

Cub Adventure Camp

2021 Leader's Guide

“BACK TO THE WILD WEST”



Heart of Virginia Council

DELIVERING THE PROMISE OF SCOUTING

VERSION 2.0 APRIL 2021



Welcome Parents;

Summer is an incredible opportunity for you to spend quality time with your child. One of the most rewarding and character-building things you can do as a family is to go camping, and I hope you consider taking your son or daughter to a session of Cub Adventure Camp (CAC). CAC offers a 4-day, 3-night experience this summer in Goochland County. You can attend as a Cub Scout Pack or as a parent/child pair. Meals are served in our air-conditioned Dining Hall, and you can stay in our Tent Village or in a Western Frontier Fort, Tepee, Yurt, or Cabin.

Activities include fishing, BB guns, archery, swimming in our pool, splashing in our spray ground, hiking trails and much more. The theme for this year's Cub Adventure Camp is "Back to the Wild West". Each session at CAC will use this fun storyline, with staff members often in costume.

However, the most important part of the Cub Adventure Camp experience is not the exciting activities or the engaging theme. What really matters is having the opportunity to get up a little early and take your son or daughter down to the pond to fish, just the two of you. No video games, no cell phones, no television in sight. There's not much better in life than sitting next to your child, enjoying a campfire, looking at the stars, and talking about the awesome day you had together.

I hope you have a great summer with your family, and I hope you choose to include Cub Adventure Camp in your plans. This Guide has information that will explain what to expect from a session at CAC. It has a breakdown of our daily camp life and descriptions of the special programs offered at camp. For the most updated information please visit us at www.cubadventurecamp.net. At the end of this Leader Guide is a camp hold-a-space form that will allow you to reserve a space for your pack or family for the 2021 camp season. All forms are also available on our website and registration is available online.

We look forward to serving your summer camp needs for the 2021 season. It's going to be an exciting summer, so register early and take advantage of our early bird camping rate.

All the best,
2021 Cub Adventure Camp

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2021 Season-Camp Sessions:

This year, all sessions are open to rising Wolves, Bears, Webelos and Arrow-of-Light Scouts.

All sessions are 4-day, 3-night sessions

Session 1: Sunday, June 27 – Wednesday, June 30

Session 2: Wednesday, June 30 – Saturday, July 3

Session 3: Friday, July 9 – Monday, July 12 (rescheduled)

Session 4 – 8: cancelled

Camp Fee Structure

Hold-A-Spot - \$10 per camper due at time of reservation, this fee is applied to the balance of your registration. This fee is non-refundable.

\$150 per Youth / \$140 *Early Bird**

**An Early Bird rate of \$10 off will be applied to all Scouts who have 50% of their camp fees paid by May 15, 2021 – Balance due June 1, 2021*

\$100 per Adult

\$7 per meal for guest meals

NO ADDITIONAL FEES FOR ANY PROGRAM!

This includes Craft Projects, BB Guns, Archery, Fishing, etc.

Doubleknot Registration

Register to attend Cub Adventure Camp this summer at www.cubadventurecamp.net.

ALL CAMPERS MUST BE REGISTERED BY THEIR PACK COORDINATOR AS A GROUP UNLESS THEY ARE CAMPING IN A SESSION DIFFERENT FROM THEIR PACK.

Cub Adventure Camp (CAC) manages its camp registrations using the Doubleknot program. This is an online service used by our Council to manage events. You can register your Pack or family online through the Doubleknot program at the camp website or through the Council's online calendar.

When registering your Scouts, choose the den assignment of the Scout's rank going into the upcoming 2021 Fall scouting year.

If you register using the paper hold-a-space form, your information will be entered into the Doubleknot system and you will receive a Doubleknot account. This will be assigned to the primary email address on the registration form. If you already have a Doubleknot user ID you would like to use, please include it on the registration form.

You will need to log back into Doubleknot periodically to update your registration and enter new information. **It is very important that you log into your existing registration, DO NOT create a new registration – your payment history is linked to your reservation and your campsite request.** If you know that your Pack plans to go to CAC, you should reserve a space for your Pack. Later, you can update the reservation with the exact number of people planning to attend camp and you can update information. When you know the names of all your participants at camp you can go into the system and enter your roster. You will also have the option to pre-order camp merchandise through the Doubleknot system and have it waiting for your Pack when you arrive at camp.

Refund Policy

Cub Adventure Camp strives to provide the very best program possible. We enter obligations with our staff and vendors during the winter before summer camp. Prior to March 16, 2021, cancellations will be refunded in full minus the \$10 hold-a-spot fee. Cancellations after March 15th undermine our ability to provide quality program. Reasons such as vacation schedule and last-minute changes of mind are not acceptable reasons for refunds. In the case of death of an immediate family member, sickness or injury, or a military transfer we will refund all but \$50 of fees paid when verified by a physician, military commander or other such official.

Camperships

Partial camper scholarships are sometimes available for Scout families. Campership application forms must be filled out by the parent or guardian and must be signed by the Cubmaster. Campership application forms are available at www.cubadventurecamp.net and must be submitted to the Scout Service Center for review. Applications will be approved or denied on a case-by-case basis.

