

Cub Scout Pack 79 Camping Program



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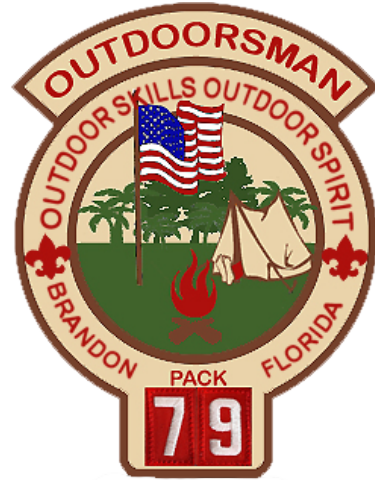
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Cub Scout Pack 79 Camping Program

Cub scout camping is an excellent way to expose Cub Scouts and their families to the positive values of Scouting found in the Cub Scout Promise, Such as Duty to God and helping others.

Most boys joined Cub Scouting expecting to be involved in a program that uses the outdoors. It is the intention of the Pack 79 Camping Program to be an adult-youth family camping activity organized by the Pack.

Pack camping will be an “entry level” camping in a controlled environment, with all arrangements – sleeping, cooking, activities, training – will be geared to Cub Scout aged boys. While we will learn a great deal about the outdoors, field craft, and outdoor skills, as well as reinforcing the 12 Core Values of Cub Scouting, the main purpose is to **HAVE FUN and gain a love of the outdoors** – as embodied in the motto of the Outdoorsman Program “Outdoor Skills, Outdoor Spirit”.



Purposes of Cub Scouting

1. Character Development
2. Spiritual Growth
3. Good Citizenship
4. Sportsmanship and Fitness

Relationships

5. Family Understanding
6. Respectful
7. Personal Achievement



In addition, we apply these Cub Scouting program-specific criteria:
The activity is parent/youth or family-oriented. The activity is conducted with adult supervision. The Cub Scouts are asked to do their best. The activity is discovery-based. Advancement occurs as a natural part of the program.

Planned, organized outdoor activities fulfill the promise made to our Cub Scouts. Young boys have a great desire for outdoor fun, excitement, and adventure. These experiences encourage them to spend quality time with family and friends. Pack 79 plans to conduct quality camping events and we encourage all boys to participate to the greatest extent possible. What we do is for the boys and to insure that they **HAVE FUN** in a safe learning environment that challenges their growth and nurtures their confidence.

Family Camping



Family camping: an outdoor camping experience, other than resident camping, that involves Cub Scouting program elements in overnight settings with family members. Parents are responsible for the supervision of their children, and Youth Protection guidelines apply.

Recreational family camping: when scouting families camp as a family unit outside of an organized program. It is a nonstructured camping experience, but is conducted within a Scouting framework on local council-owned or -managed property. Local councils may have family camping grounds available for rental at reasonable rates. Other resources may include equipment, information, and training.

Cub Scout Overnight Opportunities: There are two categories of Cub Scout overnights:

Council-Organized Family Camp: Council-organized family camps are overnight events involving more than one pack. The local council provides all of the elements of the outdoor experience, such as staffing, food service, housing, and program. These are often referred to as Cub Worlds, Camporees, Parent/Pal or Adventure weekends. In most cases, the youth member will be under the supervision of a parent or guardian.

Pack Overnights: These are pack-organized overnight events involving more than one family from a single pack, focused on age-appropriate Cub Scout activities and conducted at council-approved locations. If nonmembers (siblings) participate, the event must be structured accordingly to accommodate them. BSA health and safety and youth protection guidelines apply. In most cases, each youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

Pack 79 will conduct several Pack Overnights and Back to Brownsea for Webelos – a list of all camping events are listed in **Appendix A**

Cub Scouting's 12 Core Values

All of our camps and outings for Cub Scouts strive to include and reflect the twelve core values of Cub Scouting:

Citizenship: Contributing service and showing responsibility to local, state, and national communities.

Compassion: Being kind and considerate and showing concern for the well-being of others.

Cooperation: Being helpful and working together with others toward a common goal.

Courage: Being brave and doing what is right regardless of our fears, the difficulties, or the consequences.

Faith: Having inner strength and confidence based on our trust in God.

Health and Fitness: Being personally committed to keeping our minds and bodies clean and fit.

Honesty: Telling the truth and being worthy of trust.



Perseverance: Sticking with something and not giving up, even if it is difficult.

Positive Attitude: Being cheerful and setting our minds to look for and find the best in all situations.

Resourcefulness: Using human and other resources to their fullest.

Respect: Showing regard for the worth of something or someone.

Responsibility: Fulfilling our duty to God, country, other people, and ourselves.

Safety

The Sweet 16 of BSA Safety - These 16 safety points, which embody good judgment and common sense, are applicable to all activities:

1. Qualified Supervision. Every BSA activity should be supervised by a conscientious adult who understands and knowingly accepts responsibility for the well-being and safety of the children and youth in his or her care. The supervisor should be sufficiently trained, experienced, and skilled in the activity to be confident of his or her ability to lead and teach the necessary skills and to respond effectively in the event of an emergency. Field knowledge of all applicable BSA standards and a commitment to implement and follow BSA policy and procedures are essential parts of the supervisor's qualifications.

2. Physical Fitness. For youth participants in any potentially strenuous activity, the supervisor should receive a complete health history from a health-care professional, parent, or guardian. The supervisor should adjust all supervision, discipline, and protection to anticipate potential risks associated with individual health conditions. Neither youth nor adults should participate in activities for which they are unfit. To do so would place both the individual and others at risk.

3. Buddy System. The long history of the "buddy system" in Scouting has shown that it is always best to have at least one other person with you and aware at all times of your circumstances and what you are doing in any outdoor or strenuous activity.

4. Safe Area or Course. A key part of the supervisors' responsibility is to know the area or course for the activity and to determine that it is well suited and free of hazards.

