

# Cub Family Weekend Leaders' Guide Fall 2023



**Suwannee River Area Council, BSA**

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## Wallwood, a bit of our history!

Wallwood Boy Scout Reservation lies on a tract of land over 600 acres in size along the shore of Lake Talquin in Gadsden County, Florida. The name Wallwood comes from the principal donors of the land, Dr. Charlie K. Wall and his wife Margaret. They donated 476 acres to the Suwannee River Area Council in 1962, and the remainder came from the State of Florida and the Pittman family, whose family cemetery remains on the property near the Fregley Building. Wallwood was dedicated in 1964 with a large ceremony and campout, and summer camp operations began in 1966.

## Contact Information

Camp Address:

Wallwood Boy Scout Reservation  
23 Wallwood BSA Dr.  
Quincy, FL. 32351

Telephone:

In case of an emergency, please contact your Pack leadership. For other questions, the camp does not have a monitored phone system, thus contact the Council Program Director, Jonathan Hutto, at **(850) 498-8086**; he will relay a message to camp.

## **Registration**

\$60.00 per Scout/Adult

\$55.00 Early Bird

\$70.00 Late Registration

Registration will be on-line again this year! Here is the link:

<https://scoutingevent.com/664-CFW23>

**Please Note:** Registration is first come, first served. We reserve the right to set a maximum capacity for this camp (based upon BSA, CDC, and Florida guidelines).

**Camp Dates:**        **October 27, 28, and 29, 2023**

### **Campsites:**

Campsites will be assigned based on registrations from units.

### **Refund Policy**

Please refer to the Council refund policy for details.

<https://www.suwanneeriver.net/about-us/council-refund-policy/>

Fee transfers for this event from one participant to another may be made without penalty as long as the Council is not expected to refund/reimburse the original participant.

### **Camperships**

Limited camperships may be available for parent volunteers. Please contact the Event Co-Chairs for information.

Full time Program staff are only required to pay for their meals. It's \$10.00 for the weekend or \$5.00 for Saturday only. If you are interested in serving as program staff, please contact Sean Reynolds at 850-354-2781 or [seankreynolds@gmail.com](mailto:seankreynolds@gmail.com) or Greg Dodge at 850-980-3966 or [gregdod@hotmail.com](mailto:gregdod@hotmail.com). All Program staff should register even if not paying for meals.

## **Council Health and Safety Action Plan**

**A copy of the Council Health and Safety Action will be on file in the Health Lodge as well as at the bottom of this document.**

**Any relevant health announcements will be communicated via email before the event or at the event itself.**

## What to Bring to Camp:

### Personal

- |  |   |   |
|--|---|---|
| <input type="checkbox"/> Pack or Bag       | <input type="checkbox"/> Pajamas                | <input type="checkbox"/> Washcloth      |
| <input type="checkbox"/> Sleeping Bag      | <input type="checkbox"/> Socks                  | <input type="checkbox"/> Toothbrush     |
| <input type="checkbox"/> Raincoat/Poncho   | <input type="checkbox"/> Closed toe shoes       | <input type="checkbox"/> Toothpaste     |
| <input type="checkbox"/> T-shirts          | <input type="checkbox"/> (extra pair)           | <input type="checkbox"/> Soap           |
| <input type="checkbox"/> Costume           | <input type="checkbox"/> Hat                    | <input type="checkbox"/> Spending money |
| <input type="checkbox"/> Full Uniform      | <input type="checkbox"/> Towel                  | <input type="checkbox"/> Hand wipes or  |
| <input type="checkbox"/> (if you have one) | <input type="checkbox"/> Handbook               | <input type="checkbox"/> Hand sanitizer |
| <input type="checkbox"/> Pants             | <input type="checkbox"/> Water Bottle           |   |
| <input type="checkbox"/> Shorts            | <input type="checkbox"/> Flashlight             |   |
| <input type="checkbox"/> Undershorts       | <input type="checkbox"/> Personal First Aid Kit |   |

### Optional

- |                                       |   |  |
|---------------------------------------|---|--|
| <input type="checkbox"/> Compass      | <input type="checkbox"/> Pillow           | <input type="checkbox"/> Twine or rope |
| <input type="checkbox"/> Rubber boots | <input type="checkbox"/> Insect repellent |  |
| <input type="checkbox"/> Sunglasses   | <input type="checkbox"/> Camera           |  |

## What Not to Bring to Camp

- Pets
- Electronic Games
- Firearms
- Hatchets
- Knives (Scouts)
- Router
- Alcohol and drugs
- iPods/MP3
- Fireworks
- Tobacco
- Ammunition

## Pre-Check-in

Send in Health Medical Record 2 weeks prior to event. Use the National Health and Medical Record Form. Link: [https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf) (The form is also available on the event registration page at <https://scoutingevent.com/664-CFW23>.)

## Check-in /Parking

You should plan to arrive at camp between 4:00 pm and 8:30 pm on Friday. **No one other than staff will be allowed into camp to check in or drop off Pack equipment prior to 4:00 pm (except trailers by arrangement).**

All participants will be met in the parking area for arrival screening, medical screening, and temperature check. If anyone in vehicle has a temperature above 100.3 (100.4 or higher), the entire vehicle will be asked to leave the event / property.

You will drop your gear in your designated Drop Zone. Walk to your campsite to meet-up with gear. Gear will be transported to your campsite via Staff vehicle.

## Pack Trailers

Please contact Jonathan Hutto at the Scout Office in advance of Cub Family Weekend to make arrangements for Pack trailers to be delivered to the campsite - ideally, trailers will arrive before 4:00pm. The phone number is 850-498-8086.

Trailers containing gear may be taken into camp. Trailers must be parked so as not to obstruct the free flow of traffic. Once gear or supplies have been emptied from vehicle and trailer detached, the vehicle must be removed to the parking lot. No loitering of vehicles is allowed in camp. No personal camper/trailers are permitted on camp property.

## Costumes and Uniforms

Costumes are welcome. This year's theme is **Spook-O-Ree**. Please don't bring weapons.

To assist unit leadership in encouraging proper uniforming among the youth, **Full Field uniforms are encouraged for travel and required to be worn if a Cub Scout is participating in the honor guard for a flag ceremony.** We realize some Scouts and Leaders may not have uniforms or full uniforms and that is fine. During the day and evening, all will wear attire appropriate to the program area in which they are participating. Closed toe shoes are required at all times (exceptions include while using showers).

Please note that NO laundry facilities are available to campers.

## Camp Guide

Your Camp Guide will be a dedicated volunteer assigned to your Campsite. They are there to offer structure, advice, and to ensure that all camp rules, policies, and procedures are followed during your time at camp. Your Camp Guide may be your Cubmaster or Pack Committee Chair.

## Trading Post

Our Trading Post is stocked with advancement supplies, souvenirs, and refreshments. **Please bring change and dollar bills to camp so we can avoid a small change crunch!** The Trading Post will be open from 1:00 to 4:00 p.m. Saturday ONLY.

## Damaged Equipment Charge

Each unit is responsible for taking care of camp equipment assigned for their use. In case of damage to this equipment or general camp property, the individual or unit is responsible for the cost of repairs or replacement at the discretion of the Camp Director and Ranger.

## Personal Firearms

Please leave all personal bows, firearms, and ammunition at home! Should such equipment find its way to camp, it must be locked in your vehicle.

## Liquid Fuels

All liquid fuels present a potential safety and fire hazard. Use of liquid fuels inside a tent is PROHIBITED. Only adults or youth aged 12+, under the supervision of an adult, may use liquid fuels in camp.

## Drugs, Alcohol, & Tobacco

Prescription drugs requiring refrigeration may be checked in with the Camp Medic. Please be sure to include prescription and non-prescription medications on your health form. Local authorities will deal with those using illegal substances. Alcoholic beverages, tobacco products, and vaping are not permitted on camp property. Anyone in possession or under the influence of alcohol will be required to leave camp immediately. Tobacco and vaping products must be used off of camp property, outside of the camp gates.

## Knives in Camp

Only adults should carry a knife or pocketknife. No Scouts should carry a pocketknife. We request adults do not carry a knife longer than a four-inch blade. Knives carried by Scouts will be confiscated and turned over to a parent or adult leader.

## Pets **(NO PETS IN CAMP)**

Campers' and Leaders' pets should **be left at home**. Camp abounds with wildlife. Please do not handle any onsite wildlife.

## Valuables

The camp staff is not responsible for the safety of camper's valuables. Please keep all money in a safe location while at program areas.

