



WEBELOS WOODS

Leader's Information & Preparation Guide

Traveling Day Camp

Crossroads of the West Council

Dear Leaders,

We are thrilled that you will be joining us at the Traveling Day Camp Webelos Woods this summer. Thank you for taking the time to read and become familiar with details found in this Leader's Guide.

As a leader, there are several areas that will be of great importance but nothing is more important than safety; safety for the Cub Scouts, safety for the leaders, and safety for the camp staff. Camp is designed to be fun, provide positive experiences, promote physical activity and offer an opportunity for Cub Scouts to interact with other Cub Scouts, Scouts and adults. There will be camp staff present; however, your attentiveness and involvement at camp are vital for a successful Day Camp experience.

We look forward to meeting you.

See you soon.

Sincerely,
Traveling Day Camp Leadership

Andy Rollins
Day Camp Director

Debbie Gullede
Program Director

Mission Statement

Our mission is to provide a quality, safe, and fun outdoor experience to children of the Cub Scout age and to the leaders who support them as well as strengthen their character as they participate in activities which challenge them mentally, physically, and spiritually.

Who can attend

Children attending a BSA camp must be registered as scouts. A registration has to be verified through the Council prior to participation at camp or the individual will not be permitted to attend.

The Webelos Woods day camp is tailored for Cub Scouts in the Webelos and Arrow of Light dens.

Registration

Registration online

- Regular Price: Scouts - \$25 per youth, Leaders – Free
- Overnight Price: Scouts - \$35 per youth, Leaders – \$10
- Late Fee of \$5 per youth: applies the day before the first day of the location session

★ Online Registration Closes 1 week before the first day of the session

Session Dates

Session #1 – Salina, UT
June 3/4, 2022

Session #2 – Roosevelt, UT (James Bacon Memorial Park)
June 17/18, 2022

Session #3 – Evanston, WY (Bear River State Park)
June 24/25, 2022

Session #4 – Hurricane, UT (Quail Creek Scout property)
October 14/15, 2022

Preparations Before Camp

The adage is still true: *If you fail to plan, you plan to fail.* As you plan and prepare to attend Day Camp, keep the following things in mind.

You will need to make sure to gather the following items:

- Health forms for both adults and youth

A&B-http://www.scouting.org/filestore/HealthSafety/pdf/parts_ab.pdf

- Day Camp registration receipt
- Roster of youth and leaders attending camp – be sure to follow the Two-Deep Leader rule which states *“Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings.”* **To better facilitate this, we recommend you have 1 leader per 8 youth, with a minimum of 2 leaders.**
- Parental permission slips
- Medications needed while at camp

What to Bring

- Camping supplies (if staying overnight)
- Full water bottles
- A snack for the break time (a cooler to store for members of your Pack)

Check-in Process

When you arrive, please go to the registration table to:

- Verify who will be attending camp
- Turn in all medical forms

Achievements

Now, more than at any other time in history, children are not spending most of their time outdoors. There are so many electronic distractions that keep them inside that their minds and bodies are being denied the education that only nature can give. Scouting is a progressive program, and the outdoor experience intensifies as they get older. The experience starts when they are Cubs. We put a lot of thought into what kinds of experiences will show youth the kinds of things they can do outside so they will have the desire to continue their experience away from Day Camp.

The Webelos Woods was designed to help the Scouts achieve within the outdoor Adventures.

Stations

The stations will provide instruction and activities to complete requirements in each of the following areas. Per instructions from BSA National, stations will not complete Adventure requirements but will provide partials. Scouts are encouraged to return to their Den Leader to complete requirements.

- Camper Adventure: Knots, Tents, Campfire, Overnight
- Scouting Adventure: Whittling CHIP
- Into the Wild Adventure: Animals
- Into the Woods/ Webelos Walkabout Adventure: Plants
- Castaway Adventure: Fire and Wilderness Survival
- Sportsman Adventure: Sportsmanship and Games, Shooting Sports
- Cast Iron Chef Adventure: Outdoor Cooking
- Trading Post

Adventure requirements (Partials)

Cast Iron Chef

3. At an approved time in an outdoor location and using tinder, kindling, and fuel wood, demonstrate how to build a fire; light the fire, unless prohibited by local fire restrictions. After allowing the flames to burn safely, safely extinguish the flames with minimal impact to the fire site.

2. Prepare a balanced meal for your den or family; utilize one of the methods below for preparation of part of your meal:

- a. Camp stove
- b. Dutch oven
- c. Box oven
- d. Solar oven
- e. Open campfire or charcoal

2. Demonstrate an understanding of food safety practices while preparing the meal.

Webelos Walkabout

5. Describe and identify from photos any poisonous plants and dangerous animals you might encounter on your hike

Camper/Outdoorsman (completed if participating in optional overnight)

OPTION A:

1. With the help of your den leader or family, plan and conduct 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 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.
7. Discuss what you have done to minimize as much danger as possible.

Scouting Adventure

- 5a. (partial) Show how to tie a square knot, two half hitches and explain how each knot is used.
 - b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Castaway

- 1b. With the help of an adult, demonstrate one way to light a fire without using matches. a. On a campout with your den or family, cook two different recipes that do not require pots and pans.
- 2a. (partial) Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack.

Into the Wild

4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
7. Give examples of at least two of the following:
 - a. A producer, a consumer, and a decomposer in the food chain of an ecosystem
 - b. One way humans have changed the balance of nature
 - c. How you can help protect the balance of nature

Into the Woods

2. (partial) Tell how both wildlife and humans use them.

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.

Sportsman

2. (**partial**) While you are a Webelos Scout, play two team sports.

3a – Discuss sportsmanship and describe examples of good sportsmanship

Schedule

All participants will be organized into Dens who will rotate through the schedule together. The Dens will be limited in size for better participation and management. Depending on the size of your Pack, the Den could be only your boys, it could be combined with boys of another Pack or it could mean your Pack is split into two different Dens.

There will be a 2-day schedule with an optional overnight. The first day will begin late afternoon and go to the evening ending with a campfire program. Scouts will have the option to camp overnight, ONLY IF THEY HAVE A PARENT WITH THEM. No scouts are permitted to sleep in tents with other boys or adults that are not their parents or legal guardians

The second day will begin in the morning and go to around noon.

Webelos Overnight Schedule

	Day 1
4:30 PM	Check-in/Registration
4:50	Opening
5:00	Station 1
5:35	Station 2
6:10	Dinner
7:20	Station 3
8:00	Campfire
9:00	Dismiss to camp

	Day 2
7:00 AM	Breakfast
8:00	Station 4
8:35	Station 5
9:10	Station 6
9:45	Break
10:00	Station 7
10:35	Station 8
11:10	Closing
11:30	Dismiss home

Dinner: Outdoor Cooking

The camp will provide food and cooking supplies for you to cook dinner and breakfast. If there are specific allergies, a scout may choose to bring their own food. Dinner will consist of hot dogs, vegies, and chips. Breakfast is dutch oven Mountain Man casserole with shredded potatoes, cheese, eggs, and bacon with muffins, yogurt, fruit, milk and fruit drink available. The \$10 fee is for the purchase of the food for those participating. Feel free to bring additional food if these options are not workable for someone.

Overnight (optional)

The Webelos Woods offers an opportunity for the Scouts to camp overnight with a trusted adult. The camp will be released after the campfire program. Camera are welcome to camp overnight on their own. If they elect to leave, please be reminded that breakfast preparations will begin at 6:30am.

The campout itself covers requirements in the outdoor adventures. If the family will be camping overnight, they may use some of the time during dinner (waiting for the food to cook) to choose a site and help the Scout set up the tent. The dinner hour is the earliest that parents who will be joining their Scout for the overnight are permitted to arrive.

As a reminder, use the entire area and not just the trees. The time that the Scouts will be in the tents is not when the sun is hot and everything must be cleaned up by 7:45 am, so it is not necessary to crowd under the trees.

Trading Post

The Trading Post is an opportunity to take home a “piece of camp”. There will be many non-food items available such as Scout craft items, fun gadgets, Scout skill items, games and more. There will also be some snacks available for purchase.

Your Scouts are invited to bring some spending money for this. **However, the only time your group will have to purchase from the Trading Post will be during**

Lunch *after* the camp staff has had an opportunity to eat and at the close of camp.

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Leadership

At camp there will be several layers of leadership.

- There will be the **administrative staff**. Members of the administration will be identified by a council camp t-shirt. The Day Camp Director and Program Director will be present.
- There will be **walk-in leadership**. These leaders are Den and Pack leaders who come to camp with their Cub Scouts. Walk-in leaders are there to primarily supervise the boys in their group. This means they should know where each member is at all times. They should be the ones employing discipline and order to the group. They are expected to be engaged in the activities with the group. Most of Day Camp is a “hands-on” experience. Walk-in leaders provide more helping hands to help the Scouts have a greater opportunity to experience success.

★ **IMPORTANT NOTE:** Day Camp is specifically designed for program attendee ages; please do not bring siblings, day care children, or other youth that are not registered Cub Scout participants.

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Vehicles and Parking in Camp

As you come into camp please do so slowly (obey the posted speed limit). Please back into parking spaces in case of an emergency exit.

Safety

- Buddy System

Everyone must travel throughout the camp in a minimum of pairs. The Buddy System is necessary to keep tabs on the whereabouts of all those in camp. It is a precautionary measure that helps prevent Scouts (and leaders) from getting lost. Please note that no one is permitted to be anywhere in camp without a buddy. Administrative and Camp Staff will intervene if a lone scout is spotted, and we request that all walk-in leadership respect and honor this rule regardless of feelings of inconvenience.

- Following the Schedule

To allow for each Den to enjoy the time they have at each of the stations, we ask that you do not leave your station early and go to the next one or stay later than your allotted time. There will be a signal letting you know it is time to switch. Please do not skip stations and wander to various areas of the camp. Depending on the location, we may not have the entire park for our use. It is important to respect the other visitors who may be at the park and their space.

Wildlife

Camp locations are home to a variety of wildlife. Please remember this and treat both the environment and the wildlife with respect. Do not attempt to approach, handle or chase wildlife. To preserve the trees, please do not allow anyone to climb on the trunks, break off branches or leaves, or rip off the bark. Be prepared to be outside for an extended period of time with bug spray and sunscreen.

Camp Evaluation

We want and need your feedback to continue to improve our Camp for future youth. As you go from station to station, please take the time to fill out the Evaluation form given to you at the start of camp. When completed, this form can be returned to any member of the Administrative Staff.

Check-out Process

While at the closing ceremony please pick up your health forms. Also, please be sure and leave your camp evaluation form.

Emergency Procedures

Severe Weather

In case of severe weather indication, notify the camp director. If that is not possible, help implement the following:

- Severe rain or hail: Take cover. Take the best and nearest shelter available in buildings, under tables, etc.
- Severe electrical storm: Stay away from high trees or structures. Take shelter in buildings or low clear areas.
- Severe wind: Stay in clear areas away from trees as much as possible.
- Tornado: Take shelter in low areas such as ditches, etc.

Lost Scout Plan

- Step One
 - Report lost child to a member of the Administrative Staff. A signal will be activated to alert stations to initiate a headcount. A camp staff member will report the “all accounted for” or any problems to the camp director. NO STATION ROTATION WILL OCCUR UNTIL AN

ALL CLEAR IS GIVEN. The all clear will be given through the station instructor. Please be aware that there will be periodic checks of the system.

- Step Two

- Check out any leads as to the child's whereabouts.
- Expand search area (Organize staff and campers).

- Step Three

- Inform Scout Executive, who will call the boy's parents.
- Inform local authorities.

Child Abuse

- Separate victim and abuser if they are together.
- Notify a member of the Administrative Staff.
- Inform Scout Executive.

Health Emergencies:

- STOP LIFE-THREATENING DANGERS, keep the scene safe, and get proper medical help. A "SERIOUS" INJURY OR ILLNESS IS DEFINED AS REQUIRING HOSPITAL CONFINEMENT FOR A PERIOD OF 24 HOURS OR AS "LIKELY TO RESULT IN DEATH OR PERMANENT DISABILITY."
- Notify a member of the Administrative Staff.
- Inform Scout Executive.
- Complete report of fatal or serious injury or illness.

Fire:

- Notify Camp Director. If that is not possible, help implement the following:
 - Small Fire: Use fire extinguisher from the cab of a vehicle or located in other areas of the camp.
 - Large Fire: Clear area of campers. Notify fire fighters by telephone or call 911.