5. Equipment Selection and Maintenance. Most activity requires some specialized equipment. The equipment should be selected to suit the participants and the activity and to include appropriate safety and program features. The supervisor should also check



equipment to determine whether it is in good condition for the activity and make sure it is kept properly maintained while in use.

6. Personal Safety Equipment. The supervisor must assure that every participant has and uses the appropriate personal safety equipment. For example, activity afloat requires that each participant properly wear a personal flotation device (PFD); bikers, horseback riders, and whitewater kayakers need helmets for certain activities; skaters need protective gear; and all need to be dressed for warmth and utility as the circumstances require.

7. Safety Procedures and Policies. For most activities, common-sense procedures and standards can greatly reduce any risk. These should be known and appreciated by all participants, and the supervisor must assure compliance.

8. Skill Level Limits. Every activity has a minimum skill level, and the supervisor must identify and recognize this level and be sure that participants are not put at risk by attempting any activity beyond their abilities. A good example of skill levels in Scouting is the swim test, which defines conditions for safe swimming on the basis of individual ability.

9. Weather Check. The risks of many outdoor activities vary substantially with weather conditions. Potential weather hazards and the appropriate responses should be understood and anticipated.

10. Planning. Safe activity follows a plan that has been conscientiously developed by the experienced supervisor or other competent source. Good planning minimizes risks and also anticipates contingencies that may require an emergency response or a change of plan.

11. Communications. The supervisor needs to be able to communicate effectively with participants as needed during the activity. Emergency communications also need to be considered in advance for any foreseeable contingencies.

12. Permits and Notices. BSA tour permits, council office registration, government or landowner authorization, and any similar formalities are the supervisor's responsibility when such are required. Appropriate notification should be directed to parents, enforcement authorities, landowners, and others as needed, before and after the activity.

13. First-Aid Resources. The supervisor should determine what first-aid supplies to include among the activity equipment. The level of first-aid training and skill appropriate for the activity should also be considered. An extended trek over remote terrain obviously may require more first-aid resources and capabilities than an afternoon activity in a local community. Whatever is determined to be needed should be available.

14. Applicable Laws. BSA safety policies generally parallel or go beyond legal mandates, but the supervisor should confirm and assure compliance with all applicable regulations or statutes.

15. CPR Resource. Any strenuous activity or remote trek could present a cardiac emergency. Aquatic programs may involve cardiopulmonary emergencies. BSA strongly recommends that a person (preferably an adult) trained in cardiopulmonary resuscitation (CPR) be part of the leadership for any BSA program. This person should be available for strenuous outdoor activity.

16. Discipline. No supervisor is effective if he or she cannot control the activity and individual participants. **Youth must respect their leaders and follow their directions.**

Excerpts from the Guide to Safe Scouting

Safe Swim Defense – Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader or more must complete safe swim defense training and have a commitment card with them.

Two-Deep Leadership Required - It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. Two registered adult leaders, or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required for all trips and outings. The Cub Scout pack has the responsibility to stress to the committees and leaders of the unit that sufficient adult leadership must be provided on all trips and outings.

BALOO - At least one adult on a pack overnighiter must have completed Basic Adult Leader Outdoor Orientation (BALOO, No. 34162) to properly understand the importance of program intent, youth protection guidelines, health and safety, site selection, age-appropriate activities, and sufficient adult participation.

Age Guidelines - The Boy Scouts of America has established the following guidelines for its members' participation in camping activities:

Overnight camping by dens as dens (ex WEBELOS) is not approved and certificates of liability insurance will not be provided by the Boy Scouts of America. Tiger Cubs may participate in boy-parent excursions, day camps, pack overnighiters, or council-organized family camping. A Webelos Scout may participate in overnight den camping when supervised by an adult. In most cases, the Webelos Scout will be under the supervision of his parent or guardian. It is essential that each Webelos Scout be under the supervision of a parent-approved adult. Joint Webelos den-troop campouts including the parents of the Webelos Scouts are encouraged to strengthen ties between the pack and troop. Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips.

APPENDIX A – Pack Camping Dates

SEP	NO CAMPING (too busy with new school year)
OCT 2-4	Camp Cedarkirk - Service Project & Bobcat Ceremony 1920 Streetman Drive Lithia, FL 33547
OCT 24-25	Council Spookaree Flaming Arrow Scout Reservation, 1201 Boy Scout Rd Lake Wales, FL 33898
OCT 30 – NOV 1	WEBELOS WOODS (location TBD) Flaming Arrow Scout Reservation, 1201 Boy Scout Rd Lake Wales, FL 33898
NOV 6 - 8	Wings and Things, Advancement Req and Aviation activities Florida Air Museum, Lakeland Florida
JAN 8 - 10	MacDill AFB – KC-135 tour, D Cell, and Training
JAN 15 - 17	WEBELOS BACK to BROWNSEA Lower Hillsborough Wilderness Park, Dead River Wilderness Park, Located about 9 miles northeast of I-75. From I-75 exit at Fowler Avenue, travel east for 1.5 miles. Turn left onto US 301, heading north. Drive about 8 miles and look for Dead River Road on left. Follow this road 0.75 miles to a gate. If open, drive to parking lot at end of road — about 2 miles
FEB	NO CAMPING (too busy with Pwood and B&G)
MAR 12 - 14	FT Wilderness – Family Camping, Outdoor Skills Disney World, Orlando Florida
APR 9 - 11	Camp Soule – Elective Activities Outdoorsman Awards 2201 Soule Rd, Clearwater, Florida
MAY 7 - 9	CUB WORLD FLAMING ARROW Flaming Arrow Scout Reservation, 1201 Boy Scout Rd Lake Wales, FL 33898

Blue – WEBELOS Only
Red – Council Run Events
(everything is planned usually meal plan available)

More Complete Information will be provided Prior to each trip for more details. Look on the Pack web site at <http://pack79brandon.com/mainsite/> under “event flyers”.