## Check-out

Sunday morning begins the Check-out process. Unlike Friday night Check-in, no equipment transportation will be provided by Staff (the roads are just too busy for vehicles in the early part of the Check-out process). Once the initial rush slows down, 1 vehicle per Pack will be allowed into the campsite to pick up Pack gear and Trailer. Families with large amounts of gear should wait until this time frame (and work with Pack Leadership) to arrange to bring a vehicle into the campsite to load gear and leave. (Please have all gear packed and ready to load into vehicle before bringing vehicle into camp).

Ideally, each Pack will have a leader identified to oversee the Check-out process and be the last person from the Pack to leave. Please see the **Campsite Check-in / Check-out Report** in the appendix.

## Health & Safety Info

### Medications at Camp

Some non-prescription over-the-counter medications will be available in the Health Lodge. These include Tylenol, Ibuprofen, Benadryl, and simple cough and cold medications. Dressings for simple abrasions and burns as well as topical antibiotics and antiseptic solutions will also be available.

**Prescription medications are for the named patient only.** Parents agree to accept the responsibility to oversee the administration of medications. It is essential that each medication is in its own original labeled container. Every person who has a need for a prescription should have his/her own supply. A zip-lock bag of pills is dangerous and **will not** be allowed, the practice is unreliable and unacceptable.

### Medical Form

**Each Youth, Adult, Sibling or Staff** who attends camp must have a completed National Health and Medical Record form completed within 12 months before arrival at camp and turned into the Council Service Center 2 weeks prior to event (October 7).

**Form link:** [http://www.scouting.org/filestore/HealthSafety/pdf/680-001\\_ABC.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf)

(The form is also available on the event registration page at <https://scoutingevent.com/664-CFW23>.)

*Camp Wallwood leadership reserves the right to refuse admittance to anyone who, in the opinion of the examining person and the Camp Director, has any physical or medical condition which could present a hazard to the individual or others.*

### Special Insurance Note

The National Health and Medical Record form requests personal health and accident insurance carrier and policy number. This must be completed in case of an emergency. Please check and verify that this data is present on the form and current.

## Health Lodge

A health lodge facility is located at Camp Wallwood and is staffed by person(s) trained to handle minor accidents and illnesses. If special treatment is needed, or an emergency situation regarding a camper's health occurs, the camper's parents will be notified and their desires concerning further treatment will be respected. After hours, the Camp Medic may be located in the Health Lodge.

1. It is the responsibility of the unit leadership and family to provide transportation for a unit member requiring services from a doctor or hospital. Camp will provide transportation only when a unit and family has inadequate transportation or if an injury requires Medic Staff in attendance.
2. Those leaving camp for medical reasons of any nature should check out with the Camp Medic. Upon returning to camp, they should check in with the Camp Medic and show documentation of release and any medical restrictions and care. If not returning to camp, they should contact the Jonathan Hutto, Council Program Director at (850) 498-8086 and leave a message with contact info.

# Cub Family Weekend Fall 2023

## Schedule for Fall 2023 Cub Family Weekend

Sean Reynolds and Greg Dodge, Event Co-Chairs; Jonathan Hutto, Program Director



### Friday Night, October 27

4:00 to 8:30 p.m. - Check-In – Rifle and Shotgun Ranges – **Equipment will be hauled to camp sites, personal vehicles not allowed in campsites – Drop gear in designated area at Rifle or Shotgun Range, park in main parking lot in the Rifle or Shotgun Range, and walk to your campsite to meet-up with gear. Start setting up your campsite.**

6:00 to 7:45 p.m. – Ghost craft and games – *Dining Hall*

8:00 p.m. – Fire Circle (Informational Campfire) – *Council Ring* - **We hope everyone can attend, but please be sure someone from your Pack attends to get important information.**

After the Campfire – *Muppets Haunted Mansion* movie and popcorn and cookies – *Council Ring*

### Saturday, October 28

**Shift 1 – orange, purple, and blue armbands – 7:15 to 8:00 a.m., Shift 2 – yellow, green, and red armbands – 8:15-9:00 a.m. – Breakfast - Dining Hall** – Many thanks to Java and the Order of the Arrow – Menu: pancakes, bacon, applesauce, fruit, cereal, yogurt, milk, juice, and coffee

8:00 a.m. – Flags – *Parade Field*

9:00 a.m. to 11:30 a.m. – Lions work on **On Your Mark** – *Parade Field*, Tigers work on **Magical Mysteries** – *Trailblazer*, Wolves work on **Finding Your Way** and go to Shooting Sports – *Handicrafts*, Bears work on **Super Science** – *Council Ring*, and Webelos I's work on **Into the Woods** – *Eco/Con Pavilion*

9:00 to 3:00 p.m. – Arrow of Light Scouts shoot at 9:00 a.m. then proceed to *Matherly* to work on **Castaway** and special activities; they eat lunch there, and rejoin the rest of the camp at 3:00 p.m.

**Shift 1 – orange, purple, and blue armbands – 11:30 a.m. to 12:15 p.m., Shift 2 – yellow, green, and red armbands – 12:30 p.m. to 1:15 p.m.** – Lunch – *Dining Hall* - Many thanks to Java and the Order of the Arrow – Menu: chicken nuggets, French fries, peach slices, salad bar, cookies, and drinks

1:00 p.m. to 4:00 p.m. – **Trading Post** will be open for purchase of souvenirs, camp gear, drinks, snacks, snow cones, etc.

2:00 to 4:30 p.m. – **Shooting Sports** including BB guns, archery, and slingshots (If Scouts shoot BB guns in the morning as part of their Adventure area, they should not shoot BB guns again in the afternoon.) – *Shooting Ranges*

2:00 to 4:30 p.m. – **Hayride** – starts in the *Parade Field*

2:00 to 4:30 p.m. – **Compass Course** – *Handicrafts*

2:00 to 4:30 p.m. – **Crafts** – including pumpkin decorating – *Trailblazers*

2:00 to 4:30 p.m. – Complete the **Obstacle Course** – *Volleyball Court*

2:00 to 4:30 p.m. – Visit the **Escape Room** – *Eagles End* (This activity subject to change.)

2:00 to 4:30 p.m. – Visit our own Wallwood museum and Photo Booth and obtain the clues for the **Scooby-Doo Mystery Cipher Search** – *Museum behind Trading Post*

2:00 to 4:30 p.m. – Walk the **Rope Bridge** with Troop 44, enjoy **Face Painting**, bounce in the **Bouncy House**, or play **Games** – *Parade Field*

2:00 to 4:30 p.m. – **Fishing** off the dock – *Lakefront*

5:15 p.m. – Flags – *Parade Field*

**Shift 1 – orange, purple, and blue armbands – 5:30 to 6:15 p.m., Shift 2 – yellow, green, and red armbands – 6:30 to 7:15 p.m. – Dinner – Dining Hall** – Many thanks to Java and the Order of the Arrow – Menu: baked ziti with or without meatballs, green beans, garlic toast, salad bar, cake, and drinks

8:00 p.m. – Campfire and Costume Contest – Enjoy skits, songs, a costume contest, and lots of Scout Fellowship. Leaders, be sure to submit your skit choice to the designated staff member before the campfire.

### Sunday, October 29

**Shift 1 – orange, purple, and blue armbands – 7:15 to 8:00 a.m., Shift 2 – yellow, green, and red – 8:15-9:00 a.m. – Breakfast - Dining Hall** – Many thanks to Java and the Order of the Arrow – Menu: fruit, cereal, milk, juice, and coffee

8:00 a.m. – Flags – *Parade Field*

9:30 a.m. – Scouts Own/Interfaith Worship – *Chapel*

8:30 a.m. – 12:00 p.m. – Cleanup: Please pick up your trash and put it in the designated area, clean the bathroom for your campsite, put your fire out cold, make sure all gear has been removed, and check the campsite to be sure it's clean. Thanks!

## Program

Note that activities are subject to change without notice. The final activities will fit the theme.

### Rank Adventures

The Rank Adventures Program is held on Saturday morning. In the Rank Adventure Program area, the Cub Scouts will be divided by rank. The Cub Scouts will work on an age-appropriate adventure. See page 21 for Adventure Sheets. The Adventure Sheets show not only the rank adventure for Saturday but also other possible adventures that can be earned at Cub Family Weekend.

Parents and leaders are expected to be hands on with the Scouts through the Webelos rank, particularly the younger ones. Staff is there to direct and lead.

Arrow of Light (“AOL”) Scouts have their own program. They will meet at Shooting Sports to shoot at 9:00 a.m. then proceed to Matherly to work on Castaway and special activities. They eat lunch there and rejoin the rest of the camp at 3:00 p.m. Leadership is provided for the AOL Scouts. There will also be a short program for parents to introduce them to the Scouts BSA level of Scouting.