Dietary Needs

All meals are served in Navas Lodge, our Camp Dining Hall. The Dining Hall is air-conditioned, and nutritious meals are served by our kitchen staff 3 times a day. Hot coffee, water, bread, apples and bananas, and peanut butter and jelly are available in the Dining Hall 24 hours a day. **Campers with special dietary needs should communicate with the Camp Director prior to arriving at camp.**

General Camp Policies

Leader to Scout Ratio

Cub Adventure Camp (CAC) is a BSA Nationally Accredited camp owned and operated by the Heart of Virginia Council. 2021 Planning Guide v2 04152021

Its staff and all participants, including Scouts and leaders, must be currently registered members of the Boy Scouts of America. This camp abides by National Camp Standards set by the BSA and follows all BSA policy found in "Guide to Safe Scouting." All Packs in camp must abide by two-deep leadership requirements. We encourage a ratio of one adult for every two Scouts and require a ratio of one adult for every four Scouts. All Packs must always have two 21+ year old BSA registered leaders in camp. There must be a registered female adult leader 21 years of age or over if youth girls are in attendance. Notwithstanding the minimum leader requirements, age- and program- appropriate supervision must always be provided. Parent/child pairs are welcome to attend CAC, or they may attend with a Pack. CAC can accommodate either option. In accordance with Federal law and U.S. Department of Agriculture policy, this institution is prohibited from discriminating based on race, color, national origin, sex, age, or disability.

BSA Youth Protection

BSA Youth Protection policies are strictly followed at camp. All adults attending camp need to have completed Youth Protection Training available at www.my.scouting.org. If you suspect that child abuse has occurred, report this suspicion immediately to the Camp Director.

COVID-19 Policy

The Heart of Virginia Scout Reservation was not able to operate Summer Camp in 2020 due to legal restrictions from the Commonwealth of Virginia and the orders of the Governor. We were able to run several programs throughout the fall and followed the recommendations of the CDC, Goochland County Health Department, and the Commonwealth of Virginia and will continue to follow the advice and rules applicable to COVID-19.

Vehicles in Camp

Please help us keep your children safe by adhering to these rules.

Vehicle Speed – Drivers must exercise EXTREME caution when operating motor vehicles on camp property. IN-CAMP SPEED LIMIT IS 5 (five) MPH (the speed of a walking person). Cubs are there to have fun in a vehicle free environment.

Vehicles are only allowed in camp to drop off and pick up gear during check-in and check-out and must be immediately moved to the Upper Lot. The camp road is closed to vehicles by dinner of Day 1. Vehicles will be allowed back in camp **after breakfast starts** on check-out day. We encourage the consolidation of camp gear to one car to cut down on traffic in the camp. Camp pull-carts are available to make moving camp gear easier. Vehicles must stay on roads or on gravel parking areas. No one under 18 is allowed to operate a vehicle at Cub Adventure Camp. ***Absolutely no one is allowed to ride in the bed of a truck.***

Vehicles are required to park in the Upper lot by the Welcome Pavilion. No cars may be parked in a campsite overnight without a Camp Parking permit. All roads must remain open for Emergency Vehicles at all times. The Lower lot is for Camp staff and Emergency vehicles. Failure to adhere to this request will result in towing.

After check-in the only cars that will be seen in camp during session are Ranger trucks (white pickups) and camp vehicles marked with signs on the doors.

Handicapped Parking

Requests for special parking passes for medical conditions will be made on a case-by-case basis. Special passes must be requested in advance and will be issued on the day of the event. Please speak with the Camp Director prior to arrival at camp to arrange for transportation during sessions and to receive a handicap parking pass. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

Wrist bands and Visitors

All campers are issued wristbands at check-in and must wear them during their stay at Cub Adventure Camp. Visitors must check-in at the Camp Administration Building and are issued a wristband at that time. Anyone (except Staff) found in camp without a wristband will be escorted to the Camp Administration Building immediately. (Staff is trained to immediately escort people found in camp without a wristband to the Camp Director.) If your wristband becomes lost or damaged while in camp you may receive a replacement at the Admin. Building.

Alcohol, Tobacco, Firearms and Knives

- No alcoholic beverages or harmful/illegal drugs are allowed in camp. Failure to comply with this policy will be grounds for removal from camp and possible banning from future camp events.
- Per BSA policy, smoking and use of any tobacco products (to include chewing tobacco and juuls) is prohibited in buildings throughout the camp and in the presence of Scouts. The designated adult smoking area is the Welcome Pavilion parking lot.
- Personal firearms, large sheath knives and large folding knives are not allowed at camp. CAC provides BB guns for campers to use at the BB range with staff supervision. Individuals are not permitted to bring personal BB guns.
- Fireworks are not permitted on Camp property.

Health Forms, Injuries and Medicines

All campers, adult, and youth, are required to submit a BSA Annual Health and Medical Record at check-in. The most current form is available at www.cubadventurecamp.net. Attendees are required to complete parts A and B1 & B2. Completion of Part C is strongly encouraged, but not required.

PLEASE DO NOT BRING ORIGINAL COPIES OF HEALTH FORMS.

CAC employs a Camp Health Officer who lives on-site and is available 24 hours per day in the Health Lodge. He/She is a certified EMT who is in direct radio contact with Goochland County Emergency Services. The Camp Health Lodge is fully stocked to handle almost any emergency and EMS response time to camp is less than five minutes.

Adult Leaders and Parents have the option of keeping prescription medications in their sleeping quarters under lock and key or keep them at the Health Lodge and let the Health Officer dispense them. A locked refrigerator is available in the Health Lodge for medicine required to stay cold.

Non-Emergency after-hours help

Help is available at the Administration front counter 24 hours a day. Phone numbers for the Camp Director and Program Director are on the wall behind the front counter and in the Camp App.

Inclement Weather

In case of inclement weather, activities may be interrupted by dangerous lightning. If this occurs take shelter in the nearest large wooden structure and avoid being out in the open. The Fishing Ship and Castle Pool Complex are not safe options. The Dining Hall, Admin. Building and Welcome Pavilion feature lightning protection. Staff is trained to take their groups to designated shelters. It is strongly suggested that Leaders and Parents take "Weather Hazards" training prior to arrival at camp. The camp is equipped with an Emergency/Tornado Siren.

Campfires

ALL CAMPFIRES MUST BE IN FIREPITS OR AN AREA APPROVED BY THE CAMP RANGER.

- Elevated fire barrels or fireplaces are not allowed.
- A campfire always must be monitored by adults.
- A fire water bucket must be present at all campfires.
- Campfire must be cool to the touch before it is left unattended.
- No liquid fuels, candles, gas lanterns, stoves or open flames of any kind are allowed in sleeping quarters.
- All liquid petroleum must be used by adults and stored outside tents.
- Where charcoal and charcoal lighter fluid is used, the lighter fluid must be used by adults and stored out of tents.

Firewood

- Do not leave firewood stacked for other campers – Stacked wood or wood in the grass can harbor snakes or other pests.

- Collect firewood locally in camp; please DO NOT bring firewood from elsewhere. This prevents the spread of insects and diseases that can damage our forest.
- NO cutting or trimming of live trees. Please collect dead and downed timber and do not bring chainsaws. Use the downed, dead wood that is around camp.
- If no downed wood can be found, please speak with the Camp Commissioner.

Lost & Found

A “Lost and Found” box is located at the Camp Administration Building front counter. Found items should be brought there and put in the box. Labeling items with a Scout’s name and Pack number will assist in identification and return. In general, valuable personal items should not be brought to camp. The camp carries no insurance on personal items. All items left at the end of the summer are donated to charity.

Uniforms, Footwear and Clothing Attire

Field dress is encouraged to be worn at the evening flag retreat. We ask that all campers wear close toed shoes while at camp to prevent foot injuries. Flip-flops may only be worn in the pool area. Swimsuits may only be worn at the pool where there are changing facilities provided. We ask that all campers be attired in modest swimwear. Class B t-shirts may be worn at the morning flag raising and during day activities. *Please see “Suggested Packing List” pg.18*

Camp Contact Information and Camper Mail

For your scout to receive their mail in a timely manner, please post 1 week in advance of their camping session. Camper Mail will be distributed during Morning and Evening Announcements. All mail received after the scout’s session will be “returned to sender”.

- The mailing address is:
 - Cub Adventure Camp
 - Attn: Scout *Johnny Doe*, Pack 123, Session 1
 - 1677 Maidens Road
 - Maidens, VA 23102

The camp phone number is reserved for camp business and emergency use only.

The number is 804-554-9495.

Buddy System and Lost Camper

Scouts should use the buddy system while in camp. No Scout should go anywhere by himself! Cubs and their adult partner should remain together or with a fellow youth scout. Cubs should always be in sight of an adult. Staff is trained to contact the Administration office to notify of a lost camper. Program areas are notified of the situation and immediately check their group for a number count. Sleeping areas are checked. If the scout is still not found Rangers will lock down the camp and all campers are to immediately move to the Flag Plaza and join their camping village. Staff is also trained to escort lone campers to either their campsite or activity area. Should those areas not contain their group, radio contact is made with Admin. to help locate their group.

Wildlife and Animals

CAC is located in a heavily wooded area of Goochland County in Central VA. We do have wild animals and snakes that roam freely through the area. Our skunks are very used to having humans in their home for several months of the year and food will attract them. We ask that food (including candy) be kept out of tents and in coolers placed on top of picnic

tables. Please do not interact with or feed wildlife. We leave them alone and they will leave us alone. ***All campsite trash should be placed nightly in the dumpster behind the Dining Hall.***

Lake Boisseau is where our fishing activities are located and where 2 snapping turtles call the lake home. “Big Kahuna” and “Little Kahuna” love to eat fish bait—who doesn’t love a free meal? Should your scout manage to hook one of the turtles, please DO NOT lift the turtles into the Pirate ship. Notify your Fishing Instructor who will cut them free from the hook.

***Certified Service Animals only are permitted on property. Please leave pets at home.

Event Times and Quiet Hours

Scheduled events, including meals and flag ceremonies, will start on time whether all campers are present or not. Please be on time for scheduled events and activities to keep the camp on schedule and maximize your experience in program areas. Should you be late to daily Opening and Closing flags, please stop where you and respectfully observe in silence.

