfast served as packs arrive “up-top” for departure
8:30 am – 9:30 am	Departure as pack equipment is brought from the sites