



# Adventure Camp

## Weekend Experiences

A weekend program designed for you, by you, and to meet the needs of your pack!

At  
Cub and Webelos Adventure Camp  
1699 Maidens Rd  
Maidens, VA

Program Information



# Weekend Experience

Welcome to the Weekend Experience! This program is designed to meet the individual needs of your Pack and your Cub Scouts. It will provide your pack a quality program experience, without all the work of having to create your own program from scratch.

Packs can come out for the whole weekend, or just the day to participate in the program. There are two program blocks being offered on Saturday. Your pack can participate in one or both of these programs doing whatever program best meets the needs of your pack.

## Program Offerings

The programs being offered include:

- Aquatics
- Athletics
- COPE
- Fishing
- Handicraft
- Nature
- STEM
- Shooting Sports

Each of these experiences last for three hours and are offered both in the morning and the afternoon.

Some of the programs require a staff member to facilitate the program. These include Shooting Sports, COPE, and Aquatics. Others do not require a staff member, but if your pack would like an instructor to facilitate the program, they are available on request for your Pack.

## How to Register

You can view the Calendar of Availability at [www.cubadventurecamp.com/weekend.html](http://www.cubadventurecamp.com/weekend.html)

Registration for this program is done by using the downloadable form at the website above, or over the phone with the Weekend Experience Coordinator, Melissa Bartholomew at [hovcweekendexperiences@gmail.com](mailto:hovcweekendexperiences@gmail.com) or at (804)929-0618.

## Overnight Camping Opportunities

You can choose to come out for the day, or you can camp while participating in your weekend experience programs. You can come out and camp Friday night through Sunday, Friday night through Saturday, or Saturday through Sunday. You can choose to camp in your own tents, the Western Fort, the Mountain Cabins, the TPs, or the Yurts.

If you are camping overnight, report to the Camp Master or the camp ranger for assistance.

Camp Master: At Welcome Center  
 Pat Dillon: 804.467.1897  
 Dean Thurston: 804.467.1896

### Schedule

#### Saturday

<u>Time</u>	<u>Activity</u>	<u>Place</u>
8:30 – 8:50am	Check-In	Welcome Pavilion
9:00 – 12:00pm	<b>Program Block 1</b> <ul style="list-style-type: none"> <li>• Aquatics</li> <li>• Athletics</li> <li>• COPE</li> <li>• Fishing</li> <li>• Handicraft</li> <li>• Nature</li> <li>• STEM</li> <li>• Shooting Sports</li> </ul>	<b>TBS Waterfront                      Activities Field                      Rock Throwing Range                      Ship                      Handicraft Building                      Cub Nature Lodge                      TBS STEM Building                      Archery Range</b>
12:00am	<b>Lunch</b> <small>(BRING YOUR OWN LUNCH)</small>	<b>Campsite or Welcome Center</b> <small>(if not being used)</small>
1:00 – 4:00pm	<b>Program Block 2</b> <ul style="list-style-type: none"> <li>• Aquatics</li> <li>• Athletics</li> <li>• COPE</li> <li>• Fishing</li> <li>• Handicraft</li> <li>• Nature</li> <li>• STEM</li> <li>• Shooting Sports</li> </ul>	<b>TBS Waterfront                      Activities Field                      Rock Throwing Range                      Ship                      Handicraft Building                      Cub Nature Lodge                      TBS STEM Building                      Archery Range</b>
4:00pm	<b>Depart camp or campout and provide your own evening program</b>	

## Program Structure & Staffing

The Experience programs vary in their general structure.

Some programs like Shooting Sports, COPE, and Aquatics are instructed using a Director who is certified in these areas to coordinate the program. Other programs are structured around a syllabus. That syllabus can be taught using an optional staff member, or your Pack leadership can opt to take on the instructor role.

If you opt to teach your Experience yourself, you will be provided with the syllabus, the materials, and access to all facilities needed.

You can have an instructor for any program, you just need to request that when your experience is setup.

You can find information about the syllabi at <http://www.cubadventurecamp.net/weekend.html>



## Price Structure

The Experience Program is designed to meet your needs. It has a flexible price structure. There are no fees for adults and leaders participating the Experience programs. The cost is a per Scout fee for the program, a set additional cost for instructor(s), and (if selected) a camping fee cost.

The fees include all program materials.

½ of Fees are due at reservation, the remainder is due 2 weeks before your Experience

### Experiences:

- Aquatics \$8 per cub
- Athletics \$6 per cub
- COPE \$10 per cub
- Fishing \$6 per cub
- Handicraft \$9 per cub
- Nature \$6 per cub
- STEM \$10 per cub
- Shooting Sports \$10 per cub

### Staff:

(Staff is optional for many programs, however you can add staff if you desire.)

- Aquatics \$50 for Director\*, \$30 per lifeguard
- Athletics \$30
- COPE \$50 for Director\*, \$30 per assistant
- Fishing \$30
- Handicraft \$30
- Nature \$30
- STEM \$30 (some programs might require a staff member)
- Shooting Sports \$50 for Director\*, \$25 per assistant

### Camping:

(these fees apply to adult leaders and parents as well)

- Own Tent Camping \$3 per person/per night
- Fort \$10 per person/per night
- Mountain Cabin \$5 per person/per night
- TP \$5 per person/per night
- Yurt+ \$5 per person/per night

\*Required

+No Adult space available, adults must tent camp

## Emergency Contacts

Medical Emergency: 911

Camp Ranger Pat Dillon: (804)467-1897

Camp Ranger Dean Thurston: (804)467-1896

Weekend Experience Coordinator Melissa Bartholomew: (804)929-0618

Council Program Director Mic Mullins: (804)204-2625

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## Attendee General Information

### PARKING

**GENERAL:** Vehicles are required to park in the designated parking lot only (above Welcome Pavilion). All roads must remain open for Emergency Vehicles at all times. We will have unloading passes for your vehicle to use to unload at your campsite. After unloading your gear, please move your vehicles to the parking lot. **NO VEHICLES MAY BE LEFT IN CAMP!** Vehicles need to be out of campsites as quickly as possible for safety of campers.

**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. Every reasonable effort will be made to accommodate those with physical disabilities or special needs.

### VEHICLE IN CAMP

- o Vehicle Speed – Drivers must exercise EXTREME caution when operating motor vehicles on camp property. **IN-CAMP SPEED LIMIT IS 5 (five) MPH** or the speed of a walking person. Cubs are there to have fun in a vehicle free environment.
- o Passengers are not allowed to ride in back of pickup trucks.

### CAMPING

#### Your Campsite

When you arrive, you will check with the Campmaster at the Welcome Center. Campsites are on a first come, first served basis. Housing assignments selected during registration.

Campers are responsible for the following:

- o Trash removal from camp.
- o Campsite cleanup to be equal or better than you found it.
- o Leave No Trace:
  - o Wood is returned to the woods.
- o Please do not bring your own wood.
- o Camp safety and adherence to BSA policy found in “Guide to Safe Scouting.”
- o Please police the bathrooms and keep them clean. Be sure the kids flush! Report any problems.
- o Quiet time starts at 10PM to 6 AM. Tenting
- o Tent trenching is not allowed.
- o Tent platforms in Baloo Village must not be moved, do not play on tent frames.
- o Usage of Extension cords that are properly grounded and meant for outdoor use are allowed.
- o All liquid petroleum must be used by adults, and stored outside
- o Open flames in tents are prohibited. Please use only flashlights within tents.
- o Propane is not allowed in tents.

**.CAMPFIRES** (upon arrival, you will be notified if there is restrictions)

- **ALL CAMPFIRES MUST BE IN FIRERINGS OR AREA APPROVED BY CAMP RANGER.**
- **DO NOT BRING FIREWOOD FROM HOME IT CAN DISEASE OUR FORESTS!**
- Elevated fire barrels or fireplaces ARE NOT ALLOWED.
- A campfire has to be monitored at all times by adults.
- A fire bucket must be present at all campfires.
- Campfire must be cool to the touch before it is left unattended.
- Where charcoal and charcoal lighter fluid is used, the lighter fluid must be used by adults and stored outdoors.
- Do not leave firewood stacked for other campers – Stacked wood or wood in the grass can harbor snakes or other pests.
- Firewood: Collect firewood locally in camp, please don't bring firewood from elsewhere.
- This prevents the spread of insects and disease. Please collect dead and downed timber and
- Do not bring chainsaws. Use the downed, dead wood that is around camp.

## INCLEMENT WEATHER

In case of inclement weather, Experiences may be interrupted by dangerous lightning. If this occurs take shelter in the nearest large wooden structure and avoid being out in the open. Ship and castle are not safe, but the Jamestown Fort is. The Dining Hall and the Welcome Pavilion feature lightning protection.

## UNIFORM

Not Required

## OTHER CONCERNS

- Please leave pets at home, service dogs excepted
- Axes and hatchets are only used by adults; no sheath knives (this includes adults).
- **No rock throwing, except at rock-throwing range.**
- Liquid fuels are permitted in camp for use only by adults. All fuels must be stored outdoors away from open flame. Charcoal chimney use is strongly encouraged.
- Firearms and fireworks are have no place in camp.
- Radios and **electronic devices are strongly discouraged.** The staff will use either radios or cell phone to communicate.
- Alcohol, firearms and unlawful drugs are not permitted on camp property.
- Tobacco use by adults in the presence of youth is a violation of BSA policies. Welcome Pavilion Parking Lot is the designated smoking area.

# Rules of the Event

All Campers and Staff are expected to observe BSA and camp policies and those outlined below.

These are the rules to make your stay in camp safe and pleasant.

Scouting rules are design for two reasons:

- #1 SAFETY
- #2 TO enhance your program experience.

- **BUDDY SYSTEM** rules!  
Cubs and adult partner should remain together. Cubs are always in sight of an adult.
- The **Emergency Signal** will be a siren from the camp administration area. If it should sound, EVERYONE must report to the Dining Hall immediately.
- **Clean campsites** is a Scouting way of life. Pick up hazards, trash and store any “eatables” and “smellables” away from critters. Pack out your trash.
- **NO ONE**, (camper, adult or staff) may ride in the back of a pickup truck, even with a shell. Seat belts are to be worn by all.

- **ALL vehicles must be parked in the designated parking lot.** Respect and follow the vehicle rules. Cubs want their adventure away from what they see in the driveway at home.
- Camp wide **Speed Limit is 10 (ten) MPH.** The Cub's life you save may be your own scout.
- **NO flames** inside tents. Cubs will not handle matches or lighters.
- **NO liquid** fuel is permitted; however, propane lanterns and appliances may be used by adults, but only outside of tents or sleeping quarters.
- **FIRES, only** if there is **no FIRE BAN!** And **only in camp fire rings.**
- **NO cutting** or trimming of live or standing trees.
- **NO sheath knives, axes or hatchets** for Cub Scouts (not recommended for parents either).
- Use of **tobacco** products is prohibited in front of youth **AT ANY TIME** whether in building, tests or programs areas, the upper parking lot is the only approved smoking location.
- **Damaged** equipment or tents must be paid for at check-out.
- A **Scout is courteous. Be on time** for group gatherings. Plan ahead and make the walk part of the plan.
- **Respect** other parents and Cubs camping near you and observe **quiet time** from **10:00 PM until morning.**
- **Drugs, alcohol and firearms** are not permitted on camp property