The rank adventures for Fall 2023 are:

- Lions – On Your Mark
- Tigers – Magical Mysteries
- Wolves – Finding Your Way
- Bears – Super Science
- Webelos – Into the Woods
- AOL – Castaway

### Afternoon Activities

Drop-In afternoon activities are available for Scouts and families. Leaders and parents with their Scouts can choose the activities in which they are interested. Some activities are more popular than others. If you get to an activity that’s full, look for a nearby one with less participants or you’re welcome to wait in line. Be aware that it’s highly unlikely you’ll be able to visit every activity. We will have some rods available for fishing; feel free to bring your own.

### Shooting Sports

Every Scout must be instructed in range safety before shooting. As with all of the program areas, the main aspect of the shooting ranges is safety. The rules may seem strict at times, but they ensure a fun, safe area that everyone can enjoy. A Scout should shoot once on Saturday. Please be courteous. If Scouts shoot in the morning as part of their Adventure area, they should not shoot again in the afternoon. **All youth who wish to shoot at the firearm range must have a signed “Firearm Use Permission”.**

## Evening Program

There will be campfires both nights. Friday night's campfire includes information about Saturday's program. We hope everyone can attend, but please be sure someone from your Pack attends Friday night's campfire to get important information. Leaders should submit their Pack or Campsite's skit choice for Saturday night's campfire to the designated staff member before the Saturday night campfire. All skits should be age and Scout appropriate.

## Interfaith Worship Service

There will be an Interfaith Worship Service at the Chapel on Sunday morning. It is based on the Spook-O-Ree theme. People of all faiths are encouraged to attend.

# Appendix

## Health Forms A and B

Every Scout, Scouter, adult, sibling, or Staff member on premises must have the Boy Scout of America's Annual Health and Medical Record forms - Part A and B completed before attending camp. **These forms will be submitted two weeks before Check-in. Scouts and Scouters that fail to do so will be asked to leave the premises until these forms are completed.** Please follow link below for a printable PDF of this form to be filled out.

[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_ABC.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf)

Please note: Parts A & B are required for Cub Family Weekend. Part C is recommended (this Part of the form requires a Doctor to complete and sign). Once completed, make 2 photocopies of this form and turn them into your Pack Leadership (save the original). Pack Leadership should keep a copy of this Health Medical Record form for future Pack functions and turn in a copy to the Council Service Center for Cub Family Weekend usage. Please note: this photocopy will be destroyed at the end of Cub Family Weekend.

## Firearms Permission:

### Notice to Parents/Guardians

The State of Florida has enacted legislation that requires the consent of a minor's Parent/Guardian before a firearm may be furnished for the purpose of instruction in the safe handling and shooting of firearms and related activities. If your child will be participating in this program at Camp Wallwood, it will be necessary for you to give consent.

#### FOR CAMP WALLWOOD PARTICIPANTS ONLY

The undersigned has my consent that the Rifle Range Instructor of the Suwannee River Area Council may furnish a firearm to \_\_\_\_\_ for the purpose of instruction in safe handling and shooting of firearms and related activities.

Date \_\_\_\_\_

Signature (Parent/Guardian) \_\_\_\_\_

Printed Name \_\_\_\_\_

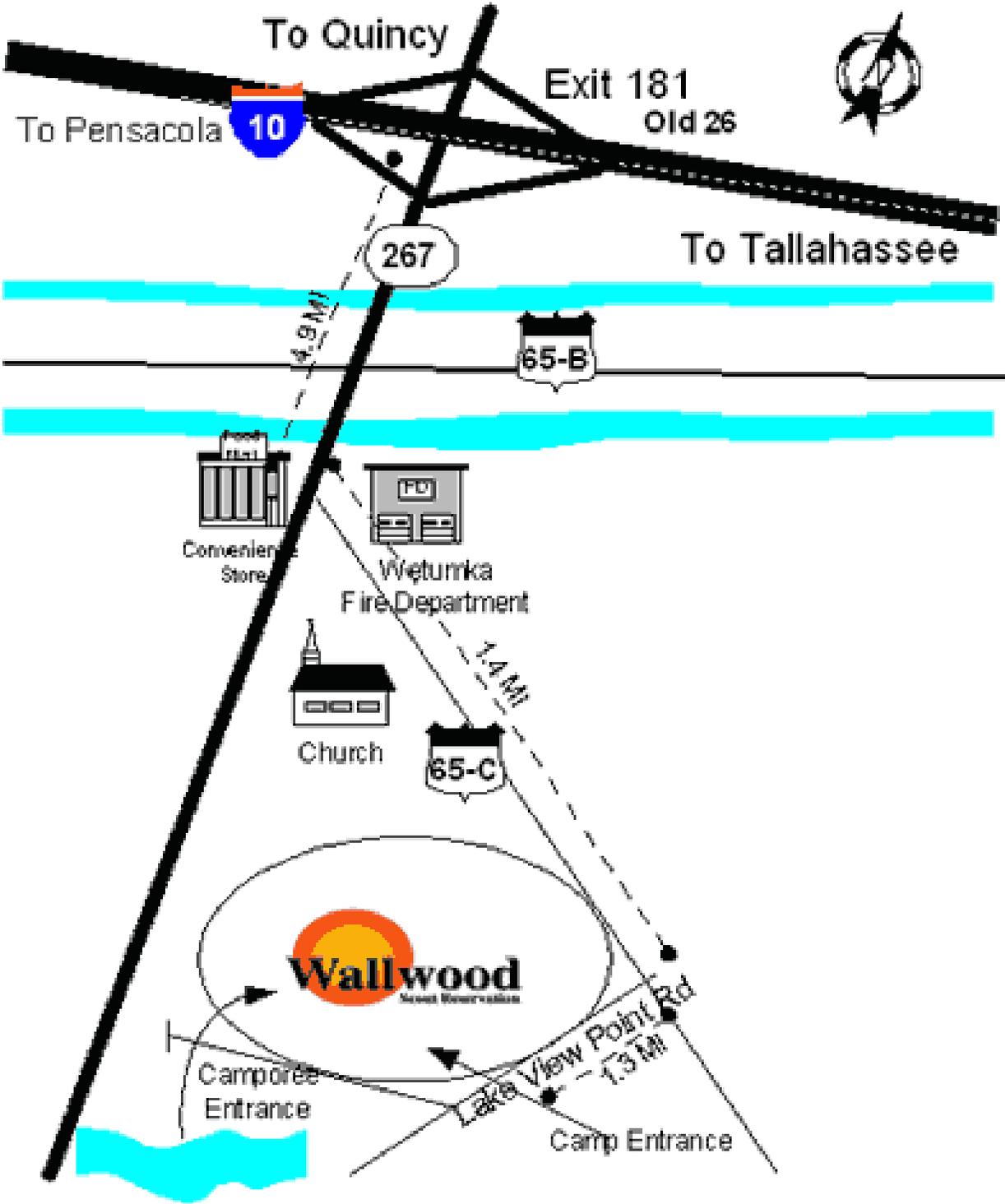
**PLEASE NOTE:** This signed form must be brought to camp **COMPLETED**.

Link to online form:

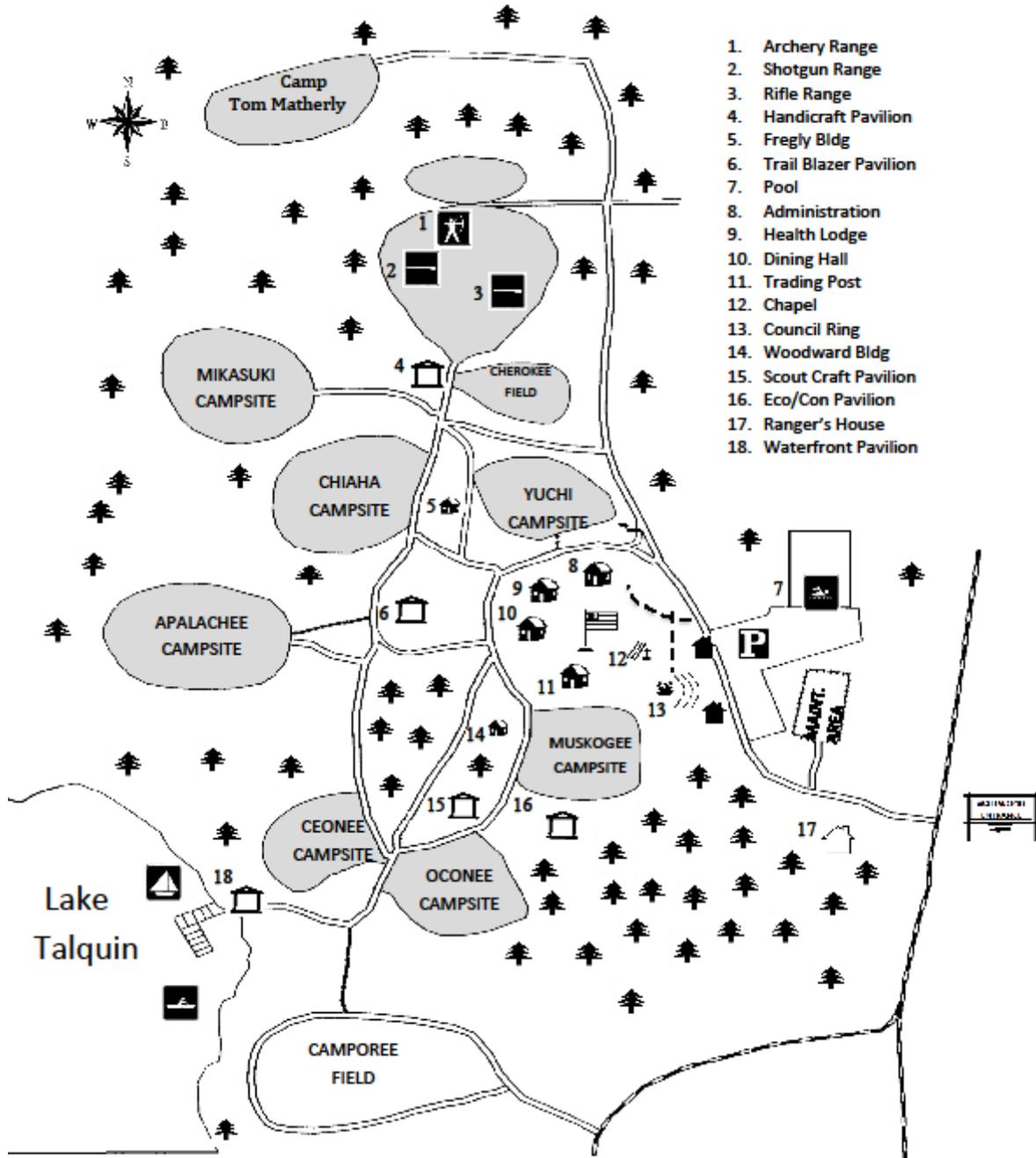
[https://scoutingevent.com/Download/66456290/OR/Firearms\\_Permission\\_Form.pdf](https://scoutingevent.com/Download/66456290/OR/Firearms_Permission_Form.pdf)

Please note: this form must be completed even if you are a State of Georgia resident.

### Map to WBSR



Wallwood Boy Scout Reservation



1. Archery Range
2. Shotgun Range
3. Rifle Range
4. Handicraft Pavilion
5. Fregly Bldg
6. Trail Blazer Pavilion
7. Pool
8. Administration
9. Health Lodge
10. Dining Hall
11. Trading Post
12. Chapel
13. Council Ring
14. Woodward Bldg
15. Scout Craft Pavilion
16. Eco/Con Pavilion
17. Ranger's House
18. Waterfront Pavilion

# Campsite Check-in / Check-out Report

Unit: \_\_\_\_\_ Arrival Date: \_\_\_\_\_

Campsite: \_\_\_\_\_

Check each line to indicate that the requirement has been met.

The Unit Leader will complete the form upon Check In, and the Ranger will do the same during Check Out.

<u>Check In</u>	<u>Check Out</u>	Latrine
_____	_____	1. Toilet(s) and urinal(s) cleaned and free from dirt; toilet seat(s) closed
_____	_____	2. Sink area cleaned and all personal gear removed
_____	_____	3. Floors cleaned of trash; swept and mopped.
_____	_____	4. Shower cleaned of trash; area swept and mopped – shower curtain in good working order
_____	_____	5. Area around latrine is free of trash
_____	_____	6. Trash bag removed to dumpster and new bag put into trash can

<u>Check In</u>	<u>Check Out</u>	Campsite
_____	_____	1. Trails leading to and from campsite are clean
_____	_____	2. Campfire circle clean, free of debris, and cold to touch
_____	_____	3. Campsite clear of trash and personal gear
_____	_____	4. Pavilion area(s) clean of trash and personal gear
_____	_____	5. Flagpole and message board in good working order
_____	_____	6. All garbage bagged and put in dumpster near Dinning Hall
_____	_____	7. All youth and adults accounted for (none left behind)

<u>Check In</u>	<u>Check Out</u>	Equipment
_____	_____	1. Broom, rake, toilet bowl brush, mop, and bucket returned to latrine
_____	_____	2. Paper towels, toilet paper, trash bags, and cleaners in stock at latrine
_____	_____	3. Water hose wound up and in good working order

To assist the Council in the maintenance and improvement of Wallwood, please add any notes, comments, and/or concerns regarding any aspect of the camp which you feel should be brought to its attention.

Notes:

## Tips for Coming to Cub Family Weekend

- Consolidate your gear. Put it in a plastic tub, duffel bag, tote, or similar container. Put your name and Pack number on your gear.
- Be sure to bring medications in sufficient quantities and the original containers. Make sure they are NOT expired, including inhalers and EpiPens. DO NOT STOP taking any maintenance medication.
- Follow the signs to camp and to the parking area. Follow the directions of the parking volunteers for where to park.
- Equipment will be hauled to camp sites, personal vehicles not allowed in campsites – Drop gear in designated area, park in designated parking lot, and walk to your campsite to meet-up with gear.
- A Pack trailer may be taken to the campsite, but tow vehicle must be removed to parking lot.
- Please be sure to check in and get your family's packet. It will contain a map of Wallwood and useful information.
- Wristbands should be worn at all times.
- Please let Camp Directors, Greg Dodge or Sean Reynolds, know if you have any special medical or dietary needs. If you need electricity for a medical device, please bring plenty of extension cords.
- Costumes are welcome, no weapons please.
- No Cub Scout is allowed to carry a knife!
- No Alcohol or Firearms allowed in camp!
- Volunteers are needed for a variety of positions including Program Area Leaders for rank adventures. Please let Greg Dodge or Sean Reynolds know of your interest and willingness to help.
- Campers who must leave early for any reason must report to the Administration Building and to Pack Leadership prior to leaving camp.
- Please clean up your campsite before leaving.



## Lion Adventures for Cub Family Weekend Fall 2023

**Lion Elective Adventure: On Your Mark to be completed Saturday morning at CFW – 9:00 a.m. in the Parade Field**



**Akela's Initials**     **Requirement**

***Lion Elective Adventure: On Your Mark***

Complete requirements 1–3.

- \_\_\_\_\_ 1. Participate in a game with your den.
- \_\_\_\_\_ 2. Participate in an obstacle course relay.
- \_\_\_\_\_ 3. Participate in a box derby race.

**Required Adventures that could possibly be achieved at CFW –Lion** The only thing mandatory is having **FUN!!!**

**Akela's Initials**     **Requirement**

***Lion Adventure: Animal Kingdom***

- \_\_\_\_\_ 1. Learn the role of someone who provides a service to your community.
- \_\_\_\_\_ 2. Demonstrate you know what to do in an emergency.

***Lion Adventure: Fun on the Run***

- \_\_\_\_\_ 1. Learn and demonstrate three exercises you can do each day.
- \_\_\_\_\_ 3. Understand the importance of rest.

***Lion Adventure: King of the Jungle***

- \_\_\_\_\_ 1. Participate in a flag ceremony with your den.
- \_\_\_\_\_ 2. Explain what it means to be a good citizen.
- \_\_\_\_\_ 3. Explain what it means to be a leader.

***Lion Adventure: Lion's Honor***

- \_\_\_\_\_ 1. Show the Cub Scout sign. Tell what it means.
- \_\_\_\_\_ 2. Repeat the Cub Scout motto. Tell what it means.
- \_\_\_\_\_ 3. Show the Cub Scout salute. Tell what it means.
- \_\_\_\_\_ 4. Show teamwork and good sportsmanship by playing a game with your den.
- \_\_\_\_\_ 5. Participate in an outing.

***Lion Adventure: Mountain Lion***

- \_\_\_\_\_ 1. Gather the outdoor items you need to have with you when you go on an outdoor adventure, and understand how they are used. Also understand and commit to practicing the buddy system.
- \_\_\_\_\_ 2. Learn what SAW (Stay, Answer, Whistle) means. Demonstrate what you can do to stay safe if you become separated from the group when you are outdoors.
- \_\_\_\_\_ 3. Demonstrate an understanding of respect for animals and nature when participating in a learning hike.

**Elective Adventures that could possibly be achieved at CFW - Lion** The only thing mandatory is having **FUN!!!**

**Akela's Initials    Requirement**

***Lion Elective Adventure: Build It Up, Knock It Down***

- \_\_\_\_\_ 1. Discuss with other Lions things that can be built and things that can be knocked down.
- \_\_\_\_\_ 2. Discuss with other Lions how they and their fellow Lions can be built up and knocked down, not just physically but also emotionally.
- \_\_\_\_\_ 3. Build structures using available materials.

***Lion Elective Adventure: Gizmos and Gadgets***

- \_\_\_\_\_ 1. Explore properties of motion.
- \_\_\_\_\_ 2. Explore properties of force.
- \_\_\_\_\_ 3. Use household materials to create a useful object.

***Lion Elective Adventure: I'll Do It Myself***

- \_\_\_\_\_ 3. Practice tying shoelaces.

***Lion Elective Adventure: Pick My Path***

- \_\_\_\_\_ 1. Explain that choices have consequences.
- \_\_\_\_\_ 2. Perform a Good Turn for another person.
- \_\_\_\_\_ 3. Teach a game to another person. This requirement may be accomplished at home or at the outing.

***Lion Elective Adventure: Rumble in the Jungle***

- \_\_\_\_\_ 1. Play a game with rules; indicate an understanding of the rules and why it is important to follow the rules while playing the game.

Note: This is a list of several adventures that could be earned at Cub Family Weekend. It is up to the parents and leaders attending to decide which ones to accomplish. Some of them occur naturally from the program such as *On Your Mark*. Others require planning and intentional effort to accomplish while at Cub Family Weekend. An entire adventure may not be listed. For some adventures, we only listed what can be accomplished at Cub Family Weekend. We provided this sheet to assist you in helping your Lion(s) earn adventures while at Cub Family Weekend, but please remember the primary goal of Cub Family Weekend is to **HAVE FUN!** Parents, you can go online to Scoutbook and enter the advancement information yourselves. If you have difficulty with Scoutbook, submit this sheet to your Den Leader after you return from camp so he or she can keep record of your Scout(s)' advancement through the **Lion Trail!**



# Tiger Adventures for Cub Family Weekend Fall 2023

## Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries to be completed in the Adventure Area - 9:00 a.m. in Trailblazer



### Akela's Initials    Requirement

#### **Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries**

- \_\_\_\_\_ 1. Do the following:
  - A. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
  - B. Create an invitation to a magic show.
  - C. With your den or with your family, put on a magic show for an audience.
- \_\_\_\_\_ 2. Spell your name using sign language, and spell your name in Braille.
- \_\_\_\_\_ 3. Create a secret code. Share it with your family or den.
- \_\_\_\_\_ 4. With the other Scouts in your den or with your family, crack a code that you did not create.
- \_\_\_\_\_ 5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works and share what you learned from your science demonstration.

**Required Adventures that could possibly be achieved at CFW - Tiger** The only thing mandatory is **having FUN!!!**

### Akela's Initials    Requirement

#### **Tiger Adventure: Games Tigers Play**

- \_\_\_\_\_ 1. Do the following:
  - A. Play two initiative or team-building games with the members of your den.
  - B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
  - C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
- \_\_\_\_\_ 3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience..
- \_\_\_\_\_ 4. Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.

#### **Tiger Adventure: My Tiger Jungle**

- \_\_\_\_\_ 1. With your parent, guardian, or other caring adult, go for a walk outside and pick out two or more sights or sounds of "nature" around you. Discuss with your adult partner or den.
- \_\_\_\_\_ 3. Point out two different kinds of birds that live in your area (*owls count too*). With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds.

#### **Tiger Adventure: Tiger Bites**

- \_\_\_\_\_ 2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each.

#### **Tiger Adventure: Tiger Circles: Duty to God** (*Sunday Morning Interfaith Worship Service in the Chapel*)

- \_\_\_\_\_ 2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.

#### **Tiger Adventure: Tigers in the Wild**

- \_\_\_\_\_ 1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your leader what you would need to add to your list to prepare for rain.
- \_\_\_\_\_ 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
- \_\_\_\_\_ 3. Do the following:
  - A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.

# Cub Family Weekend Fall 2023

- B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
- C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
- \_\_\_\_\_ 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook*.
- \_\_\_\_\_ 5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
- \_\_\_\_\_ 6. Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook*.

***Elective Adventures that could possibly be achieved at Cub Family Weekend – Tiger*** The only thing mandatory is **having FUN!!!**

## **Akela's Initials      Requirement**

### ***Tiger Elective Adventure: Sky is the Limit***

- \_\_\_\_\_ 1. With your den or with your parent, guardian, or other caring adult, go outside to observe the night sky. Talk about objects you see or might see.
- \_\_\_\_\_ 4. Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your parent/guardian or other caring adult, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.

### ***Tiger Elective Adventure: Stories in Shapes***

- \_\_\_\_\_ 1. Visit an art gallery or a museum, explore an art website, or visit your library. (*Visit the museum.*)
- \_\_\_\_\_ 3. Create a piece of art on paper, poster board, or canvas.
- \_\_\_\_\_ 4. Draw or create an art piece using shapes.

### ***Tiger Elective Adventure: Tiger Tag***

- \_\_\_\_\_ 1. Choose one active game you like, and tell your den about how to play and why you like this game.
- \_\_\_\_\_ 2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
- \_\_\_\_\_ 3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
- \_\_\_\_\_ 4. With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

### ***Tiger Elective Adventure: Tiger-iffic!***

- \_\_\_\_\_ 1. Play at least two different games by yourself; one may be a video game.
- \_\_\_\_\_ 2. Play a board game or another inside game with one or more members of your den.
- \_\_\_\_\_ 3. Play a problem-solving game with your den.
- \_\_\_\_\_ 5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
- \_\_\_\_\_ 6. Play a team game with your den.

Note: This is a list of several adventures that could be earned at Cub Family Weekend. It is up to the parents and leaders attending to decide which ones to accomplish. Some of them occur naturally from the program such as: *Curiosity, Intrigue, and Magical Mysteries*. Others require planning and intentional effort to accomplish while at Cub Family Weekend. An entire adventure may not be listed. For some adventures, we only listed what can be accomplished at Cub Family Weekend. We provided this sheet to assist you in helping your Tiger(s) earn adventures while at Cub Family Weekend, but please remember the primary goal of Cub Family Weekend is to **HAVE FUN!** Parents, you can go online to Scoutbook and enter the advancement information yourselves. If you have difficulty with Scoutbook, submit this sheet to your Den Leader after you return from camp so he or she can keep record of your Scout(s)' advancement.



**Wolf Adventures for Cub Family Weekend 2023**  
**Wolf Elective Adventure: Finding Your Way - to be completed in the Adventure Area - 9:00 a.m. in Handicrafts**



**Akela's Initials**                      **Requirement**

**Wolf Elective Adventure: Finding Your Way**

- \_\_\_\_\_ 1. Do the following:
  - A. Using a map of your city or town, locate where you live.
  - B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
- \_\_\_\_\_ 2. Do the following:
  - A. Identify what a compass rose is and where it is on the map.
  - B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
- \_\_\_\_\_ 3. Go on a scavenger hunt using a compass, and locate an object with a compass.
- \_\_\_\_\_ 4. Using a map and compass, go on a hike or walk with your den or family.

**Required Adventures that could possibly be achieved at CFW – Wolf.** The only thing mandatory is **having FUN!!!**

**Akela's Initials Requirement**

**Wolf Adventure: Call of the Wild**

- \_\_\_\_\_ 1. Attend one of the following: A. A pack or family campout
- \_\_\_\_\_ 2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
- \_\_\_\_\_ 3. A. Recite the Outdoor Code with your leader. B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code. C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
- \_\_\_\_\_ 4. Show or demonstrate what to do: A. In case of a natural disaster such as an earthquake or flood. and B. To keep from spreading your germs
- \_\_\_\_\_ 5. Show how to tie an overhand knot and a square knot.
- \_\_\_\_\_ 6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

**Wolf Adventure: Council Fire (Duty to Country)**

- \_\_\_\_\_ 1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.

**Wolf Adventure: Duty to God Footsteps**

- \_\_\_\_\_ 3. Offer a prayer, meditation, or reflection with your family, den, or pack.
- \_\_\_\_\_ 5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.

**Wolf Adventure: Howling at the Moon**

- \_\_\_\_\_ 1. Show you can communicate in at least two different ways.
- \_\_\_\_\_ 2. Work with your den or family to create an original skit.
- \_\_\_\_\_ 3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.
- \_\_\_\_\_ 4. Perform your role for a den meeting or pack program.

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## ***Wolf Adventure: Paws on the Path***

- \_\_\_\_\_ 1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.
- \_\_\_\_\_ 2. Tell what the buddy system is and why we always use it in Cub Scouts. Describe what you should do if you get separated from your group while hiking.
- \_\_\_\_\_ 3. Choose the appropriate clothing to wear on your hike based on the expected weather.
- \_\_\_\_\_ 4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.
- \_\_\_\_\_ 5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
- \_\_\_\_\_ 6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.

## ***Wolf Adventure: Running With the Pack***

- \_\_\_\_\_ 1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
- \_\_\_\_\_ 2. Practice balancing as you walk forward, backward, and sideways. (*Obstacle Course*)
- \_\_\_\_\_ 4. Play a sport or game with your den or family, and show good sportsmanship.

**Elective Adventures that could possibly be achieved at CFW – Wolf** The only thing mandatory is **having FUN!!!**

## **Akela's Initials**

## **Requirement**

### ***Wolf Elective Adventure: Code of the Wolf***

- \_\_\_\_\_ 2. A. With other members of your den or family, identify three different types of shapes that you see in nature.

### ***Wolf Elective Adventure: Germs Alive***

- \_\_\_\_\_ 1. Wash your hands while singing the "Happy Birthday" song.

Note: This is a list of adventures that could be earned at Cub Family Weekend. It is up to the parents and leaders attending to decide which ones to accomplish. Some of them occur naturally from the program such as: *Finding Your Way*. Others require planning and intentional effort to accomplish while at Cub Family Weekend. An entire adventure may not be listed. For some adventures, we only listed what can be accomplished at Cub Family Weekend. We provided this sheet to assist you in helping your Wolf (Wolves) earn adventures while at Cub Family Weekend, but please remember the primary goal of Cub Family Weekend is to **HAVE FUN!** Parents, you can go online to Scoutbook and enter the advancement information yourselves. If you have difficulty with Scoutbook, submit this sheet to your Den Leader after you return from camp so he or she can keep record of your Scout(s)' advancement.



**Bear Adventures for Cub Family Weekend Fall 2023**

**Bear Elective Adventure: Super Science**  
**to be completed Saturday morning at CFW -**  
**9:00 a.m. in the Council Ring**



**Akela's Initials**                      **Requirement**

***Bear Elective Adventure: Super Science***

Complete at least four of the following.

- \_\_\_\_\_ 1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned.
- \_\_\_\_\_ 2. Conduct one other static electricity investigation. Explain what you learned.
- \_\_\_\_\_ 3. Do a sink-or-float investigation. Explain what you learned.
- \_\_\_\_\_ 4. Do a color-morphing investigation. Explain what you learned.
- \_\_\_\_\_ 5. Do a color-layering investigation. Explain what you learned.

**Required Adventures that could possibly be achieved at CFW - Bear** The only thing mandatory is **having FUN!!!**

**Akela's Initials**                      **Requirement**

***Bear Adventure: Bear Necessities***

- \_\_\_\_\_ 1. While working on your Bear badge, attend one of the following:
  - A. A daytime or overnight campout with your pack or family
- \_\_\_\_\_ 2. Make a list of items you should take along on the activity selected in requirement 1.
- \_\_\_\_\_ 3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in requirement 1.
- \_\_\_\_\_ 4. Help set up a tent. Pick a good spot for the tent, and explain to your den leader why you picked it.
- \_\_\_\_\_ 5. Demonstrate how to tie two half hitches and explain what the hitch is used for.

***Bear Adventure: Fellowship and Duty to God***

- \_\_\_\_\_ 2. B. With a family member, provide service to a place of worship or a spiritual community, school, or community organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.

***Bear Adventure: Fur, Feathers, and Ferns***

- \_\_\_\_\_ 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike or walk.
- \_\_\_\_\_ 4. Observe wildlife from a distance. Describe what you saw.
- \_\_\_\_\_ 5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

**Elective Adventures that could possibly be achieved at CFW – Bear** The only thing mandatory is **having FUN!!!**

## **Akela's Initials**

## **Requirement**

### ***Bear Elective Adventure: A Bear Goes Fishing***

- \_\_\_\_\_ 2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
- \_\_\_\_\_ 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.

### ***Bear Elective Adventure: A Bear Goes Fishing, continued***

- \_\_\_\_\_ 4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

### ***Bear Elective Adventure: Bear Picnic Basket***

- \_\_\_\_\_ 2. With a family member or den leader, prepare for cooking by explaining the importance of planning, tool selection, sanitation, and cooking safety.
- \_\_\_\_\_ 3. Select and prepare two nutritious snacks for yourself, your family, or your den.
- \_\_\_\_\_ 5. With the help of an adult, select a recipe to prepare in the outdoors for your family or den. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.

### ***Bear Elective Adventure: Grin and Bear It***

- \_\_\_\_\_ 1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.

### ***Bear Elective Adventure: Roaring Laughter***

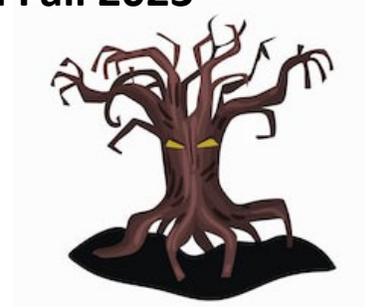
- \_\_\_\_\_ 4. With a partner, play a game that makes you laugh.
- \_\_\_\_\_ 5. Share at least two jokes with members of your den to make them laugh.
- \_\_\_\_\_ 6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

Note: This is a list of adventures that could be earned at Cub Family Weekend. It is up to the parents and leaders attending to decide which ones to accomplish. Some of them occur naturally from the program such as: *Super Science*. Others require planning and intentional effort to accomplish while at Cub Family Weekend. An entire adventure may not be listed. For some adventures, we only listed what can be accomplished at Cub Family Weekend. We provided this sheet to assist you in helping your Bear(s) earn adventures while at Cub Family Weekend, but please remember the primary goal of Cub Family Weekend is to **HAVE FUN!** Parents, you can go online to Scoutbook and enter the advancement information yourselves. If you have difficulty with Scoutbook, submit this sheet to your Den Leader after you return from camp so he or she can keep record of your Scout(s)' advancement.



## Webelos Adventures for Cub Family Weekend Fall 2023

### Webelos Elective Adventure: Into the Woods to be completed Saturday morning at CFW - 9:00 a.m. at the Eco/Con Pavilion



#### Akela's Initials

#### Requirement

#### **Webelos Elective Adventure: Into the Woods**

Complete Requirements 1-4 and one other.

- \_\_\_\_\_ 1. Identify two different groups of trees and the parts of a tree.
- \_\_\_\_\_ 2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
- \_\_\_\_\_ 3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
- \_\_\_\_\_ 4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
- \_\_\_\_\_ 5. With your den, take a walk and identify useful things made from wood.
- \_\_\_\_\_ 6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
- \_\_\_\_\_ 7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

**Required Adventures that could possibly be achieved at CFW - Webelos** The only thing mandatory is **having FUN!!!**

#### **Webelos Adventure: Cast Iron Chef**

- \_\_\_\_\_ 1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
- \_\_\_\_\_ 2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
- \_\_\_\_\_ 3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

#### **Webelos Adventure: Duty to God and You** (After attending the Sunday Morning Interfaith Service at the Chapel)

- \_\_\_\_\_ 3. Discuss with your family, family's faith leader, or other trusted adult how planning and participating in a service of worship or reflection helps you live your duty to God.

#### **Webelos Adventure: Stronger, Faster, Higher**

- \_\_\_\_\_ 4. Try a new sport that you have never tried before.
- \_\_\_\_\_ 6. With adult guidance, help younger Scouts by leading them in a fitness game or games.

# Cub Family Weekend Fall 2023

**Elective Adventures that could possibly be achieved at CFW – Webelos** The only thing mandatory is **having FUN!!!**

## **Akela's Initials**                      **Requirement**

### **Webelos/AOL Elective Adventure: Art Explosion**

\_\_\_\_\_ 3. A. Draw or paint an original picture outdoors, using the art materials of your choice.

### **Webelos/AOL Elective Adventure: Castaway**

\_\_\_\_\_ 1. A. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.

\_\_\_\_\_ B. With the help of an adult, demonstrate one way to light a fire without using matches.

### **Webelos/AOL Elective Adventure: Into the Wild**

\_\_\_\_\_ 5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.

\_\_\_\_\_ 6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.

\_\_\_\_\_ 9. B. Create a video of a wild creature doing something interesting, and share it with your family and den.

### **Webelos/AOL Elective Adventure: Sports**

\_\_\_\_\_ 3. Complete the following requirements:

\_\_\_\_\_ A. Explain what good sportsmanship means.

\_\_\_\_\_ B. Role-play a situation that demonstrates good sportsmanship.

\_\_\_\_\_ C. Give an example of a time when you experienced or saw someone showing good sportsmanship.

Note: This is a list of several adventures that could be earned at Cub Family Weekend. It is up to the parents and leaders attending to decide which ones to accomplish. Some of them occur naturally from the program such as: *Into the Woods*. Others require planning and intentional effort to accomplish while at Cub Family Weekend. Others not shown here could be tied in with Cub Family Weekend and done before or after the event such as the three-mile hike for *Webelos Walkabout*. An entire adventure may not be listed. For some adventures, we only listed what can be accomplished at Cub Family Weekend. We provided this sheet to assist you in helping your Webelos(s) earn one or more adventure pin(s) or parts of a pin while at Cub Family Weekend, but please remember the primary goal of Cub Family Weekend is to **HAVE FUN!** Parents, you can go online to Scoutbook and enter the advancement information yourselves. If you have difficulty with Scoutbook, submit this sheet to your Den Leader after you return from camp so he or she can keep record of your Scout(s)' advancement.



## Arrow of Light Adventures for Cub Family Weekend Fall 2023

Arrow of Light Adventure – Castaway to be completed on Saturday  
– Meet at 9:00 a.m. at Shooting Sports



**Akela's Initials**                      **Requirement**

**Webelos/Arrow of Light Elective Adventure: Castaway**

- \_\_\_\_\_ 1. A. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.
- \_\_\_\_\_ 1. B. With the help of an adult, demonstrate one way to light a fire without using matches.
- \_\_\_\_\_ 1. C. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
- \_\_\_\_\_ 2. A. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
- \_\_\_\_\_ 2. B. With your den, demonstrate two ways to treat drinking water to remove impurities.
- \_\_\_\_\_ 2. C. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.
- \_\_\_\_\_ 2. D. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Scout motto, "Be Prepared."

**Required Adventures that could possibly be achieved at CFW – Arrow of Light** The only thing mandatory is **having FUN!!!**

**Akela's Initials**                      **Requirement**

**Arrow of Light Adventure: Building a Better World**

- \_\_\_\_\_ 1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.

**Arrow of Light Adventure: Duty to God in Action**

- \_\_\_\_\_ 2. Under the direction of your parent, guardian, or religious or spiritual leader, do an act of service for someone in your family, neighborhood, or community. Talk about your service with your family. Tell your family how it related to doing your duty to God.

**AOL Adventure: Outdoor Adventurer - Option A**

- \_\_\_\_\_ 1. With the help of your den leader or family, plan and participate in a campout.
- \_\_\_\_\_ 2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
- \_\_\_\_\_ 3. Once your tents are set up, discuss with your den or family what actions you should take in the case of the following extreme weather events which could require you to evacuate: A. Severe rainstorm causing flooding; B. Severe thunderstorm with lightning or tornadoes; C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
- \_\_\_\_\_ 4. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
- \_\_\_\_\_ 5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

## Akela's Initials

## Requirement

### **AOL Adventure: Scouting Adventure**

\_\_\_\_\_ 5. A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.

**Elective Adventures that could possibly be achieved at CFW - Webelos and Arrow of Light** The only thing mandatory is having **FUN!!!**

## Akela's Initials

## Requirement

### **Webelos/AOL Elective Adventure: Art Explosion**

\_\_\_\_\_ 3. A. Draw or paint an original picture outdoors, using the art materials of your choice.

### **Webelos/AOL Elective Adventure: Into the Wild**

\_\_\_\_\_ 5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.

\_\_\_\_\_ 6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.

\_\_\_\_\_ 9. B. Create a video of a wild creature doing something interesting, and share it with your family and den.

### **Webelos/AOL Elective Adventure: Into the Woods**

\_\_\_\_\_ 1. Identify two different groups of trees and the parts of a tree.

\_\_\_\_\_ 2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.

\_\_\_\_\_ 3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.

\_\_\_\_\_ 5. With your den, take a walk and identify useful things made from wood.

\_\_\_\_\_ 6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.

### **Webelos/AOL Elective Adventure: Sports**

\_\_\_\_\_ 3. Complete the following requirements:

\_\_\_\_\_ A. Explain what good sportsmanship means.

\_\_\_\_\_ B. Role-play a situation that demonstrates good sportsmanship.

\_\_\_\_\_ C. Give an example of a time when you experienced or saw someone showing good sportsmanship.

Note: This is a list of several adventures that could be earned at Cub Family Weekend. It is up to the parents and leaders attending to decide which ones to accomplish. Some of them occur naturally from the program such as: *Castaway*. Others require planning and intentional effort to accomplish while at Cub Family Weekend. Others not shown here could be tied in with Cub Family Weekend such as *Art Explosion 3. H*. An entire adventure may not be listed. For some adventures, we only listed what can be accomplished at Cub Family Weekend. We provided this sheet to assist you in helping your Arrow of Light Scouts earn an adventure pin or pins while at Cub Family Weekend, but please remember the primary goal of Cub Family Weekend is to **HAVE FUN!** Parents, you can go online to Scoutbook and enter the advancement information yourselves. If you have difficulty with Scoutbook, submit this sheet to your Den Leader after you return from camp so he or she can keep record of your Scout(s)' advancement.

WALLWOOD BOY SCOUT RESERVATION

# EMERGENCY ACTION PLAN

*2023*



SUWANNEE RIVER AREA COUNCIL  
BOY SCOUTS OF AMERICA



## EMERGENCY PROCEDURES

### I. LOST PERSONS

#### A. Procedure (in camp)

1. Obtain lost person's name, troop, campsite, and description.
2. Notify Scoutmaster and Camp Director.
3. Use staff to check places where they should be or was last seen.
4. Check troop site and other camp program areas (and their tent).
5. If person cannot be found, Camp Director will:
  - a. Notify County Sheriff and Scout Executive.
  - b. Call an Emergency Assembly.
  - c. Organize staff search parties.

#### B. Outpost Lost Persons

1. Use the buddy system at all times – no one is to be out alone.
2. Check with the person's buddy.
3. Check immediate camp area.
4. Determine who, when, and where the person was last seen.
5. If search is unsuccessful, send notice to Camp or Program Director.
6. Lost Swimmers Search
7. As administered by Aquatics Director

### II. STORMS

#### A. Electrical Storms

1. Close Waterfront at first indications.
2. Close outside program areas, move indoors or under cover.
3. Avoid being in wide-open areas.
4. In event of electrical fire, follow normal fire procedures.

#### B. Severe Storms

1. Campers and staff gather in dining hall.
2. Keep campers away from windows.
3. Persons on outpost hikes will be evacuated to camp.

#### C. Rain

1. "Staying dry is easier than getting dry."
2. Send Scouts to campsites to secure gear and put on rainwear.
3. Program areas stay open; close or move under cover at Director's discretion.
4. For prolonged rain, Program Director assembles staff and plans are carried out for rainy day program.

### III. HOT WEATHER

- A. Program Director will consult with Camp Health Officer when temperature exceeds 110 degrees and will restrict physical activity if deemed necessary.

### IV. FIRE

- A. Fire Guard Plan
  - a. Fire Wardens
    - i. All aspects of campfire prevention are supervised by our Camp Fire Warden.
    - ii. Each troop will appoint a Troop Fire Warden to supervise troop fire prevention.
  - b. Campsite Fire Prevention Procedures
    - i. Campfire ring
      - 1. The fire ring will be cleared to bare earth for 10 feet completely around. There will be always a shovel and a fire bucket full of water near the fire ring. NO campfire will be more than two feet high. No fire will be left unattended.
    - ii. Tents
      - 1. Each tent area will be cleared for 3 feet completely around. There will be a small bucket of water and one of dirt next to each tent. NO FLAMES IN TENTS.
    - iii. Wood Burning Stoves
      - 1. All wood-burning stoves will be treated the same as the campfire ring. No stove will be placed within 15 feet of a tent.
    - iv. Liquid or Gas-fueled Stoves and Lanterns
      - 1. All liquid or gas-fueled stoves and lanterns will be used with adult (over 21) supervision. Liquid fuels will not be stored in the campsite but will be kept in the secured fuel storage site of the camp. Lanterns and stoves will never be used in tents. An adult will dispose of empty gas cylinders. No stove or lantern will be left unattended.
    - v. Smoking
      - 1. The BSA smoke-free policy is in force. It states, "All buildings or property under control of the local council are to be designated as nonsmoking facilities. Smoking outside entrance/exit doors is not permitted at any location. In addition, all Scouting functions, meetings or activities should be conducted on a smoke-free basis with permitted smoking areas located away from all participants."
    - vi. Fireworks
      - 1. Fireworks are not allowed on Wallwood camp property.
    - vii. Fire Check Procedure
      - 1. The Troop Fire Warden will check the troop campfire ring and any stoves or lanterns to be sure all fires are out before going to bed.

2. The Camp Fire Warden will check the main fire bowl after each campfire.
- B. Emergency Assembly and Evacuation Plan
- C. Fire Drills will be once a week on Monday around noon.
- D. Uncontrolled Fire Procedure.
  1. Sound the camp bell for emergency assembly.
  2. Call 911.
  3. Give all known information to Camp Director or Program Director.
  4. Proceed with Assemble and Evacuation Plan.
- E. Uncontrolled Fire Procedure - Outpost
  1. DO NOT attempt to put out fire.
  2. Evacuate immediately to camp along known routes - do not wait to be picked up.
  3. Vehicles will be sent along known routes to pickup outposts, if possible

## V. FIRE FIGHTING

### A. IN CASE OF FIRE, NOTIFY ANY STAFF MEMBER IMMEDIATELY

If the fire is small, attempt to extinguish it - if not, after notifying staff, gather your troop and report to the camp assembly area.

- B. The entire aspects of fire fighting are under the direction of the Camp Director or his appointee and will direct staff in fire fighting after camp is assembled.

## VI. SERIOUS ACCIDENTS, ILLNESSES, FATALITIES

### A. RESPONSIBILITIES

1. Any staff member or camper having knowledge of a serious accident, illness, or fatality will report this only to the Camp or Program Director immediately.
2. All staff members involved will remain calm and maintain control of Scouts and leaders.

### B. SERIOUS ACCIDENT

1. Treat the Injured as quickly and as best as possible.
2. Notify the Camp Director and Camp Health Officer.
3. The Camp or Program Director will notify the Emergency Medical Service and the Scout Executive, relaying all known facts. The Scout Executive will handle all other notifications to family, etc.
4. Collect all facts, including names of witnesses.
5. Refer ALL inquires from news media to the Camp Director.

### C. SERIOUS ILLNESS

1. Take the person to the Camp Health Officer.
2. Notify the Camp or Program Director immediately.
3. Camp Director or Camp Health Officer will alert local Medical Service and arrange transportation, as necessary.
4. Camp Director will notify Scout Executive.
5. Refer ALL inquiries from news media to the Camp Director.

**D. FATALITY**

1. Treat for injuries, apply CPR, and/or secure the area.
2. Notify only the Camp or Program Director.
3. The Camp Director will notify the Emergency Medical service and the Scout Executive, relaying all known facts. The Scout Executive will handle all other notifications to family, etc.
4. Collect all facts, including names of witnesses.
5. Refer ALL inquiries from news media to the Camp Director.

**VII. HAZARDOUS MATERIALS EXPOSURE**

- A. Campers and staff should read and follow all instructions on containers of hazardous materials.
- B. Never mix chemicals
- C. If exposed, call 911 or poison control, follow instructions given by them.
- D. When you can, safely remove all others to prevent further exposures.
- E. Have someone contact Camp Director or Camp Ranger.

**VIII. DANGEROUS ENCOUNTERS WITH WILDLIFE**

- A. Encounters with wildlife is part of being outdoors. We expect that encounters with wildlife will follow “leave no trace” principles. We should back away slowly and let the wildlife continue on their way.
  - a. Remain calm.
  - b. Do Not run.
  - c. Campers and staff should not approach dangerous wildlife.
  - d. Notify camp leadership of location of encounter.
  - e. Camp leadership will evaluate danger to make decision to close area or relocate wildlife.

**IX. VIOLENT INTRUDER / ACTIVE SHOOTER**

- A. The safety of our Scouts and Leaders is SRAC priority. Due to apparent rise in violent intruder/active shooter attacks in recent years, SRAC has created a clear, well defined plan of action if faced with this type of devastating situation.
- B. A violent intruder or active shooter is any individual actively engaged in killing or attempting to kill people in a confined and populated area. In most cases, there may be no pattern or method to their selection of victims. They are unpredictable and evolve quickly.
- C. Law Enforcement, generally will have first officer responding to locate and neutralize the threat. After the threat has been neutralized, law enforcement will then go room to room or area to area in search of the injured and evacuate them first. Law enforcement will then systematically search all areas to evacuate the occupants.

D. Law Enforcement will understandably be focused on eliminating the threat. All Staff and campers, volunteers, and visitors should follow these guidelines:

- a. Remain calm
- b. Follow law enforcement instructions
- c. Put down any items in your hands (i.e., bags, jackets, back packs)
- d. Raise hands and spread fingers
- e. Keep hands visible at all times
- f. Avoid quick movements
- g. Do not approach officer unless instructed to do so
- h. Avoid screaming and yelling
- i. Don't distract officer from doing their job

While waiting for Law Enforcement to arrive, follow these emergency procedures:

- a. **Evacuate** - If an opportunity presents itself, attempt to evacuate the location and take as many staff, campers, volunteers, and visitors as possible. Run as far away from the site of the incident as possible. Remember that a lull in the shooting does not mean the incident is over. Inside buildings utilize every means of escape including windows and back doors. In the program areas utilize woods and trails to put distance between you and the intruder. If you have any question where the intruder is, or if you feel evacuation is not possible, secure yourself and others in a safe location.

When you reach a safe location, notify 911 as to your location. If possible, also notify camp leadership. Be prepared to give as much information as you can give. Such as:

- i. Location of shooter
  - ii. Number of shooters if you saw more than one
  - iii. Description of the shooter(s)
  - iv. Number type of weapons seen
  - v. Number of victims
- b. **Secure** - Attempt to secure yourself in a safe area preferably one that provides cover against gun fire. Lock all doors, barricade doors if possible. Hide in an area out of the sight line of the shooter. If cover is not possible attempt to conceal yourself and others.
  - c. **Confront** - As a last resort, be prepared to confront the intruder and disable them. Be prepared to use extreme physical violence to prevent injuries to yourself and others.

Here are some (but not all) ways to disrupt the intruder:

- i. Be aggressive against the intruder
- ii. Improvised weapons (use everything you have against them)
- iii. (fire extinguishers, chairs, tools, pens, any item you can grab...)
- iv. Attack vital areas such as eyes, groin, throat, head and nose
- v. **Fight like your life depends on it - because it does!**

**X. NATURAL AND MAN-MADE HAZARDS**

- A. Any Natural or Man-Made hazards should be reported to camp management immediately.
- B. If hazard has imminent danger, evacuate area and post area to prevent anyone for entering area.
- C. Camp management will make decisions to eliminate danger.
- D. DO NOT attempt to eliminate danger yourself.

**XI. EQUIPMENT**

- A. As stated in camp vehicles policy no unauthorized vehicles may be operated in camp
- B. without proper training and direction from the camp director.
- C. No equipment may be used by untrained or unauthorized personnel. The camp ranger is the only authorizer of equipment.



**EMERGENCY ASSEMBLY AND EVACUATION PLAN**

- 1. The signal for emergency assembly is the sounding of the camp alarm, which will be done by a staff member when an emergency requires that all the camp be assembled (such as during a fire).
- 2. All campers and leaders in camp will immediately report to the flagpole assembly area. Move quickly but safely (do not run). Extinguish any fires in your area before you leave.
- 3. Staff in charge will be the Camp Director or Program Director.
- 4. At assembly, staff members will report to the staff member in charge; troop leaders will assemble their troops, take roll, and report to the staff, and both staff and troop leaders will help to maintain order.
- 5. All persons will remain at the flagpole assembly area until given further instructions by the staff in charge. The Camp Director or Program Director will determine whether to send out staff team(s) to better assess the situation.
- 6. No one will evacuate or leave along the camp road without direct instruction from the Camp Director or Program Director. The camp entrance road must be kept clear for rescue vehicles. Evacuation procedures will be determined at the time they are deemed necessary by the Camp Director or Program Director or Forest Service.
- 7. A fire drill will be held within your first 24 hours in camp to practice this procedure.
- 8. In event of a fire or other emergency discovered by Scouts or leaders, it is imperative that a staff member be notified as soon as possible so this plan may be put into effect quickly and in time.