

Blocktober Bash

Leader / Family Guide



Northeast Georgia Council
Apalachee District - Mountain District
203 Swanson Dr
Lawrenceville, GA 30043
770-962-2105

PURPOSE OF FAMILY CAMP

The purpose of the District Cub Scout Family Camp program is to strengthen families through Scouting. The Family Camp experience provides a fun outdoor experience for Cub Scouts and their Family. Spending time at camp offers parents a great chance to share quality time with their children, making memories and sharing experiences. Although activities at Family Camp may count towards advancement for the Cub Scout, the primary focus of the camp is fun in the outdoors for all participants. There are more activities than you'll have time to do, so set expectations properly and follow closely along in your rotation schedule. Remember the **THEME is MINECRAFT**! So decorate or costume accordingly as you like and help add to the Minecraft elements of the campout!

PLANNING INFORMATION

WHO CAN ATTEND?

Family Camp is open to all Cub Scouts and their families.

Venturing Scouts and Scouts BSA youth, Crews / Troops, and unit leaders are encouraged to volunteer to help at this event.

SUPERVISORY RATIO

Each family group must be led by an adult (18 years or older) related to the registered Scout. Cub Scouts cannot camp without an adult relative.

Note: For the remainder of this guide, wherever the term "parent" is used, this refers to the adult relative supervising the registered Scout.

ALL PACKS must have at least one BALOO trained Leader present!

Activities

(Note that locations are subject to change)

- Ropes and Bridges – Pioneering (can we build a bridge?)
- Pumpkin Painting and Decorating - Boat Pavillion
- Craft 1 : Perler Bead craft - make a miniature sword or pick axe
- Craft 2 : Make your MASK - Craft Shack backside
- Obstacle Course AND Field Games - Parade Field
- Gaga Ball - at the GAGA Pit - Top of the Parade Field across from the Dining Hall
- Scavenger Hunt - pickup at Cleveland Hall Tailgate games area - TURN IN at Trading Post before 4PM
- Tailgate Games - in front of Trading Post and Dining Hall patio area
- Fishing - led by Pack 402 at Council Rock (campfire ring), bring your own fishing pole, adults over 16 must have a fishing license. GO HERE <https://license.gooutdoorsgeorgia.com/Licensing/CustomerLookup.aspx>
- Fort Adventure - designated playground time - located at the top of the PARKING LOT
- BB shooting at the BB Range (located on the trail behind Campsite #1)
- Archery - archery range (located across from the parade field)
- Costume and Table/ Canopy Decorating Contest – Parade field down by the flags
 - Each pack to have an internal costume contest, and send us their top 2
 - Results announced during closing campfire
- Haunted but Not So Scary hike to Council Rock followed by the closing campfire.
Work on your own SKIT or SONG and have it approved before campfire!

Pack Campsite Time - At your campsite

Work on skits

Pack costume judging

Hand out candy for trick or treating

Decorate table/canopy

Decorate your CAMPSITE entrance (THEME: Minecraft)

What to bring to fully enjoy our program!

We need each pack to bring the following or be prepared for the following events:

1. **Bring one or more pumpkins (small or medium size) to be decorated. (The more, the better to allow our pack to all participate!)**
2. **Instruct their scouts to bring costumes (scouting friendly)**
3. **Candy for trick or treating – Each pack will gather on the parade field Saturday**
4. **Each Pack should have a table or canopy in the parade field which they will need to decorate ! We will announce the best decorated Pack table/canopy and also for the costume contest give First , Second and Third prizes!**
5. **Skits / Run Ons / Repeat After Me songs for closing campfire- They can submit their own to us in advance, or we will have a pool to choose from.**

Schedule of Activities – some activities, times, and locations subject to change

Your PACK will be given a ROTATION ASSIGNMENT - You must follow your rotation schedule as assigned in order to participate.

Friday

- 5:30 – 9pm Check in & Registration (drop gear, park and then set up camp)
9:00 pm **Leaders Meeting at Cleveland Dining Hall - must have a representative from each Pack**
10 pm Taps Quite Hours, all Cub Scouts in campsite

Saturday

- 7am Reveille Breakfast (On your own)
8:30-9:00 am Assembly & Flag Raising & Daily Activity Introductions
9:00-12:00 pm Games/Activities per Instructions
12:00-1:00pm Lunch (on your own)
1:00-4:50 pm Games/Activities per Instructions
5:00-6:30 pm Dinner (on your own)
5:00-5:30 pm Pack Costume Contest at Camp Site
1st and 2nd place for Pack advance to District

6:15 District Costume Contest at Parade Field (top 2 from Pack)
Table/canopy decorating Contest(each Pack sets up an area)
6:30-7:30 pm Trick or Treating - Parade field
7:45-9:00 pm Campfire Program at The Point (near the waterfront)
9:15 PM Marshmallow roast at Council Rock
10 pm Taps (all quiet in camp)

Sunday

- 7 am Reveille Breakfast (on your own)
8:30 am Scout's Own Service (chapel) - Council Rock - JOIN US before departing!
10 am Clean up, Pack up, and Departure

ARRIVAL AND CHECK-IN (FOR CAMPING WEEKEND)

Families may begin arriving at 5:00pm on Friday. If you arrive before 5PM, please wait with/for your group in the parking lot until check-in begins. The campsite gate will remain closed until that time. All participants must complete our health questionnaire prior to coming to camp. Once the health questionnaire is complete and the form on the back of your parking pass is signed off by a Council representative, families may proceed directly to their assigned campsite.

Unit campsite assignments and parking passes will be emailed out the week before camp. Please complete the contact information on the front of your parking pass and leave it in your windshield for the duration of your stay at camp.

Unit check-ins will be completed at Staff Headquarters. Unit leaders should provide their completed roster listing all attendees' names, ages, and genders and emergency contact phone numbers when checking in.

Medical forms need to be brought to camp and held by your Pack for each person at camp with you, this includes all adults and siblings. They will be brought to the Health Lodge should someone need attention. A copy of the health form is available at <https://www.scouting.org/health-and-safety/ahmr>. If you are not attending with your unit, you MUST see our health officer at check-in.

Vehicles will be allowed to drive to your assigned campsite to unload your gear on Friday only. Then all vehicles and trailers must be parked in a designated parking locations. NO VEHICLES will be parked in campsites or allowed to remain in camping areas. Vehicles will remain in the camp parking lot until departure on Sunday.

Campsite gates are closed all day Saturday and will only be opened Sunday morning. Families arriving on Saturday MUST be prepared to carry or wagon their gear, they will not be allowed to drive their gear to the campsites inside of the campsite gates.

PARKING

Upon arrival, drop off your gear at your campsite and move your car to the parking lot. **You may not leave vehicles parked at the campsite.**

If arriving on Saturday between 8:00 am and 5:00: Check-in at the Admin Building. Since the roads leading to campsites will be closed during program hours you will need to **hike gear into your campsite** or use a personal wagon.

NO VEHICLES WILL BE ALLOWED TO TRAVEL ON ROADS THROUGH CAMP ON SATURDAY.

It is important that you share this information with your parents. Please do not leave vehicles parked at the campsite. Our parking lot is NOT LINED, but please be aware not to BLOCK ANY entrances, roadways, or gates (tow away zones). All vehicles must be moved to a designated parking lot after you unload your supplies. ***Please do not remain parked in the campsite for over 15 minutes in order to allow others to unload their gear.***

Scouts, adult leaders, and visitors are expected to park, walk, exercise, and enjoy the beauty of our camp!

Speed Limits

The camp wide maximum speed limit is 7 mph; we ask you to move at 3 mph when campers are present.

GENERAL INFORMATION

Safeguarding Youth Training Guidelines

Two-Deep Leadership: Two registered adult leaders or one registered adult leader and a parent of a participant Scout, one of whom must be 21 years of age or older, are required on trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

No One-on-One Contact: One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of the other adults and youth.

Respect of Privacy: Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp and intrude only to the extent that health and safety requires. Adults must protect their own privacy in similar situations.

Separate Accommodations: When camping, no youth is permitted to sleep in the tent of an adult other than their own parent or guardian. Camp has separate shower and latrine facilities for females, or if separate facilities are not available, times for male and female use are scheduled and posted.

Restroom Facilities:

Most of our restroom facilities are individual stalls and may be used by any age/gender. Those facilities that are not individual stalls will have signage for who should be allowed in those facilities. We need your help to make sure the separate accommodations are maintained, and we will ensure the proper signage is posted. Please make sure your youth and families are using the correct facilities to adhere to Youth Protection standards. Adults DO NOT enter youth restrooms unless there is an emergency or safety issue.

Cool Weather/Rain Camping:

This event is a Rain or Shine event. The Council follows the Guide to Safe Scouting for cold weather camping. Please come prepared with additional dry clothes and bedding in case the weather is cooler or wetter than you planned. *Wearing closed-toed shoes will help not only with the cool weather, but keep your feet safe from the environment, too.*

Pets

All pets are to be left at home. Pets of any type are not permitted; including those brought by parents or visitors. Registered service animals are the only animals allowed; please make a note about assistance animals when registering the individual on the program website.

Chemical Fuels Policy

For safety, knowledgeable adult supervision must be present when Scouts are involved in the use, handling, lighting, or storage of chemical fuels (liquids, jellies, or gas). Propane lanterns and stoves are allowed. All fuels must be stored in a locked container. No liquid fueled lanterns should be used in camping activities. No fuel, lanterns, stoves, or candles are to be used in or near tents and camp structures.

Uniform

The BSA field uniform is worn for morning and evening flag ceremonies, dinner, chapel, and campfires. Field uniform must always be worn with shirts buttoned up and tucked in. Pack approved activity uniforms are appropriate for the remainder of the day.

Smoking

Scoutland on Lake Lanier is a tobacco-free facility. **No Smoking on Camp property.**

Flammability Warning

No tent material is completely fireproof. Tent material can burn when exposed to continued, intense heat or fire. The most important safeguard is to keep flames away from canvas materials. For this reason, the following safety precautions must be adhered to: Only flashlights and electric lanterns are permitted in tents.

SUGGESTED PACKING LIST

Camping Equipment				Toilet Kit	
• Tent or tarp, poles, and stakes				•	Toothpaste, toothbrush, comb
• Waterproof ground cloth or plastic sheet				•	Washcloth, towel
• Sleeping bag, pillow, air mattress or pad				•	Soap in container
• Cup, bowl, plate, knife, fork, spoon, mesh bag				•	Toilet paper
				•	Extra plastic bag or container
Clothes				First Aid	
• Cub Scout Field uniform				•	First aid kit
• Cub Scout Activity Uniform				•	Water bottle
•	Mask			•	Flashlight, bulb, batteries
• Poncho or raincoat, Warm jacket or coat				•	Sunscreen
• Pajamas or sweatshirt, sweatpants				•	Insect repellent
•	Durable shoes, shoelaces			•	Whistle
•	Hat or cap			• Medical Form including insurance information	
• Extra socks, Underwear, shoes, other extra clothing					
Family Gear				Extras	
•	Lawn chairs			•	Camera
• Cooler or ice chest				•	Sunglasses
•	Cot or pad			•	Fishing gear
•	Cooking equipment			• Bike and Bike Helmet	

Please refer to the Packing list in the [link](#).

COMMUNICATION

Camp staff will be in communication with your Unit Leader throughout the event. Should you have any issues requiring the attention of camp staff, please report them to your Unit Leader.

Contact Names	Contact	Unit
Ricky Cantrell	770-714-1499 cantrell1497@bellsouth.net	SM T511
Hope Curtis	hcjgm42@gmail.com	Unit Commissioner / Co Chair
Daniel Victorio	404-414-0477 cell/text daniel.victorio@scouting.org	Staff Advisor

CAMP RULES

As a Scouting facility, the foremost rules for personal and group behavior are the ideals found in Scouting:

SCOUT OATH On my honor, I will do my best To do my duty to God and my country, And to obey the Scout Law. To help other people at all times. To keep myself physically strong, mentally awake, and morally straight.	SCOUT LAW A Scout is Trustworthy, Loyal, Helpful, Friendly Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.
	OUTDOOR CODE As an American, I will do my best to Be clean in my outdoor manners, Be careful with fire, Be considerate in the outdoors, and Be conservation minded.

Beyond these ideals, the following rules are enforced at Apalachee Family Camp:

- Packs must always have two-deep leadership while at camp. No exceptions!
- All campers shall wear a wristband to identify themselves.
- All cars must be parked in the designated camp parking areas. Only specially authorized vehicles are allowed in campsites or on the roads.
- Shoes must always be worn at camp and must be completely closed.
- Throwing rocks is strictly forbidden.
- No running in camp. We ask adult and youth leaders to help keep camp safe.
- No flames, fires, or fuels of any kind are permitted inside tents.
- No personal bikes, skateboards, inline skates, or mountain boards are permitted.
- Personal firearms and bows are not permitted.
- No alcoholic beverages or illegal substances are allowed on camp property.
- All guests are required to immediately check-in at the camp headquarters unless otherwise instructed.
- No fireworks of any kind are permitted on camp property.