APPENDIX B - Packing List

The following items should be available for each Cub Scout on an outdoor trip.
(Put child's name on as many items as possible.)

Essentials Consider a small fanny pack, etc to organize and make easy to carry

- First aid kit (small one with basic items)
- Water bottle (wash after each trip)
- Flashlight and spare batteries
- Trail food (use when hiking or doing other strenuous activity)
- Sunscreen and lip balm or chapstick
- Whistle (to be used for emergency only)
- Map and Compass (if maps are req'd they will be supplied)
- Rain Gear
- Pocket Knife (once Whittling Chip is Earned)
- Any Medication Req'd (in ziplock - alert Den Leader to any medical conditions)

Overnighter Gear

- Tent or tarp, poles, Ground cloth, and stakes
- Sleeping bag, pillow, air mattress or pad
- Stocking cap, Warm jacket, sweatshirt, sweatpants (layered clothing - Polypropylene or other moisture wicking materiel rec'd)
- Cup, bowl, knife, fork, spoon, mesh bag to dry dishes
- Insect repellent
- Extra clothing, underwear, and socks (zip leg pants and fast dry materials, 2 pr socks per day – pack in waterproof bag rec'd)
- Toothpaste, toothbrush, soap, shampoo, washcloth, comb, other toiletries
- Bath Towel
- Swim suit and sandals (shower shoes)
- Scout uniform and Pack T-shirt
- Durable shoes
- Hat or cap

Optional Items

- | | |
|---|--|
| <input type="checkbox"/> Camera | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> Binoculars | <input type="checkbox"/> Fishing Gear |
| <input type="checkbox"/> Swim Goggles | <input type="checkbox"/> Notebook and pencil |
| <input type="checkbox"/> Watch | <input type="checkbox"/> Laundry bag |
| <input type="checkbox"/> Toilet paper (for emergency) | <input type="checkbox"/> Nature books |

Parents (As desired)

- | | |
|---|---|
| <input type="checkbox"/> Cooking Stove or Grill (charcoal, liquid fuel, or gas) | <input type="checkbox"/> Broom and shovel |
| <input type="checkbox"/> Camp chairs | <input type="checkbox"/> Water and Food (in raccoon box - we will do several group meals and most areas have potable water) |
| <input type="checkbox"/> Marshmallow / hot dog sticks | |
| <input type="checkbox"/> Lantern | |
| <input type="checkbox"/> Matches, lighter, firestarter | |

Please check with your Den Leader before buying large ticket Items like Stoves, tents, Sleeping bags, etc – several veteran campers can suggest good deals or have excess gear that they will be able to loan. **More Info will be provided prior to each event concerning meals, potable water availability, and any special equipment needs.**

APPENDIX C – Pack Camping Gear

In addition to the individual equipment listed in appendix B, the equipment listed below will be necessary for camping trips. Pack 79 does not have any pack equipment, however, the group assembles the required equipment for group use. The items below are on a TBD basis though feel free to bring.

Required Items

- First aid kit
- Food (supplied by Pack Grub Master when group meals are planned)
- Cooking utensils
- Stove and fuel, charcoal and cooking grate
- Firewood
- Matches, firestarters, lighter
- Aluminum foil
- Biodegradable soap
- Hand sanitizer
- Sanitizing agent (bleach) and wash 2 x basins
- Plastic souring pads, dish mop
- 100' ¼" rope
- Water containers
- Trash bags
- Paper Towels
- Toilet paper
- Shovel and broom
- Axe and mallet
- Coolers
- Activity Gear (games, sports, craft supplies, etc)
- US and Pack flags, flag stand, and Den Guidons

Spare Items

- | | |
|---|--|
| <input type="checkbox"/> Tent stakes | <input type="checkbox"/> Sunscreen |
| <input type="checkbox"/> Fuel canisters | <input type="checkbox"/> Eating utensils |
| <input type="checkbox"/> Ground cloth | <input type="checkbox"/> Duct tape |
| <input type="checkbox"/> Insect repellent | <input type="checkbox"/> Antibacterial Wipes |

Additional items

- Dutch oven
- Marshmallows, s'mores fixins, popcorn
- Tarp or shelter
- Musical instruments (if you have this gift the campfire program can use you)
- Lawn chairs, camp stools

APPENDIX D – Camping Resources

- An excellent Site for beginning Campers - <http://www.allcampgrounds.com/>
- Scouting Games - <http://www.inquiry.net/OUTDOOR/games/b-p/scouting.htm>
- General Info - <http://www.scouting.org/>
- General Info (very helpful) - <http://www.boyscouttrail.com/>
- Weather links - http://olc.scouting.org/courses/hws/ws_news.html
- Sun and moon calculator - http://aa.usno.navy.mil/data/docs/RS_OneDay.php
- Great Resource for field craft - <http://www.retiredscouter.com>
- Leave no Trace - <http://www.lnt.org/bigfootchallenge/>
- Florida Recreation Guide (maps)-
http://www.swfwmd.state.fl.us/publications/files/rec_guide.pdf
- Great Camping resource - <http://www.campfish.net/camping.php>
- Timucua District site -
http://www.timucua.us/index.php?option=com_frontpage&Itemid=1
- Gulf Ridge Council - <http://www.boyscouting.com/>
- Good Equipment Bargains - <http://www.sierratradingpost.com/>
- Equipment - <http://www.campmor.com/outdoor/gear/Home>
- Scout Store - <http://www.scoutstuff.org>
- Red Cross program Scheduling -
http://www.flwestcoastredcross.org/general_calltoaction.asp?CTA=2&SN=2015&OP=2016&IDCapitulo=D257E933V5
- REI outfitters – <http://www.rei.com>
- Four seasons Survival - <http://www.fourseasonssurvival.com/>
- Backpacking light (forum, advice, tips, gear reviews – lighten up your kit) -
<http://www.backpackinglight.com>