Quiet hours are 10 PM to 7 AM. Campers should be quiet and in their bunks. Sound travels very far very easily and is magnified in the woods. Please have consideration for other campers.

2021 MODIFICATIONS TO MEET VIRGINIA EXECUTIVE ORDERS

EXECUTIVE ORDER 72

Virginia Governor’s order seventy-two (2021) places several restrictions on how camps and programs can be delivered this summer. These are addressed directly in section 14.

“14. Overnight Summer Camps

Overnight services of summer camps, as defined in § 35.1-1 of the *Code of Virginia*, may begin operation on May 1, 2021, provided such businesses comply with the Guidelines for All Business Sectors and the sector-specific guidelines for overnight summer camps, which are expressly incorporated by reference herein. Such guidance includes, but is not limited to, the following requirements:

- a. Employ the use of cohorts for the first 14 days of any camp session. Cohort size may not exceed 25 campers, not including camp personnel.
- b. Post signage to provide public health reminders regarding physical distancing, hand hygiene, respiratory etiquette, and reporting symptoms if sick. Signs must use age-appropriate language to be understandable by campers.
- c. All non-camp personnel who enter the camp must wear a mask over their nose and mouth in accordance with section II.
- d. Campers above the age of five and camp personnel must wear a mask over their nose and mouth in accordance with section II.
- e. If any such business cannot adhere to these requirements, it must close.”

INTERPRETATION

We are very excited we can have summer camp this year. However, unless lifted this order means we are not able to offer the Adventure Camp program in the traditional way.

A cohort is a group of people who are able to interact with each other throughout the week while maintaining social distancing when possible. The groups are comprised of members of a pack or packs. As defined by the executive order these groups can be no larger than 25 people. We welcome larger packs to attend camp, however they will be divided and function as completely separate cohort groups during their session at camp.

Cohort groups will remain completely separate from any other group during their session of camp. This means they will not be able to split up to attend different program areas. There will not be camp-wide programs throughout the camp session, though we are still working on cohort separated socially distanced campfire program(s).

Instead of offering a designated program path for each rank we will work with groups to have a fun schedule with advancement also being offered. A cohort group will travel to a designated program area. The program blocks have been extended to allow quality time at program areas and to reduce the time to sanitize areas in between. Once at a program area, the cohort can work on several different activities. They can work on certain merit badges traditionally taught in that area. They can also participate in an activity custom planned for their cohort's individualized needs.

Currently the Executive order limits indoor gathering to 10 people. This means we do not currently plan to utilize the dining hall for meals. Cohorts will be provided their food. The designated "waiter pair" would pick their food up at the dining hall and bring it to their campsite. This process will be further refined, and more information will be available as we get closer to camp. Each campsite will be provided adequate picnic tables and those areas will be provided tarps to ensure a dry eating area. Trash would be brought to the dumpster behind the dining hall after meals.

Check-In/First Day in Camp Basic Schedule

Check-In

To ensure a smooth check-in and allow you to have maximum time to set up your campsite please have the following ready at check-in located at the Welcome Pavilion:

- Everyone in your group checking in together
 - We need to confirm the names and numbers of all campers registered to the session, if we are left waiting for a late arrival it will delay your camp tour and affect access to your campsite.
- A roster with names and contact numbers for all adults in your group
- Copies of Health forms A, B1 & B2 filled out for every Scout, Parent and Leader
- Scouts already in swimsuits (delays with scouts changing will delay your tour and time in the spray ground)
- All materials needed to complete any financial transactions

Upon arrival at the Welcome Pavilion you will be greeted by the Camp Director and Program Director who will:

- double check your registration roster and receive your list of contact numbers
- confirm your campsite
- issue your wristbands
- assign a Tour Guide to your group

Your Tour Guide will walk you through the rest of registration by visiting the Health Officer who will receive your completed Health forms and give you your "Buddy Tags" for Pool access.

Should you arrive after Check-In time, please proceed directly to the Admin. Building following the path to the right of the Welcome Pavilion. You will be checked-in there and receive further instructions. NOTE: Arrival after the Check-In window will result in the hauling of your camping gear to your campsite with a camp pull-cart provided.

Camp Tour

Once your Check-In is complete, your Tour Guide will take you on a tour of the camp, locating important features and buildings. Whether you are a first-time camper or returning guest, it is highly recommended that you participate.

Your tour will consist of:

- a Dining Hall demonstration of procedures for serving meals in a timely manner as well as cleaning, based on current COVID-19 guidelines
- the Trading Post rules being given
- a tour of important buildings and camp features
- a shooting sports range safety briefing to save valuable program time the next day
- a visit to the pool will discuss the use of "Buddy Tags" and pool rules to also save program time; scouts will be allowed to cool off in the spray ground
- Finally, your Guide will show you to your campsite

First Day Basic Schedule

- 2:00 – 2:45PM Check-In
Camp Tour
Set-up your campsite
- 5:45 PM Flag Retreat at the Crutchfield Flag Plaza, please stand with your Village Commissioner, attendance will be taken. ***(Field Dress Uniform)***
Evening announcements will be made ***Please be on time!***
- 6:00 PM Dinner in Navas Lodge Dining Hall
- 6:45- 7:15PM Adult Leader/Parent information meeting is in the air-conditioned Camp Conference Room.**
- 6:45-7:45PM GAMES (Held in the field near the Trading Post)
- 7:45-8:15 Change into Costumes!
- 8:20 PM Assemble with your Village Commissioner in the Crutchfield Flag Plaza for parade to Opening Show.
- 8:30 PM Opening Show at the Amphitheater
- 10:00 PM **Lights Out, All Quiet, Bed Check**

Day 2 and Day 3-Basic Daily Schedule

<u>Time</u>	<u>Event</u>
7:00 AM	First Call
7:30*	Reveille
7:45	Assembly with Village Commissioner/Announcements and raising of the Colors in the Crutchfield Flag Plaza <i>(Class B Uniform)</i>
8:00	Breakfast
8:50	Assemble at “the Tree” near the Castle, meet your Adventure Guide
9:00 - 9:50	Activity Session #1
10:00 – 10:50	Activity Session #2
11:00 – 11:50	Activity Session #3
12:00PM*	Assemble with Village Commissioner in the Crutchfield Flag
12:15	Lunch at Dining Hall
12:50-1:45	Free time
1:50	Assemble at “the Tree” near the Castle, meet your Adventure Guide
2:00 – 2:50	Activity Session #4
3:00 – 3:50	Activity Session #5
4:00 – 4:50	Activity Session #6
5:30*	Assemble with Village Commissioner in the Crutchfield Flag <i>(Field Dress Uniform)</i>

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5:45	Camp-wide Evening Retreat/Announcements at the Crutchfield Flag Plaza
6:00	Dinner at Dining Hall
6:45 (Day1)	Parent/Leader meeting in Conference Room (Scouts to games in Trading Post Field w/Staff)
7:00 – 8:00 (Day 2)	Field games
7:15(Day 2)	Chapel Service
8:20 (Day 3)	<i>Assemble with your Village Commissioner in the Crutchfield Flag Plaza for parade to Closing Show</i>
8:00-10:00 (Day 2)	Pack Fellowship activity period (Pack-planned activities in your village)
9:45	Call to Quarters
10:00*	Lights Out, All Quiet, Bed Check

* Please count heads to make certain all your Scouts are present.

Schedule subject to change.

NOTE: ATTENDANCE, PARTICIPATION, WEATHER OR OTHER UNFORESEEN FACTORS MAY NECESSITATE SCHEDULE CHANGES DURING THE WEEK. IF THIS OCCURS YOU WILL BE NOTIFIED AS SOON AS POSSIBLE.

Check-Out Procedures

Due to safety concerns, vehicles will be allowed in camp after breakfast starts on the fourth day. Remember to drive slowly! **5 (five) MPH (the speed of a walking person).**

At 8:45 AM, your Village Commissioner will arrive at your living quarters and complete the Check-out sheet. If you plan to leave earlier, please inform your commissioner so they can make special arrangements to have your area inspected. Your Village Commissioner will be checking for:

- swept rooms
- trash removal
- clean latrines/showers
- graffiti

Once inspection is complete, proceed to the Administration Building to pick up your check-out packet which includes camp patches, other awards, medical forms, and any medications held by the Health Officer.

Program Tracks for CAC - updated

CAC will be offering program paths for cohorts and will work to provide age appropriate programs for all youth in cohort groups.

Advancement in Camp

Scouts will earn many rank requirements while at CAC. However, the focus of summer resident camp is to offer an

experience that cannot be experienced at home in Den and Pack meetings. It is the responsibility of the Unit Leader or parent, and not CAC staff, to verify completion of requirements. Advancement requirements that are covered by each age group's program will be posted at www.cubadventurecamp.net and on our Camp App.

Awards and Patches

Camp Patch: Each camper will receive a camp patch upon check-out.

Clean Camp Award: Units must meet the standards of the Camp Commissioner on daily inspections.

Inspection sheets can be found on page 20.

Spirit Award: Packs that display Scout Spirit throughout the session can earn the Spirit Award. The award is presented at the discretion of the Camp Commissioner.

Adult Service Award: This award can be earned by adult participants who actively participate in CAC and perform some simple service requirements. Requirements can be found on page 19. Additional copies may be found at the front counter in the Admin. building.

Program Area Activities

Here is a list of the program areas, and some of the activities that will be offered:

Archery: Basic Bow and Arrow, Advanced Archery, Slingshots

BB Range: Basic BB Shooting, 3D Targets, Advanced BB Guns

Aquatics: PFD relay, Kickboard relay, snorkeling, water polo

Mining: rock collecting, archaeology, panning for minerals

Nature: Identify poisonous plants and animal scat, identify birds by song

Fishing: using cane poles, baiting hooks, casting, using reels, types of fish

Camp craft: knots, map and compass, fire building contest, Whittling Chip, lashings

Hiking and Camp Skill: the 10 essentials for hiking and proper camping technique

STEM: Science, Technology, Engineering and Math, the fun kind

Each Pack's dens will be broken up into Adventure Dens. For example, your Packs wolf den will be joined with other wolf dens to go through each of the above activities.

Sheltering: learning basic lean-to building, bear bags, campsite set-up principles

Special Program Activities

Adult Leader/Parent Meeting

On Day 1 of sessions there will be a mandatory Leader/Parent meeting in the Conference room of the Administration Bldg. All leaders and parents are asked to attend and will receive the following information: session schedules, emergency information, inclement weather plans, Clean Camp Award criteria, and Answers to all Questions not addressed in this guide. Staff will play games in the Trading Post Field with scouts while parents are in the meeting.

Opening Show

We are waiting on guidance from the Virginia Health Department to determine if we can provide this activity.

Flag Ceremonies

The first morning and evening flag ceremonies of each session are conducted by Staff as a demonstration to our campers. We encourage Scout participation for all other ceremonies during your session. We can accommodate 6 Scouts per ceremony with **preference given to Wolves for their rank advancement**. Leaders may sign up their Scouts for participation at the front counter in the Administration Building. We ask that participating Scouts arrive 15 mins.

Should you be late to daily Morning and Evening flags, please stop where you are and respectfully observe in silence.

Family Night

We are not allowing family night this year due to COVID-19.

Closing Show

We will follow guidance from the Virginia Health Department to determine if we will be able to offer a closing show.

Camp Program Areas

CAC was built for Cub Scouts, Webelos Scouts, and their families. The camp's facilities and program features were architecturally designed to be used specifically by elementary-age youth.

Program Features include:

- ◆ *Medieval Castle* – Scouts can climb the towers and see the “Jamestown” style fort, Ship and Mine Shaft
- ◆ *Inside the Castle* – Scouts can use the “spray ground” and pool, designed for the needs of Cub Scouts.
- ◆ *Fort Dunn* – In the “Jamestown” style fort, Scouts practice their shooting sports skills. The ranges have permanent roofs.
- ◆ *Pirate Ship in Lake Boisseau* – This ship has two decks for play and exploration. Scouts can imagine it is a pirate ship, an explorer ship, or a ship on the seven seas with large sails.
- ◆ *Lake Boisseau* --- Cubs can fish from the bank, ship, bridge over the dam or fishing dock. The fish love to bite, unless there has been a severe rainstorm. Poles are provided for fishing. The Blue Heron of Lake Boisseau is frequently seen when approaching the lake. Beavers live on the lake and build dams across the creek. Scouts love looking for our two snapping turtles “Big Kahuna” and “Little Kahuna”.
- ◆ *Mine Shaft and its Cave* – An old fashioned mine shaft entrance stands on the hill. Inside Scouts will find a network of tunnels through the hill. A tunnel could be a cave for a dragon or another creature
- ◆ *Nature Center* --- The nature lodge has many taxidermy animals. There is a trail to a salt lick where the deer visit. Another trail takes Scouts through the Camp's wetland ecosystem. All stages of a forest are seen on this trail. If you are quiet on the trails, Scouts can see real Central Virginia animals in their natural habitats.
- ◆ *Sports Field* - a fitness obstacle course and BMX course are features in the sports field and available for after program independent use.
- ◆ *Campcraft* – Outdoor camping skills help establish a positive self-esteem by accomplishing something new and unusual. Camping skills are also essential to Cub Scout Camping. Some of the skills that are introduced are the Outdoor Code, fire building, map and compass skills and knot tying.
- ◆ *Amphitheater* – The Opening and Closing shows are performed in our 800-seat stage facility. During Family Night, families are encouraged to enjoy this open-air facility while they watch their scout perform.
- ◆ *Rock Throwing Range* – the only place at camp where rocks have wings! Try to hit the fire extinguishers and hear a satisfying ring.

Other Buildings include:

- ◆ *Dining Hall* – healthy meals are served three times a day in the air conditioning
- ◆ *Trading Post* – our camp store has snacks, camping supplies, and camp memorabilia.
- ◆ *Health Lodge* – staffed by an EMT and fully stocked to handle emergencies.
- ◆ *Administration Building* – the camp business and program offices.
- ◆ *Conference Room* –for meetings and staff development.

Camp Sleeping Quarters

Cub Adventure Camp offers a diverse range of sleeping accommodations. Campers need to bring bed linens and a blanket or a sleeping bag. Linens and towels are not provided.

- *Mowgli and Baloo Villages (Wall tents)* -- large green canvas tent on a tent frame that is mounted to a wooden platform. Each tent has two canvas cots. (Sleeps 2.)
- *Western Fort*—each room sleeps 6 max. on bunk beds, 10 rooms available
- *Mountain Cabins*— each cabin has 1 large bay-sleeping 16 scouts in bunk beds, with 2 private rooms sleeping 4 each, 1 for male leaders and 1 for female leaders. (Sleeps 24)
- *Yurts*—sleeps 16 on bunk beds; adults are provided with wall tents

Housing is not guaranteed & will not be final until arrival at camp, all housing is regulated via YPT standards

Shower and Bathroom Facilities

- *Castle (Pool Complex) showers* are available for campers in the Baloo Tent Village, Yurts, and Mountain Cabins
 - *Western Fort showers* are available for campers in the Fort, Teepees and Mowgli Village.
 - *Primitive latrines* are placed for Baloo, Yurts, Mountain Cabins and Mowgli and Teepees.
 - *Flush toilets* are available at Navas Lodge Dining Hall, the Welcome Pavilion, Castle Pool Complex, and the Western Fort.
-

Suggested Packing List

A Cub Scout uniform is required for camping at Cub Adventure Camp. Sturdy shoes that are suitable for hiking will be useful. **Labeling items with a Scout's name or initials and Pack number will assist in identification and return of lost items.** In general, valuable personal items should not be brought to camp. The camp carries no insurance on personal items. All items left at the end of the summer are donated to charity.

The following is a list of equipment that will be useful for camping at CAC. Check off each item as you lay out your equipment pack.

Camping Equipment

- Sleeping bag
- Pillow
- Air mattress or pad (optional)
- Personal First Aid kit
- Flashlight with fresh batteries
- Rain Tarp
- Mosquito net

Clothes Bag

- Cub Scout Field dress uniform
- Class B clothes
- Poncho or raincoat
- Warm jacket
- Pajamas or sweatshirt, sweatpants
- Underwear
- Durable closed toed shoes, extra shoelaces
- Hat
- Extra socks, shoes, other clothing
- Swimsuit and towel (flip-flops are only permitted in pool area)
- Shower shoes

Day Bag

- Sunscreen
- Insect repellent
- Water bottle
- Hand sanitizer

Toilet Kit

- Toothpaste and toothbrush
- Comb
- Soap in a waterproof container
- Shampoo
- Extra plastic bag for wet clothes
- Wash cloth and 2 towels
- Baby powder for anti-chaffing

Extras

- Pocket Knife (*Bear rank and above*)
- Camera
- Binoculars
- Sunglasses
- Fishing gear--if you'd like to use your own
- Outdoor extension cord for adult electricals*

2021 HOLD-A-SPOT REGISTRATION FORM



Registration also available online at www.cubadventurecamp.net

Council: _____ Pack/Den Leader _____
 District: _____ Registered Parent in Charge of Unit _____
 Pack #: _____ Adult Partner _____
 Name: _____
 Address: _____
 City: _____ State: _____
 Phone #s: Home _____ Work _____ Cell _____
 Email: _____ Doubleknot ID (if you have one) _____

Please Select Your Desired Session	Please Select Your Housing Preferences *
Session 1 (June 27 – June 30). _____	<small>(Please select 1 – 6 with 1 being most preferred and 6 least)</small>
Session 2 (June 30 – July 3) _____	Western Fort (10 rooms/each sleep 6) _____
Session 3 (July 9 – July 12) _____	Mowgli #1 Tent Area (12 canvas tents/each sleep 6) _____
	Mountain Cabins (3 cabins/each sleep 16 youth & 8 Adults) _____
	Baloo Tent Area (54 canvas tents/each sleep 2) _____
	Yurt Village (2 yurts/each sleep 16 youth, 4 canvas tents each sleep 2) _____

* Housing is not guaranteed & will not be final until arrival at camp, all housing is regulated via YPT standards

Camper Numbers	Payment Method <small>(Circle One)</small>	Cash	Check	Credit Card	Other _____
Tigers	M _____ F _____	If paying with a Credit Card, or you can call payment into the Scout Shop (804)355-4306			
Wolves	M _____ F _____	Name on Card: _____			
Bears	M _____ F _____	Card #: _____			
Webelos I	M _____ F _____	Expiration Date: _____			
Webelos II	M _____ F _____	Signature: _____			
Adult Females	_____				
Adult Males	_____				
Female Siblings	_____				
Male Siblings	_____				

Total Campers _____ x \$10 = _____ Hold-A-Spot Fee

- Hold-A-Spot Fee is \$10 per participant
- Hold-A-Spot Fee is non-refundable
- Hold-A-Spot Fee is applied to final fees due
- All Fees Due June 1, 2021
- Youth fee \$150/Adult fee \$100(4 day 3 night) *

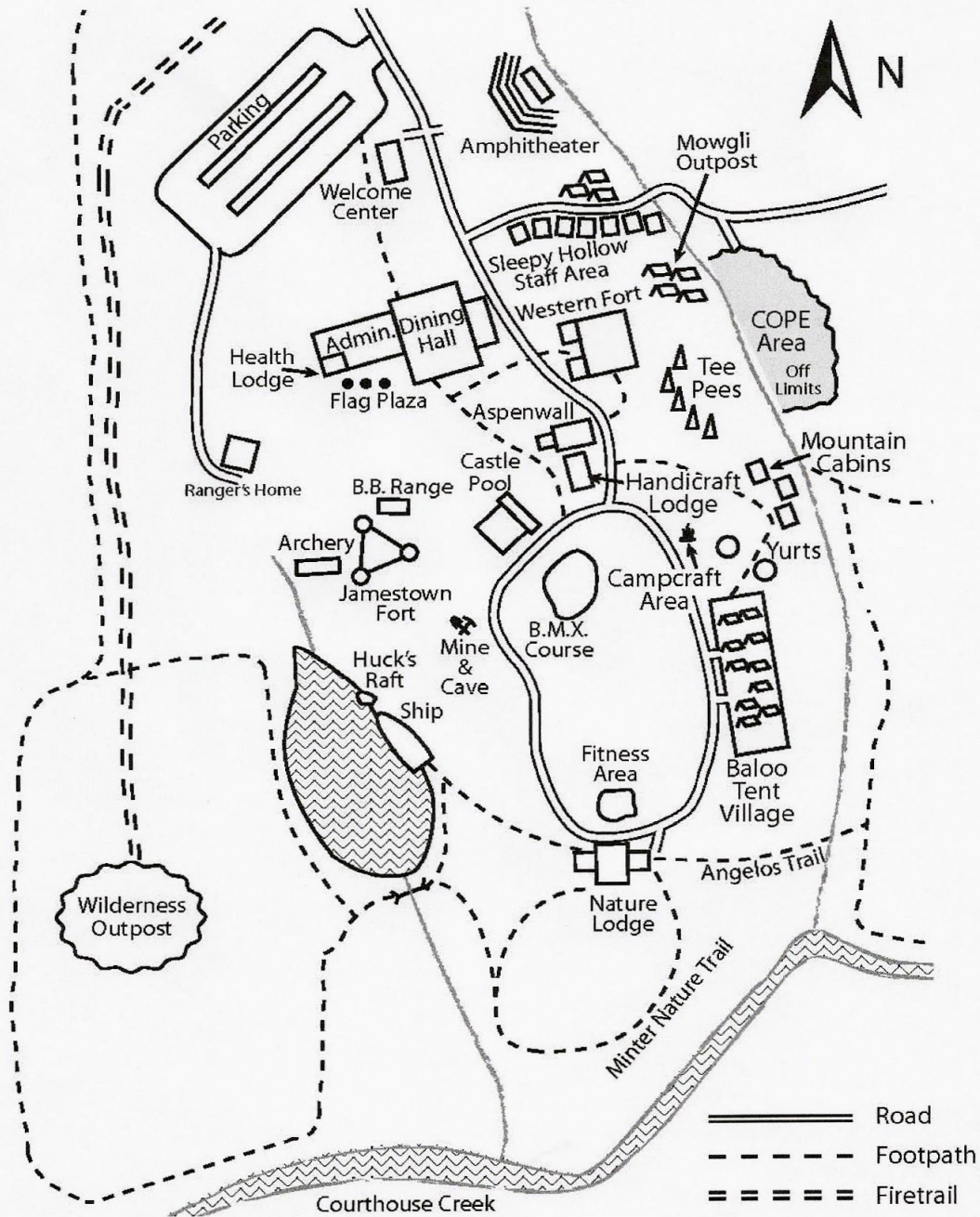
Return this form to:
 Heart of Virginia Council, BSA
 PO Box 6809
 Richmond, VA 23230

* \$10 Early Bird Discount for each youth if registered by March 15, 2021 with ½ of all fees paid

Visit www.cubadventurecamp.net for more information and to download the Program Guide and Forms

Cub Adventure Camp

The Heart of Virginia Scout Council





Adult Service Award

There is no greater ideal in Scouting than service. As you can imagine, it takes many hands for a camp such as ours to function. We also want to make it a rewarding experience for the adults as well. For those adults interested, we are offering the Adult Service Award. This award recognizes your valuable service to the camp and your Pack.

Do any 7 of the following 10:

Signature of Staff

- ❖ Complete the camp orientation tour with your youth _____
- ❖ Serve as a referee or helper in the Sportsmanship area _____
- ❖ Serve as a spotter at the pool for one station rotation _____
- ❖ Assist with 3 activity stations as an asst. leader (1) _____
(2) _____
(3) _____
- ❖ Make and wear a Theme Costume (made at camp or brought) _____
- ❖ Lead your den in a song, skit or cheer at an assembly (before meals and/or at the closing campfire) _____
- ❖ Volunteer to help in the kitchen by serving one or more meals _____
- ❖ Participate with your Pack in the camp Vesper Service _____
- ❖ Assist in camp maintenance/improvement program _____
- ❖ Attend the Leader Breakfast on your last morning _____

Complete this sheet over the course of your stay and turn it in to the Administration Building before you leave. In return, you will be presented with a special patch or certificate by the Administration or by mail. Thank you for all you do for Scouting!

Name: _____

Pack #: _____

Address: _____

District: _____

Phone #: _____



Campsite Inspection Form



Pack # _____

Village: _____

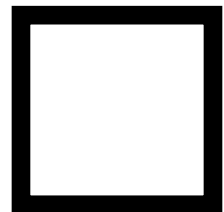
Session # _____

Points Possible	Areas Inspected	Day 2 Marks	Day 3 Marks
20	<u>General Appearance of Site:</u> Neat, clean, free of litter, rooms swept		
20	<u>Personal Gear:</u> Neatly stowed in bunks and bags		
10	<u>Trails and Entrances:</u> Neat, clean, free of litter, no personal gear or stacked firewood		
10	<u>Washstand (Sink Area):</u> Neat, clean, no personal gear left		
20	<u>Latrine:</u> Swept clean, seats down, paper present		
20	<u>Showers:</u> Neat, clean, free of personal gear <i>(Note: ALL villages will be deducted for dirty showers)</i>		
100	Points Totals		

Total Points Earned: _____

Average Score: _____

Final Grade:



Additional Comments: