FOR ALL CUB SCOUTS TO PARTICIPATE!

JULY 16-19

2020 CUB RESIDENT CAMP
Program Guide
Dear Leaders,

Ingersoll Scout Reservation is excited to host Cub Scout Resident Camp for the second year! This camp is an opportunity for all Cub Scouts to put the “outing” onto Scouting! Scouts will have the opportunity to camp in the outdoors in platform tents or bring your own tents, work on Adventure Loops, explore the outdoors, and experience ISR!

ISR founded in 1965 as Camp Wilderness was started as a place where scouts could go for fishing, swimming, boating, and have a “wild” experience enough that deer and other animals could roam freely. The camp was renamed in 1973 to posthumously honor William P. Ingersoll, a local philanthropist who helped in the camp’s initial purchase.

Ingersoll is now the primary resident camp of the W. D. Boyce Council of the Boy Scouts of America, located about 4 miles west of London Mills, IL, encompasses almost 1,000 acres of woodland and prairie between Fulton and Knox Counties. Now with a climbing tower for climbing and repelling, Lake for fishing and boating, pool for swimming, shooting ranges, and Horseshoe Bend an opportunity for scouts to jump into the old west! All exciting activities for Cub Scouts to participate in during Cub Scout Resident Camp and to continue the tradition as ISR to be a place for Scouts to enjoy the outdoors!

We are excited to see you out at Ingersoll this summer at Cub Scout Resident Camp, if there is anything that we can do to help make your experience please reach out and let us know!

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Registration

Session Dates

July 16 - 18, 2020

Registration Timeline:

January 1st, 2020 - Online Registration will open Parents can go online to www.wdboyce.org/summercamps and register Scouts to attend Cub Resident Camp. At registration a $25 Bunk Deposit is due per Scout or the full amount of camp.

April 15th, 2020 - Bunk Deposits are Due - Number of Scouts @ $25.00 (names no required). Bunk Deposits are non-refundable. We must commit financial resources to employ staff, purchase food and program materials to prepare for summer operations. (Example: if you sign up for 10 bunks = $250.00 and only 5 bunks are used, the 5 bunks not filled are non-refundable, you will lose the $125.00)

June 5th, 2020 - Final Roster online with names, Cub Scout Rank at camp (as of 6/5/20) and final payment less the bunk fee is due.

How to Register

To register go to www.wdboyce.org/summercamps to register for all 2020 W. D. Boyce Council Cub Scout Summer Camp.

Camp Fees

Use code “Earlybird” at check out to save $20 - code expires June 5th

Early Bird Price (Use Code Earlybird at checkout) Regular Fee (After June 5, 2020)
Scouts & Adult: $270.00 Scout & Adult: $290.00
Sibling Cub Scout: $140.00 Sibling Cub Scout: $160.00
Additional Adult: $100.00 Additional Adult: $120.00

Payments

While parents registering online they have options to pay online or to pay by mail. If paying online with a Credit or Debit Card a 3% service fee will be added to the payment. To avoid the Service Fee at check-out select Pay by Mail option. Then print out a receipt and mail or bring the receipt in with check (made to W. D. Boyce Council) to the Peoria Scout Service Center at:

W. D. Boyce Council
Attn: Cub Resident Camp
614 NE Madison
Peoria, IL 61603
Financial Assistance

Registered youth members who cannot pay the total cost of attending Summer Camp may apply for financial assistance. The fund assist deserving Scouts to attend local council events with a percentage of the cost based on need, it is not intended to provide the total fee.

To apply for financial assistance please fill out the Financial Assistance Application (Page 25). Applications are also available at www.wdboyce.org on the resource page and in the forms section of isrsummercamp.org. All completed applications must be submitted to the Peoria Scout Service Center by March 27, 2020. The information requested is confidential and necessary to help determine the percentage of need for each applicant. Please print legibly. Applicants must be currently registered members of the W. D. Boyce Council of the Boy Scouts of America. Applications for unregistered persons or without signatures will be returned to the Unit Committee Chair.

Refunds

The W. D. Boyce Council Refund Policy is intended to cover emergencies beyond your control while protecting the council’s pre-paid program expenses based on registration numbers.

The transfer of fees, without penalty, to another Scout or Scouter attending the same program may be requested. If an emergency beyond your control occurs, write or call the Peoria Council Service Center immediately—309-673-6136 ext. 128, All emergencies will be considered on an individual basis and given the highest consideration when appropriate documentation is provided.

Refund request for emergencies beyond your control will be reviewed by the Volunteer Outdoor Program Committee after the Summer Camp Season. All such requests are subject to a 15% service charge. All program fees collected on-site are non-refundable. Refund Request form received less than 7 days prior to the start of your session at camp will not be considered. Bunk deposits are not refundable.
Medical Policies

Every participant (youth and adult) must provide a copy of their Annual Health and Medical Form (Parts A & B) and a copy of their insurance information to participate in Cub Resident Camp.

As a requirement of the Boy Scout of America all prescription medicines needs to be kept in its original container and stored in a locked container. The ISR Health Lodge is available to store medications or an Adult Leader may be designated within the unit to keep the medications locked up in their campsite, a lockable tackle box works perfectly for this. Epi-pens, inhalers, insulin, or other medication or device used in the event of life-threatening situations may be carried by a Scout but should be brought to medical check.

Health Forms

All Scouts and Adults must have Parts A & B of the Annual Health and Medical Record form and a copy of their insurance information. The newest form should be used and is available at [www.scouting.org](http://www.scouting.org). Please keep in mind that Health Form process is designed for each participant’s personal safety. Diligence in this process makes the difference between a great experience or a poor one. Any participants who do not have a completed Health Form will be restricted from all camp activities until form is completed.

Health Forms will be kept on file for the program sessions in the Health Office and will be returned at the end of camp. Even if a leader or a participant is arriving late, all efforts should be made to have that person’s Health Form with the Pack during check-in, so the Health Officer can review all of the Pack’s forms together.

Youth Protection Policies

The Boy Scouts of America is committed to the highest standards for youth safety. Youth Protection requires sustained vigilance and we work every day to protect children through mandatory policies.

- The Boy Scout of America require adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as a leader, including the completion of a criminal background check and Youth Protection Training.
- One-on-one contact between adults and youth members is prohibited.
- Privacy of youth is respected. Adult leaders and youth must respect each other’s privacy, especially in situations such as changing clothes and taking showers at camp.
- Adults may not share a tent with a member of the opposite sex.
- No youth may share a tent with an adult or person of the opposite sex other than a family member or guardian.
- The buddy system should be used at all times. The buddy system is a safety measure for all Scouting activities. Buddies are encouraged to select each other, with no more than two years age difference.
- Hazing and initiations are prohibited and may not be included as part of any Scouting activity.
- No bullying. Verbal, physical, and cyber bullying are prohibited in Scouting.
In Case of Emergency

Ingersoll Scout Reservation has a Health Lodge open 24 hours a day and managed by staff members trained in handling accidents and illnesses. There are also local hospitals and clinics nearby. If this kind of treatment is required, the Scout’s parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that a Scout’s Leader drive the Scout to the hospital. This way the Heath Officer will still be in camp to treat any other potential injuries.

In the event of a campwide emergency, the camp siren may sound with a two-tuned alarm. At which, everyone in camp should report to the Dining Hall and await for further instructions from camp staff. The camp staff undergoes training in handling common types of emergencies. A camp-wide emergency situation may consist of severe weather, wildfire, missing campers, missing swimmers, and any possible severe medical emergency. Anyone who becomes aware of an emergency situation or danger should notify a staff member who will contact camp leadership.

Wildlife

Ingersoll Scout Reservation is a wilderness setting where it is common to encounter various forms of wildlife such as deer, turkey, fox, racoons, snakes, turtles, and more! Bites from animals are extremely rare, but precautions should be taken. Observe wildlife from a distance so they are not scared, do not disturb wildlife just for a better look.

Safety Tips

Safety is the first priority at camp, here are a few helpful tips for a fun safe camping experience:

- No riding in the back of trucks or trailers.
- Wear closed-toed shoes.
- Always use the buddy system: 2 or more Scouts go everywhere together.
- Fires should be completely extinguished before leaving the campsite: please do not create new fire rings.
- Follow Whittling Chip procedures when using knives.
- Use insect repellents containing DEET or Permethrin.
- Always wear sunscreen and sun hats for protection from the sun.
- Carry flashlights when walking at night.
- Shake out clothing and shoes before wearing them.
- Keep food out of tents at all times.
- Check for ticks and tick bites daily.
Visitors

Visitors should park in the main parking lot and check-in at the Camp Office. Please note that the camp wide speed limit is 15 MPH.

Visitors may eat in the Dining Hall, to do so a meal ticket must be purchased from the Trading Post. A visitor meal ticket is $10.00.

Visitors at any time must check-in and check-out of the camp at the Camp Office. Day Visitors are not allowed to stay overnight at ISR.

Alcohol, Drug, & Tobacco Policy

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances are not permitted encampments or activities on property owned and operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Smoking is only allowed in vehicles in the parking lot away from Scouts and other Leaders. For the health of all Scouts and Leaders, please respect the rights of all others and refrain from smoking in your campsite or any place other than the parking lot. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

Pets in Camp

In compliance with Boy Scouts of America policy, no pets will be allowed in camp during the summer camp season.

Electricity

There is no electricity in any of the campsites. If electricity is needed for a CPAP or other medical device, we recommend bringing a battery system to use with the machine over night or inform the Camp Administration and they can work on providing accommodations.

There are charging stations located at each program area, Wilderness Training Center, and Dining Hall that may be used to charge electronics.

Cellphone and WIFI Coverage

ISR has two WIFI hotspots on the camp, which is open for adults to use. There locations are at the Wilderness Training Center and the Dining Hall.

There is very limited Cell Phone Service at camp. The cellphone provider with the most service throughout camp is Verizon.
Firewood

We ask that Packs do not bring their own firewood. If a Pack would like to have a campfire ask the ISR Staff and they will provide you with firewood, you can also collect downed wood from the forest.

Lost & Found

Lost and Found is located at the Camp Office. If you lose something during your stay, check with the Camp Office to see if the item has been turned in. To make it easier to recover lost items, Scouts should clearly mark their items with their name and Pack number.

If you get home and discover a missing item, call the Camp Office (309-486-3398) for the missing item. After the summer camping season, all items in the lost and found will either be donated or thrown away.

Special Dietary Needs

At Ingersoll, our first priority is the safety and well being of our campers. We have systems in place to ensure that all Scouts and Leaders who have special dietary needs or food allergies are accommodated at camp.

We can store supplemental food in our Dining Hall Kitchen, prepare a modified menu, or work with Scouts, Parent(s), or Leaders to provide alternatives.

When registering for Resident Camp online it will ask for if the participants have any Special Dietary Needs, if the answer is yes please fill out with detailed information to let our Food Service Team best prepare for your time at camp. If anything needs to be updated or if you would like to confirm that the Food Service has received you information email info@isrsummercamp.org or call the camp office at 309-486-3398.

Trading Post

Ingersoll Scout Reservation operates a Trading Post on the camp. The Trading Post stocks items from camp souvenirs, craft items, pocket knives, some camping supplies, ice cream and snacks.

The Trading Post accepts cash, checks, and all major credit cards.

The Trading post is open during the days and evenings, the hours of the Trading Post will be posted on the Front Door.
Arrival and Departure

Arrival times

Please plan to arrive at camp between 3pm and 6pm on the first day of your session of program. If you need to arrange to arrive later please contact the Camp Office at 309-486-3398.

Checking-in

Upon Arrival of Ingersoll you will be greeted by an ISR Staff member at the front gate of camp, welcoming you to camp and showing you the way to the parking lot. Once in the parking lot Adult Leaders will need to check-in. At the check-in ISR Staff will go over any last minute program updates, go over Health Forms and complete any missing paperwork.

As Check-in is being completed, the Scouts will meet their Camp Guide and may start working on unloading gear. A camp truck, driven by camp staff will be available to help transport gear from the parking lot to the campsite. Your Camp Guide will walk you to your campsite. Once complete, the camp Guide will take you and your Scouts on a camp tour.

Camp Tour

Scouts and Leaders need to prepare for the camp tour with their Camp Guides soon after arriving at the campsite. Scouts who did not complete the swim checks prior to camp will have time to complete them as part of the camp tour. If the Scout has completed the swim check using the Unit Swim Classification Record (Page 21) they still must visit the Aquatics Staff for safety procedures. Remember a shirt and shoes with covered heel and toe, must be worn at all times in camp.

Sleeping Accommodations

Packs have three choices of campsites for Cub Scout Resident Camp to pick during registration: Platform Tent Sites, Bring your Own Tent Sites, and Buckskin Family Cabins. Every campsite has a small polytarp pavilion, at least two picnic tables, a pit latrine and washing sink. Every campsite is closely located to one of three public shower houses that have individual shower stalls and hot water.

**Platform Tent Sites:** Powderhorn, Gunflint, Arrowhead, Diamond Hitch, Doublebit

**Bring your Own Tent Sites:** Conestoga, Musket, Illini, Kaskaskia, Kickapoo, Winnebago, Sauk

**Buckskin Family Cabins:** Buckskin
Contact

ISR Phone Number:
309-486-3398 (June - August)

W.D. Boyce Council Office:
309-673-6136 (Year Round)

Directions to Ingersoll
Ingersoll Scout Reservation
33 Knox Road, 650 East
London Mills, IL 61544

From I-474 (Peoria)
Take Exit 3A (W. Farmington Road) on I-74
Turn Left on N. Maxwell Road
Turn Right on W. Plank Road
Follow IL 116 through Hanna City, Trivoli, and Farmington
Turn Right at N. Main Street (Second Stop light in Farmington)
Take slight left to follow IL 116
Follow IL 116 through Middle Grove
Turn Left on Knox Rd. (ISR Sign Posted)

From I-55 (Bloomington)
Take Exit 163 (Ramp to I-74 W)
Follow I-74 past Morton to Exit 99 (Merge with I-474)
Follow I-474 Directions above

From I-80 (LaSalle/Peru)
Follow I-80 W towards Iowa
Exit on Ramp to I-74 (Peoria) near the Quad Cities
Follow I-74E to Exit 46A (IL 34W)
Follow IL 34W to W. Main St. Exit (Galesburg)
Follow Main St. and turn right on S. Linwood Road (IL 41)
Follow IL 41 through Abington
Turn Left on IL 116
Follow IL 116 and turn right on Knox Road (ISR Sign Posted)
# Daily Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Day 1</th>
<th>Day 2</th>
<th>Day 3</th>
<th>Day 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:30</td>
<td>Flags</td>
<td>Flag</td>
<td>Flags</td>
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<tr>
<td>7:45</td>
<td>Breakfast</td>
<td>Breakfast</td>
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<tr>
<td>9:00</td>
<td>Adventure Loop Session 1</td>
<td>Adventure Loop Session 1</td>
<td>Pack Clean-up / Check out</td>
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<tr>
<td>10:20</td>
<td>Travel</td>
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<td>10:40</td>
<td>Adventure Loop Session 2</td>
<td>Adventure Loop Session 2</td>
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<tr>
<td>12:00</td>
<td>Lunch</td>
<td>Lunch</td>
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</tr>
<tr>
<td>1:00</td>
<td>Rest Hour</td>
<td>Rest Hour</td>
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<td></td>
</tr>
<tr>
<td>2:00</td>
<td>Adventure Loop Session 3</td>
<td>Adventure Loop Session 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:20</td>
<td>Check - In</td>
<td>Open Areas</td>
<td>Open Areas</td>
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<tr>
<td>5:15</td>
<td>Flags</td>
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</tr>
<tr>
<td>5:30</td>
<td>Dinner</td>
<td>Dinner</td>
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<td>6:30</td>
<td>Flags</td>
<td>Campwide Activity</td>
<td>Campwide Games</td>
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<tr>
<td>7:00</td>
<td>Opening Campfire</td>
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<tr>
<td>8:00</td>
<td></td>
<td></td>
<td>Closing Campfire</td>
<td></td>
</tr>
<tr>
<td>9:00</td>
<td>Lights Out</td>
<td>Lights Out</td>
<td>Lights Out</td>
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</tbody>
</table>

# Adventure Loop Schedule

During registration Scouts will sign up to participate in Adventure Loops at camp. Adventure Loop Sessions 1 & 2 will meet 2 times during camp once on day 2 and once on day 3. Sessions 3 only meets once on day 2 and Session 4 meets once on day 3.

Remember the Scouts schedule should be created to have the Dens stay together in camp so it is recommended that Scouts attend the same Adventure Loop Sessions so they are able to travel together as a Den.

<table>
<thead>
<tr>
<th>Session 1</th>
<th>Session 2</th>
<th>Session 3</th>
<th>Session 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiger Floats &amp; Boats</td>
<td>Shooting Sports</td>
<td>Sky is the Limit</td>
<td>Sky is the Limit</td>
</tr>
<tr>
<td>Tiger Safe &amp; Smart</td>
<td>Tiger in the Wild</td>
<td>Backyard Jungle</td>
<td>Backyard Jungle</td>
</tr>
<tr>
<td>Wolf Shooting Sports</td>
<td>Air of the Wolf</td>
<td>Spirit of the Water</td>
<td>Spirit of the Water</td>
</tr>
<tr>
<td>Wolf Motor Away</td>
<td>Call of the Wild</td>
<td>Paws on Path</td>
<td>Paws on Path</td>
</tr>
<tr>
<td>Bear A Bear Goes Fishing</td>
<td>Shooting Sports</td>
<td>Salmon Run</td>
<td>Salmon Run</td>
</tr>
<tr>
<td>Bear Make it Move</td>
<td>Fur, Feather, and Ferns</td>
<td>Bear Claws</td>
<td>Bear Claws</td>
</tr>
<tr>
<td>Webelos/ AoL Shooting Sports</td>
<td>Aquanat</td>
<td>Into the Wild</td>
<td>Into the Wild</td>
</tr>
<tr>
<td>Webelos/ AoL First Responder</td>
<td>Castaway</td>
<td>Adventures in Science</td>
<td>Adventures in Science</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Webelos Walkabout</td>
<td>Webelos Walkabout</td>
</tr>
</tbody>
</table>
Open Areas

There is plenty for Cub Scouts to do at Cub Resident Camp. There are Open Area times scheduled where Dens are free to enjoy all Ingersoll has to offer. Dens may go on a hike on the Cedar Creek Trail, go fishing on Lake Roberts, the Ingersoll Staff will have the Pool, Waterslide, Climbing Tower, BB and Archery Ranges open for Scouts to use. There are games out in front for the Trading Post of Gaga Ball, Carpet Ball, and 9-Square. There is a lot of exciting things a Ingersoll and the Open Area time is a chance to see a little bit of all that can be done at camp.

Flag Ceremonies

The camp will assemble for Flag Ceremonies in the morning and evening. Scouts and Leaders are expected to attend the Flag Ceremonies in full BSA Uniform. Packs will have the opportunity to show off cheers and run-ons during Roll Call. Scouts are encouraged to be creative, but longer skits and songs are better suited for meals and Campfires.

Leaders Meeting

Leaders Meetings will be held everyday after breakfast on the Dining Hall Patio. At the Leaders Meeting adults will receive updates on any special events happening for the day, and have an opportunity to ask questions.

Swim Checks

All Scouts and Adults who wish to participate in any waterfront activities (including swimming and boating) must complete a swim check and be classified according to their swimming ability.

Swim checks will take place at the pool with qualified lifeguards. Each Scout and adult will be assigned a buddy tag. Swim checks may be completed before camp using swim classification record (page 21) with a certified lifeguard.

To ride the waterslide you must be a Beginner or Swimmer, 48” or taller, and wear a PFD.

Swimmers may use any type of boat on Lake Roberts, those not classified as a swimmer are limited to Canoes and Rowboats with an adult swimmer as a buddy.
Tiger

**Backyard Jungle** - In this adventure, Tigers will learn that there are many types of living things that share the place where we live. All animals, plants, and insects have a purpose in our environment. It is everyone’s duty to be mindful of other creatures’ habitats. Regardless of their age, Tigers can make a difference.

**Tiger: Safe & Smart** - In this adventure, Tigers will learn that a safe child is one who is aware of his or her surroundings and knows how to respond to danger.

**Sky is the Limit** - This adventure will help Tigers learn about the mysterious night sky.

**Tiger in the Wild** - Tigers will learn to put the “outing” in Scouting with this outdoor adventure. They will start to develop an understanding of the Outdoor Ethics program as they are introduced to many skills that will be important throughout their Scouting careers.

**Floats & Boats** - This adventure will teach Tigers about different types of boats, how to build a boat using recycled materials, and how to stay safe on the water.

**Shooting Sports Award** - Beyond capturing the enthusiasm that Scouts shown for Shooting Sports, the Cub Scout Shooting Award Program is to encourage Cub Scouts the development of safe shooting practices and proficiency in Shooting Sports. As a Cub Scout participates in shooting sports activities and works towards an award, not only are they building confidence in their abilities, but also develops self-reliance, sportsmanship, and conservation awareness - All elements of good character valued in Scouting.
Wolf

**Call of the Wild** - Many join Scouting because they want to go camping. This adventure will introduce Wolves to several camping skills—selecting and bringing gear, participating with families in campfire shows, and being prepared for bad weather. They will also learn about animals they might see, the Leave-No-Trace Principles for Kids, tying knots, and how to handle potentially harmful situations.

**Paws on Path** - This adventure will encourage the development of hiking skills in Scouts.

**Air of the Wolf** - This STEM-based adventure helps Wolves explore basics aspects of air - an often overlooked substance. Then, they will discover some of the many things that air can do for us.

**Spirit of the Water** - Water, Water everywhere - water to drink, water to cook our food, water to clean our bodies and teeth, and water to play in! Wolf Scouts will learn how to conserve water and keep it clean in their homes and neighborhoods. Then they’ll have a chance to swim together, having fun and practicing aquatics safety.

**Motor Away** - We live in an electronic world. This adventure gives Wolf Scouts the chance to rely on the power in their own bodies by blowing air, throwing planes, or using rubber bands. They will have the chance to explore propulsion in its most basic form. Motor, Away, Wolves!

**Shooting Sports Award** - Beyond capturing the enthusiasm that Scouts shown for Shooting Sports, the Cub Scout Shooting Award Program is to encourage Cub Scouts the development of safe shooting practices and proficiency in Shooting Sports. As a Cub Scout participates in shooting sports activities and works towards an award, not only are they building confidence in their abilities, but also develops self-reliance, sportsmanship, and conservation awareness - All elements of good character valued in Scouting.
Bear Claws - Most young kids are very excited about the opportunity to own and carry a pocketknife. In many families this may be a rite of passage. It is important that the Scouts understand a pocketknife is a tool and not a toy, and how to responsibly handle and use the pocketknife when they are around others.

A Bear Goes Fishing - Fishing is a skill that can become a lifelong hobby, or possibly a career. It can be done alone, or with family or friends. This adventure lays some groundwork for the Fishing Merit Badge once the Bear joins a Scout Troop. This adventure is meant to be fun and can be used for teaching several points of the Scout Law such as trustworthy, helpful, courteous, obedient, thrifty, cheerful, clean, and even reverent.

Fur, Feather, and Ferns - In this adventure, Bears will explore the outdoor world of mammals, birds, plants, and more! They will understand that every living thing has a home—often very close by. Scouts will also discover that almost every living thing’s neighborhood is a home to at least one type of another living thing. Protecting those homes, called habitats, is up to everyone, and Bears can help!

Salmon Run - This adventure will introduce Bear Scouts to swimming safety, boating safety, physical development and fitness, skill development, and fun on the water. Bears in nature like to swim and play in the water, and so can Bear Scouts.

Make it Move - This adventure teaches the Scouts about action and reaction. Using common objects, Bear Scouts will learn about chain reactions, pulleys, and levers. The Scouts will take all the things that they learn and create a fun Rube Goldberg-type machine.

Shooting Sports Award - Beyond capturing the enthusiasm that Scouts shown for Shooting Sports, the Cub Scout Shooting Award Program is to encourage Cub Scouts the development of safe shooting practices and proficiency in Shooting Sports. As a Cub Scout participates in shooting sports activities and works towards an award, not only are they building confidence in their abilities, but also develops self-reliance, sportsmanship, and conservation awareness - All elements of good character valued in Scouting.
Webelos & Arrow of Light

First Responder - This adventure will provide Webelo Scouts with an introduction to the skills and responsibilities of a First Responder. Activities will cover essential personal safety and first-aid skills.

Castaway - Survival skills are essential for anyone who might ever become lost in the wilderness—in a jungle, on a desert island, or sea, during a Scout hike or campout! This adventure teaches several of those skills to Webelo Scouts, preparing them to deal with emergencies in an outdoor environment.

Into the Wild - Do you wonder what makes the howling, hooting, whistling, and humming sounds you hear at night? Do you wonder where flocks of birds are going when they fly overhead? When you go “into the wild” you will begin to understand some of the mammals, birds, reptiles, amphibians, and insects that live with us day and night and how they contribute to the world in which we live.

Aquanuat - This adventure will introduce Webelo Scouts to the key principals of aquatics safety and they develop their swimming and boating skills.

Webelos Walkabout - This adventure prepares Webelo Scouts for an outdoor experience and hiking activity.

Adventures in Science - Science is all about asking questions like “What is it?” and “How does it work?” In this Adventure you will discover how scientists answer those questions.

Shooting Sports Award - Beyond capturing the enthusiasm that Scouts shown for Shooting Sports, the Cub Scout Shooting Award Program is to encourage Cub Scouts the development of safe shooting practices and proficiency in Shooting Sports. As a Cub Scout participates in shooting sports activities and works towards an award, not only are they building confidence in their abilities, but also develops self-reliance, sportsmanship, and conservation awareness.

Webelos Overnighter at Horseshoe Bend

All Webelos and Arrow of Light Scouts have the opportunity to attend the Overnight program on Day 2 of Cub Resident Camp. Scouts participating will hike out to Horseshoe Bend and take a step into the Western Frontier! Scouts will enjoy a Chuckwagon Dinner and participate in activities such as lassoing, branding, and horseshoes. Then set up to spend the night at Horseshoe Bend. The packing list in this guide shares what will be needed for the overnight program, their gear will be trucked out by ISR Staff to Horseshoe Bend, but the Scouts will need to carry a Backpack with the Cub Scout 6 essentials for the hike.
Packing List

The following is a suggested list of equipment for an enjoyable stay at camp. Please label all items with the Cub Scouts Name and the Pack Number. Please pay special attention to items that should be left at home.

**Personal Gear**

- Uniform
- Extra Shirt & Pants
- Socks & Underwear
- Jacket
- Rain Gear
- Sleep Wear
- Sneakers and/or Hiking Boots
- Swim Wear/Swim Shoes
- Towels & Toiletries
- Shower Shoes
- Sleeping Bag or Blankets
- Pillow
- Flashlight w/extra Batteries
- Water Bottle
- Wallet w/ Money—For the Trading Post
- Handkerchief
- Bug Repellent
- Sun Screen
- Cub Scout Handbook

**Optional Personal Gear**

- Watch
- Camera
- Song Book
- Bible, Prayer Book
- Fishing Pole and Tackle
- Stationary and Stamps
- Laundry Bag
- Camp Chair

**Webelos/ Arrow of Light Overnighter.**

- Sleeping Bag
- Pillow
- Rain Gear
- Water Bottle
- Flashlight
- Jacket or Sweatshirt
- Bug Repellent
- School Backpack for Hike

**Please Leave at Home**

Fire Works, Fire Arms, Ammunition, Aerosol Cans, Radios, Televisions, Personal Music devices, Electronic Games, Squirt Guns, Dice, Un-Scout like Literature, Alcohol, and Illegal Drugs.
The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification criteria have been structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The swimmer’s test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum of 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

**ADMINISTRATION OF SWIM CLASSIFICATION TEST**

**OPTION A** (at camp):

The swim classification test is completed the first day of camp by Camp Aquatics personnel.

**OPTION B** (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted and record on this form by one of the following council approved resource people: Aquatics instructor, BSA; Aquatics Supervisor; BSA Lifeguard; certified lifeguard; swimming instructor; or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp.

**To the Test Administrator**

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

**SWIMMER’S TEST:**

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

**BEGINNER’S TEST:**

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.
This is the individual’s swim classification as of this date. Any change in status after this date (i.e., non-swimmer to beginner or beginner to swimmer) would require a reclassification test by the Camp Aquatics’ Staff.

NOTE:
The Aquatics Staff shall at all times reserve the right to review or re-test participants during aquatics activities to ensure that standards have been maintained.

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Name of certified person conducting swim test:

_____________________________________________  ______________________________________
PRINT NAME                                      SIGNATURE

Qualification: Council/Agency (Red Cross, YMCA, Etc.)

Unit Leader:

_____________________________________________  ______________________________________
PRINT NAME                                      SIGNATURE
Scout Release from Camp Request

Instructions

Scouts desiring to leave camp prior to the unit’s departure or not as part of the unit must have a release signed by their parents and approved by the unit leader. Scouts will normally be permitted to leave only when accompanied by their parents. The form below must be used in handling all such departures. In an emergency, it may not be possible for a parent or guardian to sign the release. In that situation sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the Scout and give detailed reasons for the requested release.

Scout Requested to be Released: ________________________________

Home Address: _______________________________________________

Home Council: ____________________ Unit: ___________ Campsite: ____________

Reason for request to Leave: _______________________________________

Date of Release: _________ Time: __________ Method of Travel: ___________________

Adult Accompanied By: _____________________________________________

Date of Return: ___________ Time: __________

In signing this request for release the BSA, the W. D. Boyce Council, the unit leaders, and the Scout’s parents or guardians mutually acknowledge that there will be no refund of the camp fee: and that the BSA or its representatives shall not be held liable for any loss to the Scout’s person or property

The request is made by (parent or guardians’ signature except noted for emergency departure request)

Parent or Guardian Signature: _______________________________________

Address: _______________________________________________________

Telephone: _______________________ Request made (Date & Time): ________________

Unit Leader Approval: _____________________________________________

ON-SITE RELEASE

Before leaving the campsite or troop, scouts must check-out with their unit leader and the camp office.

Signed by Unit Leader: ___________________________ Unit: ___________ Date: ____________
Application for Financial Assistance

For full consideration, submit by March 27, 2020.
Both sides of form must be filled out completely or it will not be considered!

Financial assistance is available for Cub Scouts, Boy Scouts, Ventures, and Explorers who wish to attend W. D. Boyce Council summer programs. The Council Program Committee will make every effort to honor requests, however, funds are limited.

Financial Assistance Guidelines:
1. The youth must be a registered member of the Boy Scouts of America and reside in the jurisdiction of the W. D. Boyce Council.
2. There must be a demonstrated need for assistance. Reasons why this camp fee can not be afforded must be stated.
3. The youth’s family and/or unit must be prepared to pay at least 50% of the fee.
4. This form must be submitted by March 27, 2020 for full consideration. Incomplete forms (both sides) will not be considered.
5. All information is kept strictly confidential.
6. Assistance can be granted only once in a twelve month period to a scout.
7. All that apply for Financial Assistance will be locked in to the Early Bird Prices whether or not they receive Financial Assistance.

Scout Information
Please print legibly

Youth's Full Name______________________________________Grade in the fall____________________
Street Address__________________________________________City___________________________Zip_____________________
Home Phone Number______________________________________Currently registered___Yes___No___Unit #____________________
Parent/Guardian Name____________________________________Email__________________________
Parent/Guardian Phone Number (work)_______________________(home)_____________________
Size of family: Youth____Adults___ Is parent/guardian employed? _____Yes____No____Full time _____Part time____
If spouse, is spouse employed? _____Yes____No____Full time _____Part time____
Specific reasons for assistance, not simply that the fee can not be afforded. Attach more paper if needed, must be completed for full consideration.

_____________________________________________________________________________________________________________________________
_____________________________________________________________________________________________________________________________
_____________________________________________________________________________________________________________________________

Assistance requested for: ______Cub Scout Family Camp ______Cub Scout Resident Camp ______ISR Scout BSA Camp
(check one program only) ______Cub Scout Day Camp ______NYLT

Assistance Needed - Must be Completed
Cost of Summer Program $________
Amount the family will pay $________
Amount the youth will pay $________
Amount the unit will pay $________
Total available funds $________
Amount of assistance requested $________
(Not to exceed 50% of program fee)

Parent/Guardian Signature______________________________________________

OVER FOR UNIT LEADER APPROVAL

OFFICE USE ONLY
Date Received__________________Date Reviewed__________________
Amount received with application $______________________________
Amount approved $______________________________________________
Council approval by______________________________________________
Notice of Approval sent to unit leader______________________________
                        (date)
Based on your knowledge of the family, do you think assistance should be granted?
________ Yes ________ No  If yes, explain:
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
Has the youth been active with the unit? (participation in unit meetings and activities),
Please explain:
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
Has the youth demonstrated initiative to earn money to help pay for any of his/her activities?
If yes, explain:
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
___________________________________________________________________________________________________________
Our unit participates in the following activities (mark all that apply):
_________ Council Popcorn Sale
_________ Family Friends of Scouting Presentation

Unit Leader’s Approval__________________________________________________________
 (signature)

Unit Leader’s Name___________________________________________________________
 (please print)

Street Address_______________________________________________________________

City________________________ Zip __________
Phone number:  (W)_________________________ E mail:_____________________________
 (H)_________________________