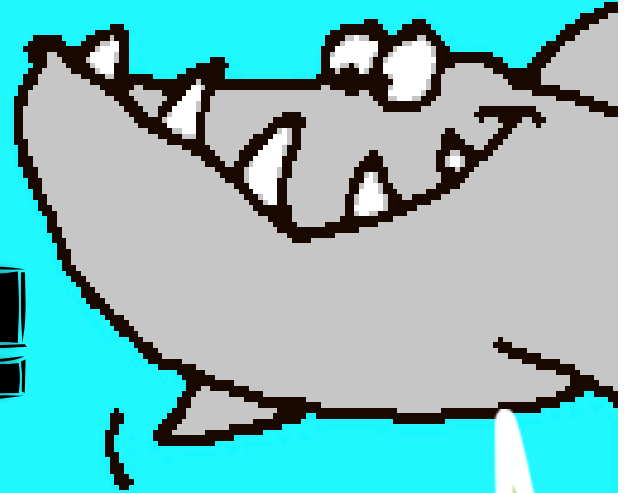


BENEATH THE SEA!



**BSA Sandy Beaver District Cub Day Camp
Camp McKinley
Lisbon, Ohio
June 17-21, 2019**

Day Camp Handbook

**Camp Director:
Gregg Warner
330-261-5413
Gregg.warner9244@gmail.com**

**Program Director:
Krista Hawkins
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K.hawkins@neo.rr.com**

OUR MISSION:

To support the purposes of Cub Scouting by nurturing the spirit of teamwork and developing a sense of belonging, through the ability to experience new things in a safe outdoor environment encompassing the elements of FUN!

WHAT IS... Cub Scout Day Camp?

Scouts will participate in activities aimed at strengthening their skills and abilities through teamwork and sportsmanship and will spark imagination and challenge Scouts both mentally and physically. Wise parents and Scout Leaders know that summer camp plays an important role in a complete Scout program. Day Camp can best be described as the “ultimate Cub Scout experience”. Our program is designed to teach skills and develop attitudes that make every Scout more self-reliant and comfortable in the out-of-doors. It is a hands-on adventure of learning by doing. At Day Camp, young Cubs will be immersed in seafaring fun while increasing their knowledge and skills - and having the time of their lives! This is Scouting at its best!

Buckeye Council provides a carefully selected Day Camp staff led by a BSA-certified Camp Director & Program Director who have completed National Camp School. They volunteer countless hours throughout the entire year to make Day Camp happen. The Program Areas at Day Camp are led by some of the best volunteer Scout leaders of the Sandy Beaver District. Several of these areas, such as our Archery & BB Range are required to have certification training and our Aquatics Director has also attended National Camp School for BSA certification. Our Shooting Sports programs first teach safety, skills and responsibility then allows them the opportunity to practice what they have learned. Activities are age-appropriate, so Tigers & Wolves will have a great time participating in activities aimed at their age and rank, while Bears & Webelos may be offered more advanced activities that will challenge them.

CODE OF CONDUCT (DISCIPLINE)

Campers (young and old) are expected to be polite and respectful. They should be familiar with the meaning of the Cub Scout Sign and listen to station leaders during sessions. Walkers are asked to help enforce this request. Station leaders should not have to stop their program to discipline your boys. Good Sportsmanship is also expected. Any issue of discipline, which cannot first be handled by the Head Walker, is to be brought to the Camp Director for assistance.

WEATHER

“Life is not about waiting for the storm to pass. It’s about learning to dance in the rain!” The weather is one part of camp that we cannot control. We always request sunshine but sometimes it comes in liquid form! Look for sunshine, but be prepared for rain! Weather is unpredictable – everything from warm days, to quick thunderstorms, to 90-degree heat and humidity to cool rainy days is considered “normal” summer weather. Plan ahead and no weather will be a surprise. Come to Camp prepared – bring rain gear even if rain is not predicted! Cool temperatures can necessitate the need for a jacket or sweatshirt or long sleeves under their Day Camp T-shirt. The only conditions that will affect the schedule are lightning, tornadoes or other severe weather – RAIN WILL NOT.

WHAT TO BRING TO DAY CAMP:

SCOUTS:

- A good attitude!
- A day pack (small backpack) to carry your stuff
- Lunch/Drink & a few healthy snacks (non-refrigerated - keep in mind that brown paper bags can get crushed and/or wet from ice in a cooler – either a lunch box or ziplock bag will help keep it dry)
- Extra pair of socks (will help eliminate blisters if socks get wet or lost)
- Rain gear or rain poncho
- Swim trunks and towel
- Any medications needed while at camp
- A hat or baseball cap to protect face from too much sun
- Sunscreen/Insect repellent
- Your best Cub Scout Spirit!
- \$ for Trading Post (optional – please keep to a minimum - if sent)



ADULTS:

- A good attitude (larger portion)
- Lunch/Drink & snack
- Sunscreen/Insect repellent
- Rain gear or rain poncho
- Camp chair
- A Sense of Humor
- Lots of Patience & Understanding

Everyone,
Remember your
gear for SILLY HAT
WEDNESDAY!

PACKS OR DEN LEADERS:

- A blanket or tarp the boys can sit on during lunch
- Cooler/ice sufficient for Den lunches
- Songs, skits, rainy day activities (knot books, plant books, magic tricks, cards, joke books, etc. – that can keep Scouts busy if necessary during an emergency shut down or other unscheduled free time)
- Markers or other items to decorate a Den Flag (flag material will be provided)
- Small dining fly/shelter, or tarp that could be used at the Den Site to provide shade/shelter. Please attach colored strips of some kind to prevent accidental tripping over guide wires or ropes.

PLEASE mark all items with Name & Pack # so they can be returned if lost. The Day Camp Directors, Staff, representatives of Sandy Beaver District and/or Buckeye Council are not responsible for any lost, stolen or damaged items brought to camp.

IMPORTANT CAMP GUIDELINES (THE "RULES")

The rules at Day Camp include, for the most part: the Scout Promise, the Scout Law and plain old common sense. Here are the details:

1. NO Cub Scout is allowed to leave Camp after check-in without a Release from his parents/guardian. **Parents are responsible for making sure the boys get checked in each morning.** In other words, don't just drop your son off at the end of the parking lot and leave. If you are unable to stay, please make sure he gets safely across the bridge before you leave.
2. When we **release a boy** into someone else's custody, we must be sure the person accepting the boy is authorized to do so. Please understand if we ask for I.D., it's for your protection as well as the boys.
3. During Day Camp week, Camp McKinley is home for much of the Camp Staff. As such, please **respect** the Staff's privacy by not entering any tents or other staff quarters.
4. **No electronics** are to be brought to camp, which would include but not be limited to: I-Pads, gaming devices, etc.
5. **No firearms, ammo, bows, arrows, etc.** are to be brought to camp. Adults may carry a pocketknife. However, as there are no activities planned which require the Cubs to use a knife, they are NOT to bring a knife to camp. Please note: The Camp Director reserves the right to add items to the list of items NOT to bring to camp, if they are deemed to be inappropriate or a danger to any of the Scouts. Notification of such items will be made at opening announcements or at closing.
6. **No intoxicating beverages or illegal drugs** are permitted on Scout property.
7. ONLY campfires may smoke on Camp McKinley property. **If you must smoke**, you may go to your vehicle.
8. **No profanity or other improper language** or gestures may be heard or exhibited by parents or children. This includes clothing/t-shirt logos, etc.

9. Please do your part to keep Camp McKinley a beautiful place for generations to come by putting trash in its proper place. We encourage everyone to **pick up any litter** they see when walking around camp. Den sites will have garbage bags. Encourage the boys to learn and follow Leave No Trace guidelines.
10. Be **considerate** of plant life and **respectful** of wildlife by taking only photos and leaving only footprints.
11. Everyone **MUST** wear a **Silly Hat on Wednesday!** Three-cornered hats, headbands & bandanas are normal headwear for pirates. Fedoras, bowler derbies, baseball caps, Mickey Mouse ears, top hats, cowboy hats, Viking helmets, berets, sombreros, or anything with lace and flowers are also completely acceptable for "Silly Hat Day".
12. The **Buddy System must be used at all times** while at camp. Cubs will pair up with a Buddy Monday morning and keep the same buddy throughout the week. No scout should travel from place to place or leave a site to go to the restroom without his Buddy. If there is an uneven number of boys in a Den, make a set of three (3) buddies.

Thank You!

Participation is the key to the future of the human race. - Pete Seeger

ADULT DEN WALKERS

A Den Walker is one of the most important positions at camp! Without them, we simply cannot operate camp. They accompany Scouts during camp and help them have fun and be safe. They may be asked to help with other tasks by the Head Walker or Camp Staff when and where needed.

All parents and guardians who can volunteer at least one (1) day (or all 5 days) are encouraged to join us as Den Walkers at Camp. Walkers are any adults, at least 18 years of age. They can be a grandparent, aunt, uncle, or older sibling. This will ensure that YOUR scout has the best experience possible. Walkers are assigned to Dens on a ratio of 1 Adult for every 5 Cubs.

EXCEPTION: Lion and Tiger Cubs (those entering K or 1st Grade in the fall) MUST EACH have an Adult Partner at camp every day in order to participate in Day Camp. There is no exception to this rule. If you sign up a Lion or Tiger Cub without an adult walker, you will be contacted to register.

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Camp Staff is responsible for conducting all the camp programs and assisting leaders/parents BUT Walkers are responsible for supervision of the Scouts. To adequately serve ALL the Cubs at Day Camp, some Program Areas could have as many as 30 (or more) cubs at one time. It may be necessary for Walkers to help as disciplinarians or coaches. Cubs should be allowed independence when attempting new skills or challenges in order for them to grow. But, because of age and/or abilities, some Cubs require one-on-one coaching. If a Staff member gives that type of attention to a few, others lose out. If a Cub is obviously struggling to complete a task, (for instance at Handicrafts) your help will be greatly appreciated by the Staff and will allow that Cub to develop a sense of accomplishment. Sometimes adults have less patience with their own kid and most kids are less willing to listen to their parents. For that reason, we ask that you offer to help a different Cub within your son's Den.

HEAD DEN WALKERS

Before Camp starts, each Den will select or have an Adult Den Walker assigned to be the Head Walker for the week. It is important that the person chosen to be Head Walker attends one of the Walker Orientation sessions and attends Camp all week. A great amount of time is spent on the first day explaining procedures. If the key Walkers change during the week, they may not know what to expect. An Adult who is able to attend all five days and is willing to take charge of their Den, will get to know what the Scouts are doing and be able to perceive problems and deal with them more effectively.

DAY CAMP WALKER ORIENTATION

It does not require specific "training" to be a Den Walker. However, there will be a Walker Orientation (date to be announced) to prepare Adult Walkers so they know what to expect and are prepared. While it is not mandatory that you attend, it IS strongly suggested that you attend in order to make your time at camp, as well as the boys' time, much more enjoyable. The quality of fun the boys have at camp will depend partially on our program, but mainly on YOUR enthusiasm!

****Head Den Walker responsibilities include, but are not limited to:**

- Attend Day Camp Orientation.
- Arrive early at Camp each day (suggested at least 20 min. before the Scouts arrive) – EARLIER on Monday morning.
- Make sure all your Den's lunches for the day are put in a cooler.
- Take attendance every morning of Scouts AND Adults in your Den. Turn in to Program Director or drop off at Registration Area BEFORE the beginning of the first session. Report any absences or no shows. Those marked absent who show up late must report to the Registration Area so they are accounted for. Notify the Camp Director of any boy who is absent.
- Throughout the day, take head counts to avoid having lost boys.
- Check to see if any camper has special needs, i.e., medical, physical or learning.
- Be concerned for camper safety.
- Be responsible for your Den throughout the day, during and en route to activities by escorting Scouts from station to station ensuring they get to program areas on time.
- Assist in program areas, if needed, so that boys make the most of their opportunities..
- Read & familiarize yourself with the Emergency Procedures included in the Den Handbook.
- Check each program area before leaving for any items left behind.
- In the event a Scout is discovered missing, notify the Camp Director immediately so appropriate procedures can be implemented to find them.
- Encourage Scouts to use their Den Cheer or Song while walking between stations.
- Ensure all medications have been checked in with First Aid or the Directors.
- Make sure all Scouts use the Buddy System.
- Encourage Scouts to participate in activities and praise them for Doing Their Best!
- Check out Scouts at end of the day as their authorized pick up person arrives.
- Share your spirit and enthusiasm – its contagious!
- When in doubt – see the Camp Director.

(*You may delegate tasks to other Adult Walkers in your Den!)

TOT LOT

Tot Lot is provided as a courtesy for Staff & Walkers who volunteer to be at Camp and have other young children who are not Cub Scouts. They must be signed In/Out each day and must have a packed lunch. So that our Staff can enjoy a lunch break, please sign out your Tot so they can share lunch with you & your Den. Please bring any blanket, cup or other item of comfort that would make their day more enjoyable. Due to health concerns, any child in Tot Lot must be potty trained. Age appropriate activities are planned. Cost is \$3 which covers a snack, juice drink and craft materials. May be paid in advance for the week or paid by the day at Camp.

*IF siblings are not placed in Tot Lot, they will be considered "Tag-Alongs" and will be the complete responsibility of their parent. We discourage Tag-Alongs as they can take their parent's attention away from the needs of the Cub Scout Den and the responsibilities of being a Den Walker. Due to insurance requirements and Buckeye Council policy, Tag-Alongs cannot be allowed to participate in Shooting Sports or Swimming activities. Tag-Alongs may only be allowed to do craft projects after it is determined that there is ample supply for the Cub Scouts needs. We apologize for any inconvenience this may cause.

TRADING POST

Our Trading Post will be available during Day Camp week providing a selection of souvenirs and comfort items for sale to Scouts and Adults. Hours of operation will be posted each day at Camp but are typically a half hour before camp, during lunch and a half hour after camp. The Trading Post will be closed during session times. Any Scout going to the Trading Post must have a Parent or Buddy with him. The Trading Post is located behind and to the left of the Registration Area.

DAY CAMP ACHIEVEMENTS

When laying out the Day Camp program, we aim for several things. While Scouts will be participating in activities, which also correspond to Achievements/Requirements for rank advancement, the most important aspect of Day Camp is to have FUN! If we succeed in the latter, we will have done our job. We will, however, provide a list of planned Day Camp activities to each Pack. Earning credit for Day Camp activities is based on attendance & participation. It would be a huge injustice for any Scout to earn credit for accomplishments that he did not, in all honestly, rightfully earn. We suggest Walkers make notes of participation in their Den to make it easier for Pack leaders to know if a Cub from their Pack was absent during an activity that was only offered that day. Camp Staff will not sign off rank books. However, there will be certificates of participation for the two shooting ranges as those activities can ONLY be done at a Council or District program.

DAY CAMP PATCHES

Each registered Cub Scout who attends Day Camp will receive the official limited edition Day Camp patch. Patches will be distributed by Pack at the end of the day on Friday to a representative from each Pack. Pack representatives will be asked to sign for the Patches and verify the number of patches received. Packs should make arrangements in advance with an Adult representative to accept the Patches on behalf of the Pack. It will then be the Pack's responsibility to distribute them to the Scouts.

ARRIVAL AT DAY CAMP

Monday morning:

- **“PRE-REGISTERED” Scouts:** Plan to arrive at so that you are in your Den Site BY **8:00 a.m.** to allow extra time for T-Shirt distributions, etc. that are inherent to the first day procedures. Those Scouts will be pre-assigned to a Camp Den by Rank. Rosters will be posted, scouts find their name & Den number, cross the bridge and locate the Flag with the coordinating Den Number. This will be your Den Site.
- **“NOT PRE-REGISTERED” Scouts:** You are considered a “Walk-Ins” and must first go to the Registration Area with a parent or legal guardian. Please plan to arrive at Day Camp on **BY 7:30 a.m.** so that registration & health forms can be turned in or completed at camp.

*Parents must have health & insurance information needed for medical forms as well as all emergency contact information. Remember: emergency contacts must be physically able to come to camp if they are needed!

Tuesday, Wednesday & Thursday: please arrive at camp so that you are **IN YOUR DEN SITE BY 8:15 a.m.**
Opening will begin promptly at 8:30.

Friday: Because of the extended schedule on Friday, we'll let you sleep in! Please arrive so that you are **IN YOUR DEN SITE BY 9:15.** Opening will begin promptly at 9:30.

DAILY DISMISSAL

Day Camp dismissal time is scheduled for approximately **4:15 p.m. Monday–Thursday; (Webelos 8:45 p.m. Thursday)**; and an **extended schedule on Friday**. At the end of the day when Camp is dismissed, Cubs are to remain with the Head Walker until parent or guardian arrives. NO Cubs are to go into the parking area unless accompanied by an adult. If the Head Walker must leave before the Scout is picked up, the Scout may wait at the Registration Area until picked up. Before leaving for the day, Dens are asked to make sure their Den Site is clean and free of any litter. All Camp items left are to be placed in their Den Box with lid tight and secure. Absolutely NO food or drink is to be put in the Den Box as the scent will attract wildlife.

CHOW TIME - Lunch and Drinks

Everyone registered for Day Camp must bring a packed lunch. Lunch is eaten in your Den Site area. You may wish to bring a tarp to sit on if the ground could be damp. Lunch is 30-minutes each day. Packs or Den Leaders are asked to provide a cooler/ice chest that will accommodate lunches for their Den. Understanding the appetite of boys AND the level of activity during Camp, sending a nutritious snack such as fruit, raisins, granola bars, cereal bars, etc. can provide a quick burst of energy to get them through a hot afternoon and make everyone a little more pleasant. When choosing drinks to send, please send something that can re-seal so it can be saved for later if not finished. Please do not send cans which can attract bees. We ask that pop or soda not be considered as they contain a lot of empty calories and have no nutritional benefit. They typically give a “sugar rush” and then cause their system to crash when the sugar wears off. The sugar makes you thirstier. Sport drinks, such as Gatorade, may be a better choice and water is always highly encouraged to avoid dehydration, which is the most common complaint during camp. Plastic souvenir cups will be given to the Cubs to use and water will be available throughout camp.

SIESTA TIME

Immediately following lunch will be a 30-minute Siesta. We are required by National Camp Standards to provide a “down time” for the Cubs. Lunch programs may be scheduled during Siesta. Otherwise, Dens are encouraged to relax, work on den flag, den song/cheer, plan a skit, or play “quiet” games in Den Site.

AIR HORN

At Day Camp, our day is divided into seven sessions. An air horn will sound one long blast every 40-minutes to mark the end of a Session - indicating time to move to the next Station in a prompt and orderly manner.

CELL PHONES

During Camp session time, we ask that cell phones be set to vibrate or turned off so that calls do not distract Cub Scouts or Station Masters during their Station time.

DEN FLAG & DEN SONG/CHEER

Each Den will be provided with material for which to make their Den Flag of their own design. Dens will furnish their own stick from which to hang their Den Flag. Don't be afraid to be creative and original. Each Den is also asked to create their own Den Song or Cheer to be used while traveling from station to station or when the Dens are lined up at the beginning and/or end of the day. Any free time you have after lunch can be used to work on them.

CAMP UNIFORM & FOOTWEAR

The current year Day Camp T-Shirt is the official “uniform” for the week and **MUST** be worn every day to help Staff identify those who are registered to be in camp. One (1) shirt is included in the registration fee. Additional shirts can be purchased for \$10, but must be pre-ordered to guarantee availability. Adults and Den Chiefs pre-registering as Walkers for all five (5) days, receive one “FREE” T-Shirt.

*PLEASE UNDERSTAND that we cannot guarantee availability of Adult shirts for those who do NOT pre-register as a 5-day Walker. Limited supplies may be available for purchase at Camp (\$10) on a first come basis. Adults not wearing a Day Camp shirt will be given a Walker pin to wear at camp. You are reminded to dress appropriately for an active children’s program in an outdoor environment. All Campers (Cubs, Adults & Tots) must wear proper shoes. Tennis shoes/athletic shoes are probably the most comfortable & versatile for Day Camp activities. **Open-toed shoes, sandals or flip-lops are not permitted** at Day Camp because of the increased risk of injury they create.

EMERGENCIES

If you hear three (3) short blasts of the Air Horn or siren, this indicates an emergency situation, which could be a weather emergency, fire, lost boy, etc. When you hear this sound, immediately gather your boys and do a head count to ensure everyone is present. There are certain areas at camp designated as “Emergency Shelters”: 1) Registration Area porch; 2) Pool House; and, 3) Dining Hall. Each Station is marked as to where to go in an emergency. If the emergency is a lost boy, you may be asked to remain where you are or return to your Den Site. If an emergency occurs, it is important that you **remain calm** so as not to alarm the Scouts. Printed Emergency Procedures are established for Day Camp. A copy will be found in your Day Camp Handbook. Please take a few moments at Camp on Monday morning to review them and familiarize yourself as to what you would need to do.

LOST AND FOUND

Any items found at Camp will be collected during the week and can be claimed at the Registration Area. Please check the Lost & Found box each day. To avoid having items remain in the Lost & Found, please make sure they are marked with a name and pack # so they can be reunited with their owner. Thirty days after camp, unclaimed items may be donated to Good Will or other such worthy agency.

INJURIES OR ILLNESS

All injuries or illness must be handled by the First Aid Staff no matter how minor (even if it is your child) and must be documented for insurance purposes. If you suspect a severe injury, do not attempt to move them. Notify a Staff member or send a runner for help. All medications to be taken during Camp must be given to the Camp Nurse at the beginning of camp each day and picked up at the close of camp each day. Campers must report to the First Aid station at the appropriate time to receive their scheduled medication. Asthma inhalers & Epi-pens **MUST** be carried by the Scout.

VISITORS

All visitors & guests must check in at the Registration Area and will be provided with a Visitor's Button to be worn during their stay. If you see anyone in Camp not wearing a Day Camp shirt or not having a Visitor's Button or Press Pass visible, please notify a Staff member so their identity can be determined.

EARLY RELEASE

Scouts are expected to stay the entire day at Camp. If, however, a Scout must leave due to a scheduled ball game, doctor's appointment, etc., please notify the Head Walker so it can be noted on the daily attendance sheet OR stop at the Registration Area. If someone other than a parent is picking up the Scout, written permission must be provided to the Director. The person with permission must check-in at the Registration Area to sign the Scout out. If the Scout becomes ill at camp, every effort will be made to contact the parent or emergency contact listed on the registration form. If contact info changes, please provide Camp with the additional contact information. Those listed as emergency contacts must be made aware by the parents that they may be called upon and must be able to come to camp if needed.

SPECIAL ACTIVITIES

WEDNESDAY – "SILLY HAT DAY"

To encourage creativity and individualism, we have declared Wednesday to be "Silly Hat Day" to bring out the silliness in EVERYONE! (This goes for Walkers & Staff too!!)

WEBELOS PROGRAM AT DAY CAMP

By the time a Cub Scout is a Webelos II, he should be preparing to enter a Boy Scout troop with certain skills, knowledge and character traits that he has picked up on his trail through the levels of Cub Scouting. Day Camp includes activities that will highlight that trail to help him prepare to be a successful Boy Scout. Our Day Camp Webelos program is not meant in any way to take the place of Webelos Resident Camp (WRC). WRC offers a unique resident camp experience they can only receive at Camp Akela. However, in addition to WRC, they may also attend Day Camp, which can enhance and/or extend the experiences of WRC.

THURSDAY – WEBELOS DAY

Thursday at Day Camp is Webelos Day. In addition to the normal camp schedule, the Webelos and their parents are invited to stay after the normal camp dismissal time for some fun "Webelos-only" activities, including fixing their own campfire dinner! Webelos activities will end at approximately **8:45 p.m.**

FRIDAY – FAMILY DAY

Instead of the large Feast at the Dining Hall, each Den will be in charge of its own “family-style” feast. They may choose their Den Site area or picnic in a different location in camp. The Cubs can help in deciding the meal. Make arrangements with Den parents during the week so there is enough food for the boys in your Den & their families. (Suggestions: You may wish to have each family bring a food dish, have pizza delivered, or even cook hot dogs and burgers on a charcoal grill.) If you need refrigeration of food for the day, please let us know. We hope the smaller meal setting will make the evening more relaxing and enjoyable for everyone. After dinner, there will be a campfire program to close our Day Camp program.

FRIDAY NIGHT – DAY CAMP FAMILY CAMP

It’s tough to be a Boy Scout if you don’t know how to camp! Continuing with Day Camp tradition, Friday evening is dedicated to our Cub Scout families and Staff who wish to experience the true outdoor camping adventure. Family Camp offers an opportunity to slowly introduce Cubs to the joys of outdoor living and being away from home (and electronics!) - while having fun! Bring the entire family and join us Friday evening. There is no charge to camp, but - you must bring your own provisions. Our on-site Boy Scouts gladly help anyone pitch their tent and get set up. Only those participating in Day Camp will be the ones having all the fun!

CAMP MCKINLEY Day Camp Coup Stick Spirit Award

Each day, Dens will compete for the coveted “Coup (pronounced Coo) Stick Spirit Award”. Two Coup Sticks will be awarded to Two Dens based on Staff nominations for the most Camp Spirit throughout the day. The winning Dens will be announced at Closing. They will carry their Coup Stick until the Closing of the following day when it will be awarded to the next two honored Dens. Each Den who receives the Coup Stick is encouraged to bring an item to attach to it, reflecting their Den’s Camp Spirit. Each Den will also receive a feather to attach to their Den Flag to show their honored achievement. Throughout the day, Staff members will be looking for Dens exhibiting exceptional Teamwork, Good Sportsmanship and overall Camp Spirit. Activities which help define Camp Spirit are:

- Create a **Den Cheer** that will identify your Den whether traveling between Stations or during Group Times (in other words...Don’t be afraid to be heard!).
- Make a **Den Flag** reflecting Scouting values and Day Camp Theme.
- Demonstrate **Spirit at Openings/Closings** while also being supportive of other Dens (If another Den receives the Coup Stick, do you share in their excitement?).

- Be **Punctual** at openings/closings and arriving at your scheduled destinations (Being “On Time” is a very good trait to develop).
- **Den Site Inspections** (Is your Den Site neat at the end of the day?).
- **Litter and trash pickup** (This includes along trails and between stations as well as around your Den Site).
- **Wear theme garb** (example: Wednesday is “Silly Hat Day”).
- **Participate** during group song times (We expect Everyone – Adults, too – to join in - if not, you could be asked to help!)
- Volunteer to do a **Skit or Song**. (Let us know in advance so we can put you in the schedule).
- Make sure everyone in your Den maintains the **Buddy System!** (If we see you traveling alone, it could be marked against your Den).
- Get caught doing a **Good Turn or Random Act of Kindness** for someone in Camp.
- Show overall **Appropriate Scout Behavior** (example: if we hear “bad” or “inappropriate” language or “name calling”, we can guarantee you don’t have Scout Spirit!)
- **Unexpected, creative and novel displays of spirit** – which gets the attention of the Camp Directors! (In other words, you never know what might catch our eye that makes us smile!)

HAVE FUN and MAY THE BEST DENS WIN!

PROGRAM AREAS & OBJECTIVES

HANDICRAFTS: Make things you can put your name on and proudly say “look what I did”; Things to take home and display; Theme ideas that teach as they go; Projects that are great for coordination, learning to follow directions, dexterity, hand-eye skills & encourage neat work habits.

GAMES/SPORTS: Group/team games & sports requiring teamwork & good sportsmanship.

SHOOTING SPORTS—ARCHERY/BB RANGE: Development of hand-eye coordination.

FISHING/NATURE: Special nature activities devoted to caring for our environment. Learning the importance of Leave No Trace. Developing a positive attitude and awareness about everyone’s place in the world. Also tests critical thinking about touching, smelling and hearing.

SWIMMING: Participate in a variety of age-appropriate water activities safely while gaining confidence in the water.

SKITS/ RUN-ONS: Communication is a leadership skill that Boy Scouting fosters. The ability to stand up & say something publicly is an important part of the program.

SONGS: Learn the importance of music and song.

FLAG CEREMONIES: Leading a flag ceremony is one of several leadership exercises. Of all the Skills a Scout will learn, leadership is one of the most difficult to master and one of the most valuable in life.

FIRST AID/WEBELOS READYMAN: This activity mirrors the Boy Scout motto: Be Prepared! We expect a Scout to think ahead and be ready to act in case of injury or accident. This is the essence of Scouting, being ready and able to act appropriately and make things happen.

KNOTS: Learning the importance of knots in every day life.

WEBELOS MAP & COMPASS: Begin to learn to visualize your location from some other place. Learn the basics of how a compass works in relationship to a map. Get familiar with maps, directions and navigation.

WEBELOS FIRE: It’s important for a Boy Scout to know how to start a fire to cook food, provide warmth and light. Learn how fires were started before matches. After demonstrations and safety discussions, teams will start a small controlled fire.

WEBELOS OUTDOORSMAN: Knots, camping, making a campfire and cooking over it – these are things Scouts do. Being able to do these jobs and do them successfully will help him become an effective and valuable Boy Scout patrol member as well as an effective and valuable human being.

DIRECTIONS TO CAMP MCKINLEY

37748 Furnace Road

Lisbon OH 44432

330-424-0256

- Follow Route 30 out of Lisbon (towards Canton)
- Just before the bridge at the edge of town, turn right (north) onto Logtown Road
- Go approximately 1-mile
- Turn left onto Furnace Road (across the old orange bridge), Camp is on the right side, the parking lot will be on your right after you pass the stone house

Day Camp can be a way...

TO influence character development and encourage spiritual growth,

TO develop the habits and attitudes of good citizenship,

TO encourage good sportsmanship and pride in growing a strong mind and body,

TO improve understanding within the family,

TO strengthen the ability to get along with others,

TO learn to respect other people,

TO foster a sense of personal achievement by developing new skills and interests,

TO show how to be helpful and to do one's best,

TO provide fun by offering exciting new things to do, and...

TO prepare them to become a Boy Scout.