APPENDIX E – Sample Pack Camping Agenda

Friday

- 3:00 PM – 5:00 PM Arrive at Camp area and set up in Campsite (see Maps att)
5:00 PM – 7:00 PM Evening Meal (Group Meal - Camper's Stew and bread)
*Each Family bring a canned food item per person – Beans, corn, roast beef chunks, tomato sauce, Chunky Soup, etc (please email me with what you are going to bring so we can deconflict – we will all ready have ground beef and diced potatoes)
7:00 PM – 8:00 PM Night Hike and Game
8:00 PM – 9:00 PM Cracker Barrel at Campfire, S'mores and Cocoa
9:00 PM – 10:00 PM Free time
10:00 PM Taps / Lights out for Cub Scouts

Saturday

- 7:00 AM Reveille
7:00 AM – 7:30 AM Personal Hygiene
7:30 AM – 9:00 AM Morning Meal (Group Meal – Pancakes and Sausage)
*will have Cocoa or Milk and Coffee – if you want something else please bring it.
9:00 AM – 9:30 AM Flag Ceremony and Opening (Class A uniform)
9:30 AM – 10:00 AM Free Time
10:00AM – 12:00PM Morning Activities
12:00 PM – 1:00 PM Lunch (Individually responsibility – there will be camp stove)
1:00 PM – 5:00 PM Afternoon Activities
5:00 PM – 7:00 PM Evening Meal (Group Meal – Pizza Pitas and Banana Treats)
7:00 PM – 8:00 PM Game
8:00 PM – 9:00 PM Campfire Program – songs, skits, stories
9:00 PM – 9:30 PM Cracker Barrel at Campfire (prepare for lights out)
10:00 PM Taps / Lights out

Sunday 9 Nov

- 7:00 AM Reveille
7:00 AM – 9:00 AM Personal Hygiene,
Morning Meal
9:00 AM – 9:30 AM Scout's Own Service
Closing Ceremony
10:00 AM Break Camp

Notes

Weather, Sunrise / Sunset, any additional Information about meals, location. We will provide directions and map.



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APPENDIX F – Camp Fire Programs

An exciting and inspirational part of the Cub Scout outdoor program is the campfire and in Pack 79 we will conduct a campfire program at each of the camping trips we have planned (fire safety conditions permitting). We do this for the following reasons:

Fun and Fellowship
Entertainment
Channeling energy
Connecting to pre-TV life
Adventure

Training
Inspiration
Confidence building
Mystery

As Baden-Powell said, “**Scouting is a game ... with a purpose.**” And there is perhaps no better place to incorporate this sentiment.

Campfire leadership – When we build fires Pack 79 will always have adult leadership preparing the location, building and starting the fire, and supervising the pit from the time fire is lit til the fire is properly extinguished using water and a shovel to turn the ashes and ensure there are no embers to re-ignite. Scouts will not add fuel to the fire or play around the fire at any time unless they are properly supervised and have been detailed to help build or extinguish the fire. Though this may seem rigid, maintaining this level of safety will ensure a safe camping experience, protect the woods from forest fire, and allow all to have an enjoyable campfire.

The Program - Second in importance to safety is the quality of the program itself. The Pack will have a master of ceremonies that will guide the ebb and flow of the program but to ensure every program is a success we need parents to get involved and model courageous and enthusiastic participation for their boys, when we do this all will have fun, our boys will want to perform, and **they will gain an invaluable confidence** from the experience. Parents If you have musical skills (guitar, harmonica, etc) please volunteer, otherwise all parents – please prepare a story, joke, song, stunt, magic trick, or game for every campfire and help your scout to do the same. Remember, if you think its too corny or that its only for the boys then thats what they will learn (they are looking to us for cues).

Guidelines – all skits, jokes, etc performed by the boys need to be checked and approved by the Den Leader, Cub Master, or Master of Ceremonies prior to the Campfire. There is no place for off color or questionable jokes, stories, or songs – when in doubt leave it out. Many skits require a “butt of the Joke” – we must ensure this is never one of the boys. If anybody leaves the fire ring with hurt feelings then we all have failed. Scout leaders on the other hand are fair game. Stories are great, particularly when they include a teaching point, value lesson, or one of the Scouting Character Connections. Scary stories are often enjoyed but use your judgment and tailor to the youngest in the audience (Tiger Cubs).

Campfire Etiquette –

- Enter and leave in silence
- Be Courteous when its not your turn on stage
- Cheer for everyone for their contributions
- Keep flashlights off during the program unless the performer or MC requests
- Be respectful of Patriotic and religious songs and don't alter the words for humor
- The Fire Master decides how much wood to put on the fire and tends it, scouts should not be adding anything but their voices to the fire
- After the program we will maintain a hushed environment in the camp site. we will usually hold a Cracker Barrel, which is a time for making s'mores, etc, and relaxed discussion as scouts wind down the day (keep play and loud noise to a minimum) but feel free to fellowship as long as you would like – this is a great time to get to know other parents
- Most of all, **HAVE FUN**

Entertainment Ideas and Resources –

Skits – www.scoutorama.com/skit/

Stories – <http://www.boyscouttrail.com/boy-scout-stories.asp>

Skits for Campfire - <http://usscouts.org/usscouts/skits.asp>

Songs - http://dragon.sleepdeprived.ca/songbook/songbook_index.htm

More Songs - <http://www.backyardgardener.com/loowit/janeellen.html>

<http://www.macscouter.com/Songs/CampfireSongs.asp>

<http://www.scoutsongs.com/categories/action-songs.html>

Songs with audio file - <http://www.nwf.org/backyardcampout/campfiresongs.cfm>

And of course my favorite -

http://www.thebards.net/music/lyrics/The_Unicorn_Song.shtml



APPENDIX G – Pack Camping Rules

The Pack 79 Camping Committee has established the following set of Camping Rules. Parents, please take the time to review and discuss with your scouts and other family members in your camping party.

Sticks - The Pack forbids the wielding of sticks (used as “clubs”, “spears”, “swords”, etc.). Sticks may be used for cooking purposes only. Once earned (wolves and above) scouts may bring Walking sticks to camping / outdoor events. However, walking stick privileges will be lost if scout violates the above rules. See Appendix H – page 14 for more information.

Wildlife – No playing with or intentionally disturbing wild animals. We encourage observation.

Electronic Devices - Scouts are not permitted to bring electronic devices (such as video games, radios, walkie talkies) to any pack campout. Electron navigation devices (GPS) are permitted.

Cutting Tools - Scouts are not permitted to bring or use sheath knives, hatchets, axes or saws of any kind. Bear & Webelos Scouts who hold a valid “Whittling Chip” may use pocketknives. Adult supervision is required whenever a knife is used.

Wood Cutting - This is special area that is roped off or is restricted to parents or leaders only. Under no circumstances will scouts be cutting wood.

Fires - The campfire pit is restricted to only those scouts assigned to build the pack campfire. Scouts may not roast marshmallows or hotdogs on an open fire without parental/leader supervision. Campfires will only be held in the designated fire pits.

Prohibited Items - Alcohol, electronic devices and firearms (including toy guns) are strictly prohibited from any Cub Scout camping event. Tobacco products should not be used in the presence of the boys. Please remove yourself from the area if you wish to smoke.

Parent Supervision - Parents are responsible for scouts and siblings at all times for their action and behavior at all events.

Vehicle Parking - All vehicles will be parked in designated areas only.

Pets - No pets are allowed on camping trips.

Buddy System - We encourage the buddy system to be used by at all times. No Scout should be seen in camp without his buddy.

Latrine Use - If the latrine or shower facilities are not marked, use the occupied sign to indicate whether males or females are inside. Remember, Males and females do not use the facilities at the same time and neither do adults or children at the same time (unless it's the parent).

Leave No Trace and Outdoor Code - We observe the Outdoor code and reinforce the Leave no Trace guidelines (Appendix H). Police your areas for litter, and bag your garbage before we depart. After your area is clean, we will conduct an area police call. We will take all garbage to the dumpsters on our way out.

Uniform – For the majority of activities we ask that participants dress appropriately and encourage the wear of the Pack T-shirt. Uniform for flag ceremonies, and worship services (Scouts Own) is Class A uniforms (Shirt, hat, neckerchief w/slide, belt – loops not req'd)

Remember the Purpose - The number one thing to remember is to **HAVE FUN!**

APPENDIX H – Walking Sticks

Learning responsibility is the Core Values of Scouting and to help reinforce this value Pack beginning a walking stick program. This last summer boys that participated in the Council Summer Camp received a walking stick. Walking have been a scouting tradition for many years provide an opportunity for learn and demonstrate responsibility while showing their individual accomplishments and flair.

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Those boys that already have walking sticks are encouraged to decorate their Staves (demonstrating accomplishments in Scouting). Wolves and above that don't have a staff will be awarded one after their first Campout with the Pack.

Decoration – Nothing need be purchased for decoration. Paint, colored pen, carving (supervised), knot work, and the beads from the previous year can all be used. Holes may be drilled through the staff to provide attachment points for lanyards or rope grips.

bead

Parachute cord makes a fantastic grip. Encourage each scout to use imagination. Metal medallions are available scout store for rank and some recognition (some will be given pack leadership to recognize contributions)

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Rules – As listed in the previous page - the Pack the wielding of sticks (walking and branches, twigs, etc - used "clubs", "spears", "swords", Once earned (wolves and scouts may bring Walking to camping / outdoor events. However, walking stick privileges will be lost if scout the above rules. Please expectations and responsibility your scout and ensure he is prepared to abide by these rules before he brings a Staff to a Pack event.

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APPENDIX I – Camping Related Awards

To reinforce the Outdoor Code, 12 Core Values of Cub Scouting, gain a love of the outdoors and outdoor skills, **HAVE FUN** and recognize Cub Scouts that Do their best, there are several awards that Cub scouts and WEBELOS can earn –

Cub Scout Pack Centennial Quality Unit Award - Every Cub Scout pack can earn the Centennial Quality Unit Award by achieving all six of the Quality indicators. One of the requirements is for outdoor activities. To meet this requirement, the pack specifies in advance the events that their goals will be used and how many they are establishing as goal in order to qualify. It is important that we have maximum participation at every event to meet Pack



Cub Scout Leave No Trace Awareness Award - Leave Trace promotes an awareness of conservation and consideration. The principles of Leave No Trace apply in a backyard or local park (sometimes called the frontcountry) much as in the wilderness (the backcountry). We should all practice Leave No Trace principles in our thinking and - wherever we go. (see page 16 for requirements)



Cub Scout Outdoor Activity Award - Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year. (see page 17 for requirements)



Cub Scout World Conservation Award - Scouts who participated in either a den or a pack conservation project have completed below req'd Each age group has specific requirements.

Tiger Cubs do not earn the World Conservation Award.
Wolf Cub Scouts complete Wolf Achievement 7 and all points in arrow electives (13- Birds, 15- Grow Something, Fishing: complete 2 of the 3 electives)

Bear Cub Scouts complete Bear Achievement 5 and all points in arrow electives (2- Weather, 12- Nature Crafts, 15- Conservation: complete 2 of the 3 electives)

Webelos Scouts earn the Forester, Naturalist, and Outdoorsman activity badges

As more people use parks and recreation facilities, LEAVE NO TRACE guidelines become even more important for outdoor visitors.



is a plan that helps people to be more concerned about their environment and to help them protect it for future generations. Leave No Trace applies in a backyard or local park (frontcountry) as much as it does in the wilderness (backcountry). We should practice Leave No Trace in our attitude and actions--wherever we go. Understanding nature strengthens our respect toward the environment. One person with thoughtless behavior or one shortcut on a trail can spoil the outdoor experience for others. Help protect the environment by remembering that while you are there, you are a visitor. When you visit the outdoors, take special care of the area. Leave everything just as you find it. Hiking and camping without a trace are signs of a considerate outdoorsman who cares for the environment. Travel lightly on the land.

Six Leave No Trace Guidelines for Cub Scouts

Watch for hazards and follow all the rules of the park or outdoor facility. Remember proper clothing, sunscreen, hats, first aid kits, and plenty of drinking water. Use the buddy system. Make sure you carry your family's name, phone number, and address.



STICK TO TRAILS

Stay on marked trails whenever possible. Short-cutting trails causes the soil to wear away or to be packed, which eventually kills trees and other vegetation. Trampled wildflowers and vegetation take years to recover. Stick to trails!



MANAGE YOUR PET

Managing your pet will keep people, dogs, livestock, and wildlife from feeling threatened. Make sure your pet is on a leash or controlled at all times. Do not let your pet approach or chase wildlife. When animals are chased or disturbed, they change eating patterns and use more energy that may result in poor health or death. Take care of your pet's waste. Take a small shovel or scoop and a pick-up bag to pick up your pet's waste— wherever it's left. Place the waste bags in a trashcan for disposal.

When visiting any outdoor area, try to leave it the same as you find it. The less impact

we each make, the longer we will enjoy what we have. Even picking flowers denies others



PLAN AHEAD



RESPECT OTHER VISITORS

the opportunity to see them and reduces seeds, which means fewer plants next year. Use established restrooms. Graffiti and vandalism have no place anywhere, and they spoil the experience for others. Leave your mark by doing an approved conservation project. Expect to meet other visitors. Be courteous



TRASH YOUR TRASH

and make room for others. Control your speed when biking or running. Pass with care and let others know before you pass. Avoid disturbing others by making noise or playing loud music. Respect "No Trespassing" signs. If property boundaries are unclear, do not enter the area. Make sure all trash is put in a bag or trash receptacle. Trash is unsightly and ruins everyone's outdoor experience. Your trash can kill wildlife. Even materials, such as orange peels, apple cores and food scraps, take years to break down and may attract unwanted pests that could become a problem.



Cub Scouting's Leave no Trace Awareness Award

Tiger Cub, Cub Scout, WEBELOS Scout

1. Discuss with your leader or parent/guardian the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
3. Boys in a Tiger Cub den complete the activities for Achievement 5, Let's Go Outdoors; boys in a Wolf den complete Requirement 7, Your Living World; boys in a Bear den complete Requirement 12, Family Outdoor Adventures; boys in a Webelos den earn the Outdoorsman activity badge.
4. Participate in a Leave No Trace-related service project.
5. Promise to practice the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting.

Cub Scout Leader

1. Discuss with your den's Cub Scouts or your pack's leaders the importance of the Leave No Trace frontcountry guidelines
2. On three separate outings demonstrate and practice the frontcountry guidelines of Leave No Trace.
3. Participate in presenting a den, pack, district, or council awareness session on Leave No Trace frontcountry guidelines.
4. Participate in a Leave No Trace-related service project.
5. Commit yourself to the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Assist at least three boys in earning Cub Scouting's Leave No Trace Awareness Award.

Want to do More? Take The Pledge!

You can take the pledge to practice the Leave No Trace frontcountry guidelines wherever you go. Just review the guidelines and promise to practice them in your frontcountry outings.

Cub Scout Leave No Trace Pledge

I promise to practice the Leave No Trace frontcountry guidelines wherever I go:

1. Plan ahead.
2. Stick to trails.

3. Manage your pet.
4. Leave what you find.
5. Respect other visitors.
6. Trash your trash.

Cub Scout Outdoor Activity Award



Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

Requirements

All Ranks: Attend Cub Scout day camp or Cub Scout/Webelos Scout resident camp.

Rank-Specific

Tiger Cubs

Complete one requirement in Achievement 5, "Let's Go Outdoors" (*Tiger Cub Handbook*) and complete three of the outdoor activities listed below.

Wolf Cub Scouts

Assemble the "Six Essentials for Going Outdoors" (*Wolf Handbook*, Elective 23b) and discuss their purpose, and complete four of the outdoor activities.

Bear Cub Scouts

Earn the Cub Scout Leave No Trace Award (*Bear Handbook*, Elective 25h) and complete five of the outdoor activities.

Webelos Scouts

Earn the Outdoorsman Activity Badge (*Webelos Handbook*) and complete six of the outdoor activities



Outdoor Activities:

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.
2. Participate in an outdoor activity such as a picnic or park fun day.
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
4. Attend a pack overnighter. Be responsible by being prepared for the event.
5. Complete an outdoor service project in your community.
6. Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Pack Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.

APPENDIX J – Outdoorsman Award

Pack 79 Outdoorsman Award - As embodied in motto of the Outdoorsman Program “Outdoor Outdoor Spirit”, Pack 79 has created the Outdoorsman Award. This award recognizes both participation in the Pack Camping program and displayed outdoor skills.

This Award can be earned every year with First patch and subsequent year knots

Requirements (All Ranks):

- Attendance at any four Pack Overnights or Cub World/ Webelos' Woods listed on page 6
- Earn the leave no trace award, practice the Frountcountry Guidelines (page 15), and follow the Outdoor Code
- Perform at 3 Campfire programs
- Demonstrate proficiency in knot tying (graduated by rank)
- Demonstrate understanding of basic first aid (graduated by rank)
- Demonstrate proficiency with Compass and Map (graduated by rank)
- Complete the Rank specific activities to qualify for Outdoor activity award



the Skills,

year

Tigers

- Complete #5 - Let's Go Outdoors and #3Fb - Keeping Myself Healthy and Safe
- Complete elective *31 Learn About Animals, 35 Fun Outdoors, 40 Fun in the Water*
- Knots – complete elective *18 Sew a Button* and tie following knots: bow, over-hand, square, bowline, half hitch
- First Aid – complete elective *29 Safety in the Sun* and *27 Emergency*
- Compass and Map – complete Map and Compass Belt Loop
- Learn abbreviated Outdoor Code (green words below)

Wolf

- Complete wolf rank requirements #2 e, f, #8e,
- Complete elective *19 Fishing, 23 Let's Go Camping*
- Complete Swimming Assessment Test
- Knots – Whip a rope, tie following knots: overhand, square, bow, sheet bend, half hitch, clove hitch, bowline, sheepshank, figure eight,
- First Aid – complete 3a-c, elective 18g, learn how to treat heat injury, bleeding, and broken bone
- Compass and Map – complete Map and Compass Belt Loop and Pin requirements, complete a orienteering course
- Memorize Abbreviated Outdoor Code (green Words Below)

Bear

- Complete Bear rank requirements #11, #12, #19
- Earn Whittling Chip
- Complete elective *12 nature crafts, 19 Swimming, 25 Let's Go Camping*
- Knots – Complete #22, tie following knots: overhand, square, bow, sheet bend, half hitch, clove hitch, bowline, sheepshank, figure eight, fisherman's, taut-line hitch
- First Aid – learn how to treat heat injury, bleeding, and broken bone or Take Red Cross Basic Aid Training (BAT)
- Compass and Map – complete Map and Compass Belt Loop and Pin requirements, complete a orienteering course using compass and pace count
- Memorize Outdoor Code

WEBELOS

- Complete Outdoorsman, Naturalist, Forester, Aquanaut Activity Badges
- Earn Whittling Chip and Fire Chip
- Knots – tie following knots: overhand, square, bow, sheet bend, half hitch, clove hitch, bowline, Prusik, sheepshank, figure eight, fisherman's, timber hitch, taut-line hitch and properly lash a tripod
- First Aid – complete Readyman Activity Badge and Take Red Cross Basic Aid Training (BAT)
- Compass and Map – complete Map and Compass Belt Loop and Pin requirements, complete a orienteering course using compass and pace count
- Memorize Outdoor Code

The Outdoor Code

***As an American, I will do my best to -
Be clean in my outdoor manners.***

I will treat the outdoors as a heritage.

I will take care of it for myself and others

***I will keep my trash and garbage out of lakes, streams, fields,
woods, and roadways.***

Be careful with fire.

I will prevent wildfire.

I will build my fires only where they are appropriate.

When I have finished using a fire,

I will make sure it is out.

I will leave a clean fire ring or remove all evidence of my fire.

Be considerate in the outdoors.

I will treat public and private property with respect.





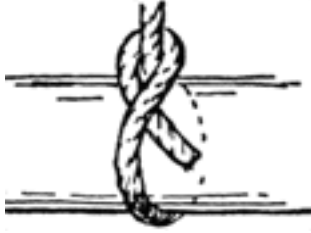

I will use low-impact methods of hiking and camping.

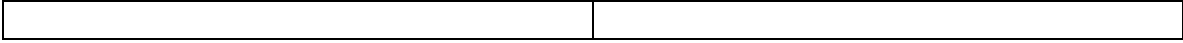
And Be conservation minded

***I will learn how to practice good conservation of soil, waters,
forests, minerals, grasslands, wildlife, and energy.***

I will urge others to do the same.

APPENDIX K - Knots for Outdoorsman Award

<p style="text-align: center;">Bow Knot</p>  <p>The Bow Knot is a Joining knot used to join two lines with a slip release. It is a square knot with the second half knot tied with two bights to make it into a bow</p>	<p style="text-align: center;">Over-hand Knot</p>  <p>The over-hand knot is used as a "stopping" knot</p>
<p style="text-align: center;">Square Knot</p>  <p>The Square Knot is a joining knot used to join the ends of two lines of the same size. You can loosen the square knot easily by either pushing the ends toward the knot or by "upsetting" the knot by pulling back on one end and pulling the other through the loops</p>	<p style="text-align: center;">Bowline Knot</p>  <p>The bowline is a Loop Knot which has been called the king of knots. It will never slip or jam if properly made and, thus, is excellent for tying around a person in a rescue. Begin by formatting an overhand loop in the standing part. Then take the free end up through the eye, around the standing part and back where it came from</p>
<p style="text-align: center;">Half Hitch</p>  <p>The Half hitch is a temporary attaching knot. It will hold against a steady pull on the standing part, especially if a stopper knot is put in the end</p>	<p style="text-align: center;">Clove Hitch</p>  <p>The Clove Hitch is a Securing Knot and is one of the most widely used knots. Because it passes around an object in only one direction, it puts very little strain on the rope fibers</p>



Sheet Bend

QuickTime™ and a TIFF (Uncompressed) decompressor are needed to see this picture.

The sheet bend is a joining Knot and the most important knot for joining two rope ends if the ropes are of different sizes. Snug it carefully before applying any strain to the knot

Sheepshank



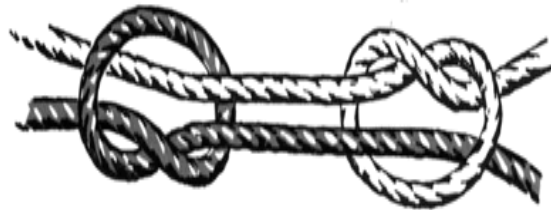
The Sheepshank is knot is used to shorten a rope that is fastened at both ends. The sheepshank is only a temporary knot as it stands. But it can be made more permanent by adding a second half hitch to each end

Figure Eight Knot



The Figure Eight is an End Knot and often used in such places as the end of a string when tying a package with a slipknot or in the end of a rope forming a lariat loop

Fisherman's Knot



The fisherman's knot is used for joining two fine lines such as fishing leaders. It is simply two overhand knots, one holding the right-hand line, and the other the left-hand line. Pull each of the two overhand knots taut separately. Then dress so the two overhand knots come together by pulling on the standing parts of each line

Taut-Line Hitch

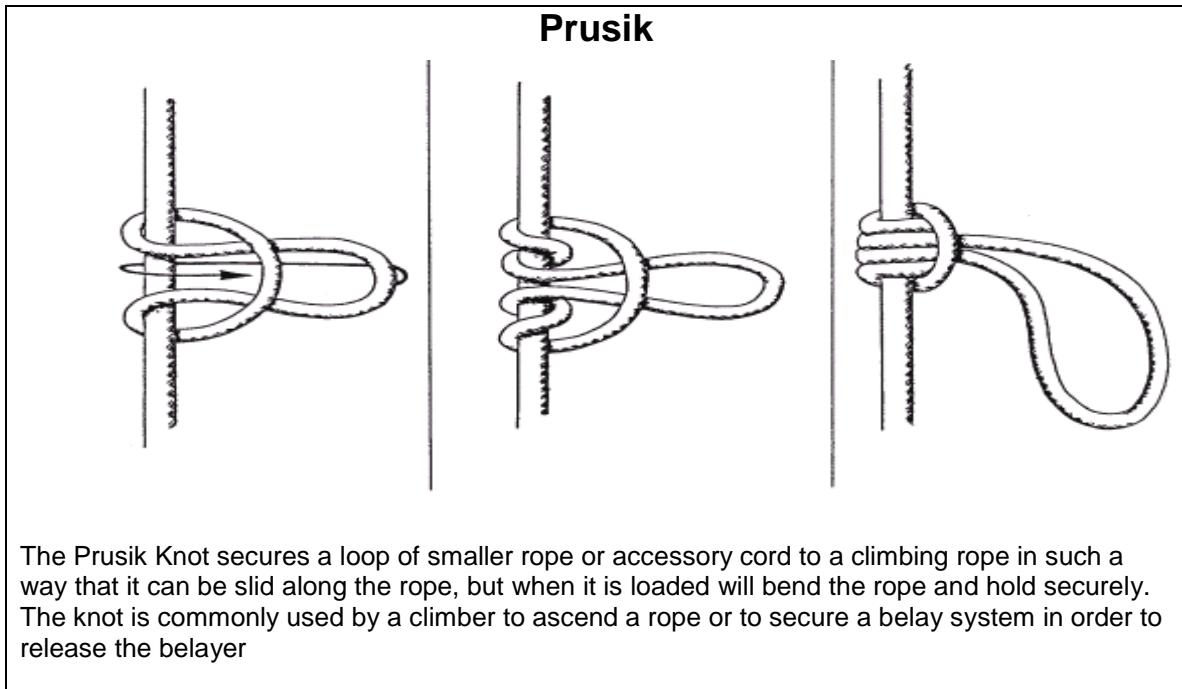


The Taut-Line Hitch is a Securing Knot and since it will only slide one way, the Taut-line hitch is often used on tent ropes. The taut -line hitch will hold firmly on a smooth pole such as a scout stave

Timber Hitch



The Timber Hitch is a Securing Knot and is an important hitch, especially for dragging a heavy object like a log. It will hold firmly so long as there is a steady pull. The timber hitch is also useful in pioneering when two timbers are "sprung" together. When it is used for dragging, a simple hitch should be added near the front end of the object to guide it



Some resources for knot tying:

Knots - http://www.retiredscouter.com/resource_knots.html

40 knots of scouting - <http://www.troop7.org/Knots/>

Demonstrates tying of knots - <http://www.animatedknots.com/>

A variety of knots for those who want a little more -
<http://www.2020site.org/knots/index.html>



Quotes :

From The Law of the Pack – Rudyard Kipling

For the strength of the Pack is the Wolf, and the strength of the Wolf is the Pack

If – Rudyard Kipling

If you can keep your head when all about you
Are losing theirs and blaming it on you;
If you can trust yourself when all men doubt you,
But make allowance for their doubting too;
If you can wait and not be tired by waiting,
Or being lied about, don't deal in lies,
Or being hated, don't give way to hating,
And yet don't look too good, nor talk too wise:

If you can dream -- and not make dreams your master;
If you can think -- and not make thoughts your aim;
If you can meet with Triumph and Disaster
And treat those two imposters just the same;
If you can bear to hear the truth you've spoken
Twisted by knaves to make a trap for fools,
Or watch the things you gave your life to, broken,
And stoop and build 'em up with worn-out tools;

If you can make one heap of all your winnings
And risk it on one turn of pitch-and-toss,
And lose, and start again at your beginnings
And never breathe a word about your loss;
If you can force your heart and nerve and sinew
To serve your turn long after they are gone,
And so hold on when there is nothing in you
Except the Will which says to them: "Hold on!"

If you can talk with crowds and keep your virtue,
Or walk with kings -- nor lose the common touch,
If neither foes nor loving friends can hurt you,
If all men count with you, but none too much;
If you can fill the unforgiving minute
With sixty seconds' worth of distance run --
Yours is the Earth and everything that's in it,
And -- which is more -- you'll be a Man, my son!

Advice from Boy's Own Paper - Sir Frederick Treves

'Don't worry about genius and don't worry about not being clever.

Trust rather to hard work, perseverance, and determination.

The best motto for a long march is "Don't grumble. Plug on."

You hold your future in your own hands. Never waver in this belief.

Don't swagger. The boy who swaggers - like the man who swaggers - has little else that he can do. He is a cheap-Jack crying his own paltry wares. It is the empty tin that rattles most.

Be honest. Be loyal. Be kind.

Remember that the hardest thing to acquire is the faculty of being unselfish.

As a quality it is one of the finest attributes of manliness.

'Love the sea, the ringing beach and the open downs.' 'Keep clean, body and mind'

Notes: