

Bon Voyage!



*Scoutland Adventure Camp
Leader and Parent Guide 2019*



The goals of Scoutland Adventure camp are to provide each scout with the opportunity to earn requirements and acquire skills needed to be a good citizen, scout, and family member through character development, physical fitness, and citizenship.

Each program is tailored to each specific rank in Cub Scouts. The Cub Camp Program helps boys achieve requirements and electives for the rank of Tiger, Wolf and Bear through crafts, songs and activities.

Arrival and Check- In (Sunday and Wednesday)

- **Please plan to arrive with your Pack between 2:00 - 5:00 pm.** It is best to try to arrive as a group, if someone needs to arrive later please let us know so we can help facilitate getting their gear to their campsite (no camper vehicles will be allowed into camp after 5:00pm, we are a walking camp, if you cannot walk please let us know and we can work with you.
- **When you arrive please come to the administration building with your youth.** This is where campers are checked in, physicals are turned in, and medical screening is completed.
- At check in you will meet your camp guide and he/she will take you to your campsite and answer any questions.
- You will be permitted to drive your vehicle back to the campsite to unload but **please quickly unload your vehicle and drive it back out to the parking lot.** There are only 2 vehicles allowed at each campsite to unload.
- After getting settled at your campsite please change and head to the water front for a swim test. The waterfront closes at 5:15pm. **It is necessary to take the swim test if you plan to get in the lake during the session.**
- Your group can go to our Handicraft shelter by the parking lot after swim tests to make their pirate patrol flag. If you are not with a group, you can combine with others to make a patrol.
- The flag ceremony will be at 5:30 pm in the parade field the first night. **Uniforms are worn for evening flags and dinner every night.**
- **Quiet time begins at 10pm.** We know everyone is excited, but sleep will be needed to enjoy the next few days. Lights out at 11pm.
- **Campfires must be “dead out” anytime someone is not watching it.** If a campsite is going to start a fire, someone must be responsible. If you need a shovel or bucket, let your campsite guide know.

Any cars moving in camp must follow the 7 mph speed limit and have flashers on.



Suggested Packing List

For Cub Scout/ Leader/ Parent:

- Uniform- to be worn at evening flags
- 3 pairs of shorts or light weight pants
- 3 scout t-shirts
- 3 pairs of underwear
- 3 pair of socks, or more, they tend to get lost
- Closed toed shoes and water shoes (water shoes for the shower)
- Completed medical form
- Sleeping bag or bed roll
- Pillow
- Back pack or duffel bag
- Toiletries
- Rain Gear
- Money for trading post
- Pocket knife if you're planning on earning your Whittling Chip (Bears or above) or have it.
- Swimming trunks
- Towels- 1 for shower, 1 for swimming
- Sunscreen
- Bug Repellant
- Water bottle

For the Pack:

- Lock box for medication and a plan on how to deliver meds correctly. No child should control their or anyone's meds
- Pack and American Flag for campsite entrance
- First Aid Kit for small wounds
- Receipts and any paperwork to finalize at Check in
- Ice chest- ice is for sale at the trading post
- You may bring your own tent to set up or use ours. Whichever is more comfortable for you

Keys to a Successful Cub Resident Camp Experience

- Have an adult assigned as your Pack Coordinator. They would handle any meetings and share information.
- Schedule a “Cub Camp Night” with your Cubs and their families to get excited about the program and share all the details about Adventure Camp. Camp Leadership would be happy to help with any questions. Just message us.
- Check your Pack leadership numbers and remember each Pack needs 2 deep leadership. That’s 2 leaders for the first 1-10 Cubs then one leader for every 5 cubs after that. Well in advance of camp, two packs might communicate and plan together and pool their resources.
- It will mean a lot if your Cubs fundraise to pay for their experience.
- Don’t hesitate to contact the Camp Leadership Team to ask questions. Watch for updates and other communications as camp nears at Facebook page- Northeast Georgia Cub Scouts News or email at adventurecamp.scoutland@gmail.com
- Medical forms may be filled out by the parent. Since the camp is for less than 72 hours a Doctor’s signature is not necessary.





Scoutland Camp Policies

- ❖ **Vehicles and Trailer:** No vehicles will be permitted beyond the parking lot without prior approval from the Camp Administration. Vehicles will be permitted to deliver gear but must be returned to the parking lot. Only the Pack trailer may be left at the site.
- ❖ **Handicap transportation:** Please check in with Administration upon arrival. We will do our best to transport you with one of the golf carts. Please note- only staff and those with a handicap may use the golf carts.
- ❖ **Smoking:** Smoking is not permitted in any building and is restricted to areas out of sight of campers. Please be respectful of those around you and the example we try to set for our Scouts. The smoking area is behind the dining hall.
- ❖ **Health Lodge:** While all precautions for safety of Scouts will be taken, we do have a qualified Health officer on staff in case something out of the ordinary occurs. Please contact us immediately in an emergency.
- ❖ **Medications:** Prescription medication may be stored either at your campsite or the health lodge. If it is stored in your campsite it must be locked away. **NO YOUTH MAY HOLD THEIR OWN MEDICATION.** The Health Officer will be available at check-in to collect any medication you wish for them to handle or need to keep cold. If you wish for them to dispense regularly, please schedule with them specific times and locations to meet.
- ❖ **First Aid:** Please bring your unit's first aid kit. Be prepared to perform basic first aid at your campsite and then contact the Health Officer as necessary. Again, in an emergency all Area Directors carry radios

Dining Hall

The dining hall will be utilized for all meals except one.

One dinner will be cooked in your campsite. This is to complete a camping requirement. The Outback program will cook three meals on the “island”.

Please let us know upon registration or email before camp if you have any special dietary restrictions. We order food approximately a week in advance, so the sooner we know the better. We will do our best to accommodate the Scout or Scouters requests.

A Few House Rules for the Dining Hall:

Please demonstrate manners that align with the Scout Oath and Law.

Please remove hats while in the dining hall. Servers wear hats because of the Health Dept. regulations.

Please come dressed for meals (no shirt, no shoes, no food).

Please be considerate of your kitchen and service staff. CLEAN UP AFTER YOURSELVES. Sweep and wipe your tables after every meal. Materials will be provided.

Seconds will be called if there is enough food left over.

Only adults are asked to handle the table pitchers.

Scoutland Grace

Bless our meal heavenly father,

May it give us the strength to be faithful in service and devotion

To the spirit of the past, and the challenges yet to come.



Class Locations

Big House-

Aware and Care

Earth Rocks

Engineer

Science

Handicraft-

Build It

Into the Woods

Into the Wild

Castaway

Waterfront-

Aquanaut

