



# RESIDENT CAMP

JUNE 4 – 7, 2026

## February 1, 2026

Dear Parents and Scouts,

This year marks the 16<sup>th</sup> year (yes, we are counting 2020 VIRTUAL camp) of Cub Scout & Webelos Scout Resident Camp with Emily "Coach" Pharez as your Camp Director and myself, Renee LaBoe, as your Camp Program Director. We are very excited to welcome you as part of our scouting family to our premier Boy Scout Reservation, Camp Maubila Scout Reservation, near Jackson, Alabama. Again, Cub Scout and Webelos Scout Resident Camp will enjoy the same location as its "big brother in scouting," SCOUTING AMERICA EXPRESS CAMP and SCOUTING AMERICA WINTER CAMP. Camp Maubila has a long tradition of camping, having celebrated 60 years as an active Scout Reservation in 2025. Join us in affordably exploring the Cub Scout adventures and electives (**EARLY BIRD: \$175** scout and parent or **STAFF: \$150** scout w/staff adult). This year's theme: **SCOUTING AMERICA CELEBRATES USA 250!**

We are especially excited to implement Cub Scout and Webelos Scout Resident Camp at a fully functioning Scout Reservation. The transition from Cub Scouting through Webelos Scouts into Scouting America will be better served by getting familiar with the amenities available at Camp Maubila. We can't wait for camp to get started and meet all our Cubs and Webelos. Our staff will help us to guide each Cub Scout through the program and provide an adventure for all. Our hope is for scouts and scouters to bring their positive experiences back to their respective packs and dens throughout the year. The Cub Scout program provides engaging and challenging adventures for our Cub Scouts and Webelos Scouts that will better prepare the youth for Scouting America and for life in the world beyond.

Resident Camp is not meant to replace parts of the Scouting program in the packs and dens, but rather to provide a new experience for scouts and scouters. Resident Camp is the time to complete and experience some of the major adventures in scouting. Requirements for advancement can be earned through active participation of scouts during Resident Camp, but our goal is to have fun providing a different experience than regularly scheduled pack and den functions.

A schedule of events and activities is included in this guide. Any updates or revisions to the schedule will be provided by the staff on the first day of camp (and/or at meals). The camp starts off with tent set up on Thursday (please do not arrive before 9:00am or later than noon). Webelos, AOL, and their parents will complete swim checks after tent set-up. Lunch to follow at noon, then camp orientation, crafts, more adventures, and the opening night CAMPFIRE organized by the staff. Skits and songs along with staff antics are sure to get your child laughing. Morning to evening activities is scheduled to optimize your stay at camp. All program areas and meals are provided for you so that more quality time can be spent with your child and enjoying yourself. Some free time to explore and relax are built into the schedule (not a lot of free time since we only have scouts/parents for 72 hours - you've got all summer for free time anyway). When your scheduled activity is completed (free time), you may visit the trading post or relax while your child expends some of their energy (under your direct supervision). Nightly movies will provide you and your child with quiet evenings to spend together (purchase snacks and/or drinks from our fully stocked trading post – credit cards gladly accepted). Don't miss the campfire on Saturday night where your children's skits, songs, and antics will surely tickle the staff and campers! Sunday brings our fellowship to a close with an Interfaith Service after breakfast with the QUEST and BIG EVENT to follow. **QUEST and BIG EVENT?** Those that stay through Sunday will find that out (games and prizes galore)!! Our BIG EVENT on Sunday will be to test the scout's skills.

At Cub Scout and Webelos Scout (CS&WS) Resident Camp, we pride ourselves on our ability to refresh and renew our program every year. While the theme for camp changes yearly, we continue to offer classic outdoor experiences of Swimming, Fishing, BB Guns, Archery, Slingshots, Crafts, Scout Skills, Nature Trail, Orienteering, Map Skills, Hiking, Skits, and Songs. These changes allow us to offer a greater variety of activities, guaranteeing challenge, adventure, and fun. Advancement opportunities are included in all activities.

Throughout the camp you will have the opportunity to bond with your scout while learning new things and experiencing all that Scouting has to offer. This will be the highlight of your summer and will be cherished by you and your child for years to come. The CS&WS Resident Camp Staff can't wait to meet you. It's time to let your imagination run wild for some fun and adventure this summer. It's going to be a great time for all!

Complete forms: **Medical Forms Part A & B** (one each for scout and adult), **Shooting Sports Permission Slip**, and any online training necessary. See Council website.

If you wish to volunteer your time and/or talents to serve on staff or to help run one of the activities listed on the following schedule and/or have useful stuff to donate (fabric, felt, rope, wood, yarn, glue, crayons, beads, tape, prizes, and absolutely anything else, etc.), contact the CS&WS RC Program Director, Renee LaBoe, at (251) 605-4624, [reneelaboe@hotmail.com](mailto:reneelaboe@hotmail.com).

See you soon,

Emily "Coach" Pharez, Resident Camp Director  
[mom2pharez2@gmail.com](mailto:mom2pharez2@gmail.com)  
251-554-1235

Renee LaBoe, Resident Camp Program Director  
[reneelaboe@hotmail.com](mailto:reneelaboe@hotmail.com)  
251-605-4624

# MOBILE AREA COUNCIL CUB SCOUT & WEBELOS SCOUT RESIDENT CAMP JUNE 4-7, 2026

1. **CAMP FEES:** **Cub Scout/ Webelos Scout** by March 31: \$175.00 per scout & one adult (additional scout \$125 each).  
**Cub Scout/ Webelos Scout** by April 30: \$200.00 per scout & one adult (additional scout \$150 each).  
**Cub Scout/ Webelos Scout** by May 15 (5 PM) \$225.00 per scout & one adult (additional scout \$175 each).  
**STAFF with Scout** by April 30: \$150.00 per scout & one adult staff (additional scout \$125). \$175 until May 15 (+scout \$150).  
**Extra Camp T-shirt:** \$20.00 by May 1<sup>st</sup> **Additional Scout Parent:** \$75.00 -shirt not included (after March 31 - \$100.00).
  - 4<sup>th</sup> & 5<sup>th</sup> grade youth may attend at full price without an attending adult, but must have an adult from their pack's same-aged den to maintain 2 scouts/1 adult ratio. Scouts camp in tents together.
2. **VERIFY RANK:** As of June 1<sup>st</sup>, your scout is eligible to earn advancements toward the next rank. The program will be designed by age group/rank. The scouts rank at camp will be the rank they will be in the fall (AUGUST). Help us to ensure correct rank placement. Verify the rank your scout has completed.
3. **CAMP HOURS:** CAMP BEGINS on 9:00am Thursday, June 4<sup>th</sup> CAMP ENDS at before lunch on Sunday, June 7<sup>th</sup>  
**ARRIVAL:** Please arrive **NO EARLIER than 9:00 am** on Thursday. On arrival to camp, EVERYONE will set-up your tents. The first Orientation begins at 11:00am, CHECK-IN, ASSEMBLY and LUNCH will start at NOON followed by the second part of ORIENTATION. Please do not arrive late as it greatly affects the scout camper's schedule of activities.
4. **REQUIRED FORMS:** The following forms are required for every participant upon check-in: **MEDICAL FORM PART A & B:** Bring the completed **Medical Forms** parts A & B for both scout and adult. Bring all prescription medication in original prescription bottle. Please bring any necessary battery operated medical devices with you (CPAP, insulin monitors, etc.-- recharging medical devices is in the First Aide Lodge). NONE or limited electricity in campsites. **SHOOTING SPORTS PERMISSION SLIP:** Bring a signed **SHOOTING SPORTS PERMISSION SLIP** for shooting range for your child to participate. See Council website at [www.bsamac.org/events](http://www.bsamac.org/events).
5. **ADULT ONLINE TRAINING TO COMPLETE:** Adult participants at camp should take online training at [my.scouting.org](http://my.scouting.org) for the following: **Youth Protection, Safe Swim Defense, Safety Afloat, and Weather Awareness.** ALL ADULTS: EMAIL YOUR YOUTH PROTECTION CERTIFICATE to the PROGRAM DIRECTOR!!
6. **SWIM TEST:** **WEBELOS & AOL and their parents must take \*SWIM CHECKS on the first day of camp after your tent is up. Wear swim suit and remember to bring a towel and a change of dry clothes.** ALL other campers and parents will follow the SWIM CHECK schedule on Friday. NO ONE will be allowed into the fenced area without first taking a swim check OR parent/scout may declare to be a \*NON-SWIMMER for the duration of camp. See BSA Swim Check requirements below.
7. **BRING TO CAMP:** Completed BSA Medical Form PARTS A & B to give to Medical Officer at Orientation, with daily medication,
  - Tent(s), ground tarp, sleeping bag, mattress pad, pillow- Webelos & AOL setup/sleep in their own tent with another scout,
  - Clothes - shorts, t-shirts, uniform, socks, underwear, swimwear, water shoes, athletic shoes, hat, sleepwear, towel, etc.,
  - Everyone must wear CLOSED-TOED shoes WITH SOCKS to prevent accidents, cuts and/or bruises (STRICTLY enforced).
  - Toiletries/hygiene - toothbrush, toothpaste, deodorant, shampoo, soap, comb, towel, wash clothes, etc.,
  - General items - flashlight, water bottle, sunscreen, bug repellent, rain gear, paper/pencil, new Scout Handbook,
  - Wear comfortable play clothes with Resident Camp Shirt. Shorts with belt loops are preferred. Some activities are messy.
  - Bring your FIELD uniforms (CLASS A) to take part in the color guard for daily flag ceremonies (raising and lowering).
8. **DO NOT BRING:** firearms, archery equipment, **NO FIREWORKS**, liquid fuel, **pocket knives**, sheath knives, or electronics.
  - Scouts should NOT bring a pocket knife at camp. **Leave ALL pocket knives at home regardless of Whittling Chip.**
  - Most all campsites **DO NOT** have electricity. NO GENERATORS. Battery powered devices. See notes for medical devices.
  - No vehicles or trailers in the campsites. Do not bring pack trailers to camp.
  - **NO FLAMES** or propane lanterns IN TENTS! One campfire allowed per campsite in existing fire ring. Shovels and water pails available in all campsites.
  - **NO SMOKING/ALCOHOLIC BEVERAGES/CONTROLLED SUBSTANCES.** It is the policy of the Boy Scouts of America that the use of alcoholic beverages, controlled substances, and tobacco products (including cigarettes, e-cigs, chewing tobacco, vaping, etc.) is not permitted at encampments or activities on property owned and/or operated by the BSA, or at any activity involving participation of youth members.
9. **GENERAL GUIDELINES:** The following are general guidelines/safety policies all participants are expected to follow.
  - All participants will be wearing color-coded ID BRACELETS for the duration of camp.
  - Walking is the preferred mode of travel to/from programs areas and the campsite.
  - Buddy System at all times. Cub Scouts—scout/parent is buddy. Webelos & AOL—scout/scout is buddy with 2 adults.
  - At least two adults must be present to ALWAYS supervise campers (including FREE TIME and breaks).
  - The scout's behavior is monitored by the parent/guardian accompanying the camper. Use Scout Oath & Law as a guide.
  - Campers must avoid maintenance areas, storage facilities, and construction sites (caution taped areas).
  - Attire should be appropriate and never be in question. Avoid overly tight or overly revealing attire. Swimwear should be appropriate. No wet swimwear in the program areas or dining hall. A Scout is morally straight and reverent.
  - Come dressed in swimwear prior to Swimming Pool or Lake Front session. Pool area bathrooms are to put on dry clothes.
  - Water shoes, flip flops or Crocs will be allowed in showers, lakefront, and pool area ONLY.

- Campers must report all accidents, injuries, or lost persons to the Camp Staff immediately. Nurse/EMT on staff.
- Keep the latrine and campsite areas clean and free from hazards. Report any needs or problems to camp staff.
- Please place garbage in trash cans or in the dumpster located behind the Dining Hall. Mystery Trash prize in effect.
- Leave wildlife alone. Snakes, coyotes, lizards, frogs, raccoons, opossums, and deer, etc. make Camp Maubila their home.
- Camp Staff monitor the weather. Written and Posted emergency procedures are in place for severe weather events.
- All visitors sign in at camp office and wear a Visitor Pass. Adults leaving camp must sign out and back in each time.
- Visitors staying for meals must pay a \$10.00 fee for each meal. NO VISITOR may spend the night.
- Any camper that needs to leave camp prior to noon on Sunday must be signed out by their parent/guardian.

**10. CAMPSITES:** Each family's camping equipment will be moved into designated camp trailer to be dropped off at the campsite. See map for campsite locations. Families will set-up in following campsites: Tiger-(14) FAMILY, Wolf-(14) FAMILY, and Bears-(9) OCOCOE should help their parent to pitch the tent (scout and parent MAY stay in the same tent). Webelos-(13) STAFF and AOL-(7) NATCHEZ. Webelos and AOL scouts (with an additional scout buddy) should set-up and sleep in the tents they pitch in the center of the campsites with parents/guardians in a tent around the perimeter (Webelos/AOL scout and parent/guardians will be in separate tents).

**11. PARKING:** There will be no parking in the camping site. DO NOT BRING TRAILER. Campers and parents will walk behind the camp trailer to the campsite. DO NOT bring a lot of extra camping gear as vehicles will NOT be allowed in the camping area. Cub Scout & Webelos Scout parent parking in main parking. Parking #2 (OCOCOE parking) is a good distance from campsite.

**12. SPECIAL ACCOMODATIONS:** In order to best accommodate special needs (food allergies, CPAP, etc.), please notify the Camp Program Director of any special needs **in BLACKPUG** at time of payment of fees, preferably by May 1<sup>st</sup> or as soon as possible.

**13. MEALS:** All meals are provided in the dining hall (1<sup>st</sup> meal is Thursday LUNCH at NOON). Purchase snacks nightly for movie.

**14. TRADING POST:** Bring cash/credit cards to buy snacks, chips, ice cream, candy, drinks, t-shirts, souvenirs, scout items, etc. at the Trading Post.

**15. BIG EVENT PASSES:** Big Event Passes are special awards "earned" by scouts who exhibit the 12 points of the Scout Law (A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent). Big Event Passes can be used to "earn a chance to win" special items at Sunday's Big Event. Live the Scout Oath and the Outdoor Code for more rewards. Earn extra Big Event Passes for Scout Spirit, Campsite Inspections, parents volunteering, etc.

**16. SCOUT SPIRIT:** While Spirit scoring is at the discretion of the staff, consideration is typically given to the items listed above as well as the Den/Patrols' cooperation within its ranks, with other dens/patrols, with leaders/staff, and living up to the scouting ideal of the Scout Oath and Law, but not forgetting "fun with a purpose."

**17. DEN/PATROL DOODLE:** A flag Doodle will be awarded to the Den/Patrol that earns the most votes for Scout Spirit from leaders/staff (see 16).

**18. LOST AND FOUND:** Items found are to be turned in at the Camp Office. Label your stuff! Mobile Area Council/camp staff are NOT responsible for lost or stolen items. A scout is TRUSTWORTHY. Secure all valuables/do not leave items unattended.

**19. CAMPSITE INSPECTIONS:** Upon ARRIVAL, Camp Counselors/Staff will go over campsite rules and equipment noting any deficiencies at that time. Daily, Camp Staff will inspect each campsite for cleanliness, orderly set-up, scout spirit, etc. Extra BIG EVENT PASSES may be awarded. Damage to BSA Property or camping equipment will be accessed before departure.

**20. SUNDAY CHECK-OUT/ADVANCEMENT:** Make sure we have your correct email since the scout will receive the Resident Camp Advancement Sheet listing his Adventures, Electives, and Awards completed or partially completed during camp by EMAIL. If you did NOT receive this GUIDE by email, please update it before you leave. Camp Projects, Camp Certificates, and Camp Patch will be taken home. Give a copy of the Advancement Sheet and any supporting data sheets to your regular Den Leader or Advancement Chairman (CS&WS Resident Camp does NOT give out the loops). Please make sure that Resident Camp Program Director, Renee LaBoe, has the email and phone number of the 2026 Cubmaster and/or Advancement Chairman for your Pack.

#### **BASIC DIRECTIONS TO BSA CAMP MAUBILA: Camp Maubila Road, Grove Hill, AL 36451.**

Take I-65 North to the CREOLA / HWY 43 EXIT 19. Obeying all speed limits through small towns, travel through to Jackson, AL. At Hampton Inn Jackson, turn right at traffic light before WALMART (Walker Springs Rd). Proceed about 5 miles until a wide intersection on the left (Walker Springs Lake Road). Drive about 3.5 miles, turn left onto Camp Maubila Road (dirt road), entrance to Maubila Scout Reservation on right.

**STAFF ONLY:** Parents or leaders that wish to be on staff/volunteer, please call Program Director as soon as possible. Please plan to attend the mandatory Resident Camp Training meeting: **ZOOM MAY 4<sup>th</sup> at 7:30pm**. It is important that you email or call us so we will have a way to contact you and to know which area you will be working. STAFF will need to bring their full Field Uniform (Class A) to camp. Staff should also complete online training listed above and: **Unlawful Harassment Training, Trek Safety, Weather Hazards**, at [www.my.scouting.org](http://www.my.scouting.org), and should be a **registered scouter**. **ALL STAFF (youth and adults)** should report to camp by at least **1:30pm on Wednesday, June 3, 2026**, for additional training. **Please, no children/campers if possible.** Call Program Director for any clarifications or concerns.

If you have any questions or concerns, please contact the **CS/WS Resident Camp Program Director, Renee LaBoe**, Call/Text **(251)605-4624** or email: [reneelaboe@hotmail.com](mailto:reneelaboe@hotmail.com).

## **EMERGENCY PROCEDURES:**

### **GENERAL**

In the event of an emergency, the following plan will be followed:

- The emergency signal shall be three (3) long blasts from the air horn by the Camp Director or Program Director ONLY.
- Every activity will cease immediately. Leaders are to take roll call of scouts, parents, other personnel assigned to the den/patrol.
- Everyone will remain in place "MAINTAIN STATIONS." Everyone waits for instructions regarding the camp emergency.
- If necessary, a radio call will alert leaders to move EVERYONE to the Dining Hall as a unit as quickly and as safely possible.

### **ACCIDENT AND HEALTH ISSUES**

- All scratches, abrasions, cuts, and bruises need to be seen by the Health Officer in the First Aide Lodge (scouts, parents & staff).
- Get injured person to the First Aide Lodge. Serious accident/illness, notify Camp Director immediately.
- If serious accident/illness victim is unable to be moved safely, Nurse/EMT will respond to the scene. Notify Camp Director.
- Always bring parent/guardian to First Aide, but NOT your den. Leave adult(s) in charge to continue program area as scheduled.
- Nurse/EMT will treat serious accident/illness. Nurse/EMT will decide if scout should continue with camp after serious accident/illness.
- If the Nurse/EMT needs further emergency personnel/equipment, the Nurse/EMT will call for an ambulance or parent and Camp Director will transport camper/parent/staff to the nearest hospital/urgent care facility.
- Do not POST anything on social media (including, but not limited to pictures, videos, well wishes, etc.).
- Camp Director will notify Scout Executive immediately.
- Camp Director will see that a complete report is made of the incident as soon as practical after the occurrence of the serious accident/illness.

### **FIRE**

In the event of a fire, all staff, scouts, and parents will remain or report to the parade ground (by flag poles) as soon as safely possible. Leaders will take roll call of all assigned personnel. The Camp Director or Program Director will notify the nearest Fire Department, Scout Executive, and Camp Ranger immediately. Wait for the Camp Director or Program Director to give further instructions (including evacuation of camp if necessary). No vehicles or personnel will leave the area without the approval of the Camp Director or Program Director. All staff and parents are expected to keep the campers/parents calm and quiet. Follow all instructions given by Camp and Fire Department personnel.

### **UNWANTED GUEST**

All guests/guest speakers will be required to check in at the camp office and be given a VISITOR TAG. Any adult who sees someone without a wristband or Visitor Tag will notify the Camp Director or Program Director Immediately by radio. Cautiously approach/call out to the individual to ask him/her to explain their presence, ask them to check in at the camp office, or ask them to leave. A youth staff member who sees someone unknown (without a wristband or Visitor Tag) should find someone with a radio. Do not confront.

### **LOST CHILD**

Parents should stay with the den/patrol at all times. Remember: THE BUDDY SYSTEM is always in effect. Cub Scout parent is buddy. For Webelos/AOL, boy is buddy with parents 2 deep. Notify the Camp Director immediately as soon as a scout is discovered missing. We will need the missing scout's name, last known location, campsite, and any other identifying information (color hair, eyes, shorts, shoes, hat, wears glasses, etc.). A radio call will go out to "MAINTAIN STATIONS" whereas no one leaves the program area they are currently in until the missing scout has been located. ABSOLUTELY NO MOVEMENT. The schedule will be placed on HOLD. If the verified buddy system and a camp-wide roll call does not locate a missing scout, the Camp Director will secure the services of the Program Director to act as the Central Command Station. She will coordinate with available staff to search restrooms, campsites, vehicles, and waterfront/pool areas starting at the last known location moving outward through camp. If the previous stated procedure does not locate the scout, the Camp Director will send available staff to canvas roadways, other campsites, and trails not previously searched. If the missing scout has not been located within 30 minutes of absence, the Camp Director will notify the Scout Executive. Do not post any information on social media. Only the Scout Executive can release any information. Further action will be determined by the Scout Executive and Camp Director. When scout has been located, a call will go out to give the all clear to "RESUME SCHEDULE."

### **CAMP SEVERE WEATHER PLAN**

Weather is monitored at all time. Changes to the schedule will be addressed to keep scouts safe and comfortable while engaged in scouting activities. When it is determined that camp is unexpectedly in the path of severe weather, the air horn will sound continuously (at least 6 blasts). Go to the predetermined emergency areas: Dining Hall (preferred), Training Center, Eagle Room/Office, Trading Post.

- **TORNADO:** get to the main building in your area, go to the most interior section of that building away from windows. Never take shelter in your car or try to outrun the storm. Lightning is associated with Tornados, all shelter should be in the lowest terrain.
- **LIGHTNING/THUNDERSTORMS:** The best shelter is indoors, under a roof (this includes restrooms as space is needed). The Dining Hall, Training Center, Trading Post, and Office/Eagle Room would be first choices. All outside activities will be CLOSED immediately at the sound of thunder. Seek shelter immediately, but calmly. All outside activities will remain CLOSED for 30 minutes or longer if thunder persists. Each repeated sound of thunder restarts the 30 minute timer. Remain calm. Keep the campers busy by resuming the next available activity on the schedule (not outdoors).
- **SEVERE HEAT:** Since most of Resident Camp is enjoyed outdoors, we will monitor the Heat Index. Heat Index of 110 degrees or more will CLOSE all outside activities except pool/lakefront. The Director will alert all outside program areas/activities to send scouts and parents indoors to their designated cooling zone to continue the schedule of activities. First Aide Lodge is reserved for emergencies ONLY (illness or injury).

## RESOURCE GUIDE

### **BSA SWIM TEST**

#### **Swimmer**

Jump feet first into water over the head, level off, and begin swimming.  
Swim 75 yards in a strong manner using one or more of the following strokes: side, breast, trudgen, or crawl.  
Then, swim 25 yards using an easy, resting backstroke.  
The 100 yards must be completed without stops and must include at least one sharp turn.  
Rest by floating...Long enough to demonstrate ability to rest when exhausted.

#### **Beginner**

Jump feet first into water over the head, level off, and begin swimming.  
Swim 25 feet on the surface.  
Stop, turn, and resume swimming back to the starting place.

#### **Non-Swimmer** Declared "non-swimmer" and did not attempt either test.

### **HIKING SAFETY RULES**

- Always tell someone where you are going and when you return.
- Never hike alone or at night; use the buddy system.
- Dress properly for the weather and environment.
- Wear sun and insect protection
- Take an extra pair of socks in case you need to change.
- Obey traffic signs and signals.
- Avoid hiking along roadways.
- Stay on the trail.
- Be alert to your surroundings.
- Don't litter as you hike.
- Be alert to dangerous animals, insects, and plants.
- Never touch a wild animal.
- Take 1 pint of water for each hour you will be hiking.
- Never drink untreated water.
- Understand how "The Sweet Sixteen of BSA Safety" would apply to the hiking situation.

### **LEAVE NO TRACE PRINCIPLES FOR KIDS**

1. Know Before You Go
2. Choose The Right Path
3. Trash Your Trash
4. Leave What You Find
5. Be Careful With Fire
6. Respect Wildlife
7. Be Kind To Other Visitors

### **THE OUTDOOR CODE**

**As an American I will do my best to be:**  
**Clean in my outdoor manners**  
**Careful with fire**  
**Considerate in the outdoors**  
**Conservation minded**

### **THE OUTDOOR CODE**

#### **As an American I will do my best to be:**

**Clean in my outdoor manners** - We will clean up after ourselves using pack it in, pack it out techniques. We avoid leaving graffiti, fire rings, camp gadgets, and other signs of our presence.

**Careful with fire** - Fire is an important tool, but one that can be devastating if it gets out of hand. We think about the need for fire, how best to use it, and how to minimize its impacts.

**Considerate in the outdoors** - We will think about others as well as ourselves and how our presence impacts them. We think about not just our impact on other humans, but also on wildlife and the environment.

**Conservation minded** - We will think about our impacts on the environment. We take steps to correct and redress damage to the environment.

### **LEAVE NO TRACE PRINCIPLES FOR KIDS**

**Know Before You Go** – Be PREPARED! Don't forget clothes to protect you from the COLD, HEAT, or RAIN. Use MAPS to show you where you'll be going and so you won't get lost. LEARN about the areas you visit. Read books and talk to people before you go. The more you know, the more FUN you'll have.

**Choose The Right Path** – Stay on the MAIN TRAIL to protect nature and don't wander off by yourself. Steer clear of flowers or small trees. Once hurt, they may not grow back! Use existing camp areas. Camp at least 100 BIG STEPS from roads, trails, and water.

**Trash Your Trash** – Pack It In, Pack It Out. Put litter, even crumbs, in trash cans or carry it home. Use bathrooms or outhouses when available. If you have to "go", ACT LIKE A CAT and BURY POOP in a small hole 6-8 inches deep and 100 big steps from water. Place your toilet paper in a plastic bag and put the bag in a garbage can back at home. KEEP WATER CLEAN. Do not put soap, food, or poop in lakes or streams.

**Leave What You Find** – Leave plants, rocks, and historical items AS YOU FIND THEM so the next person can enjoy them. Treat living plants with respect. Hacking or peeling plants can kill them. Good campsites are FOUND, NOT MADE. Don't dig trenches or build structures in your campsite.

**Be Careful With Fire** – Use a CAMP STOVE for cooking. It's easier to cook on and clean up than a fire. Be sure it's OK to build a campfire in the area you're visiting. Use EXISTING FIRE RINGS to protect the ground from heat. Keep your fire small. Remember, campfires aren't for trash or food. Do not snap branches off live, dead, or downed trees. Instead, collect loose STICKS FROM THE GROUND. Burn all wood to ash and be sure that the fire is completely OUT AND COLD before you leave.

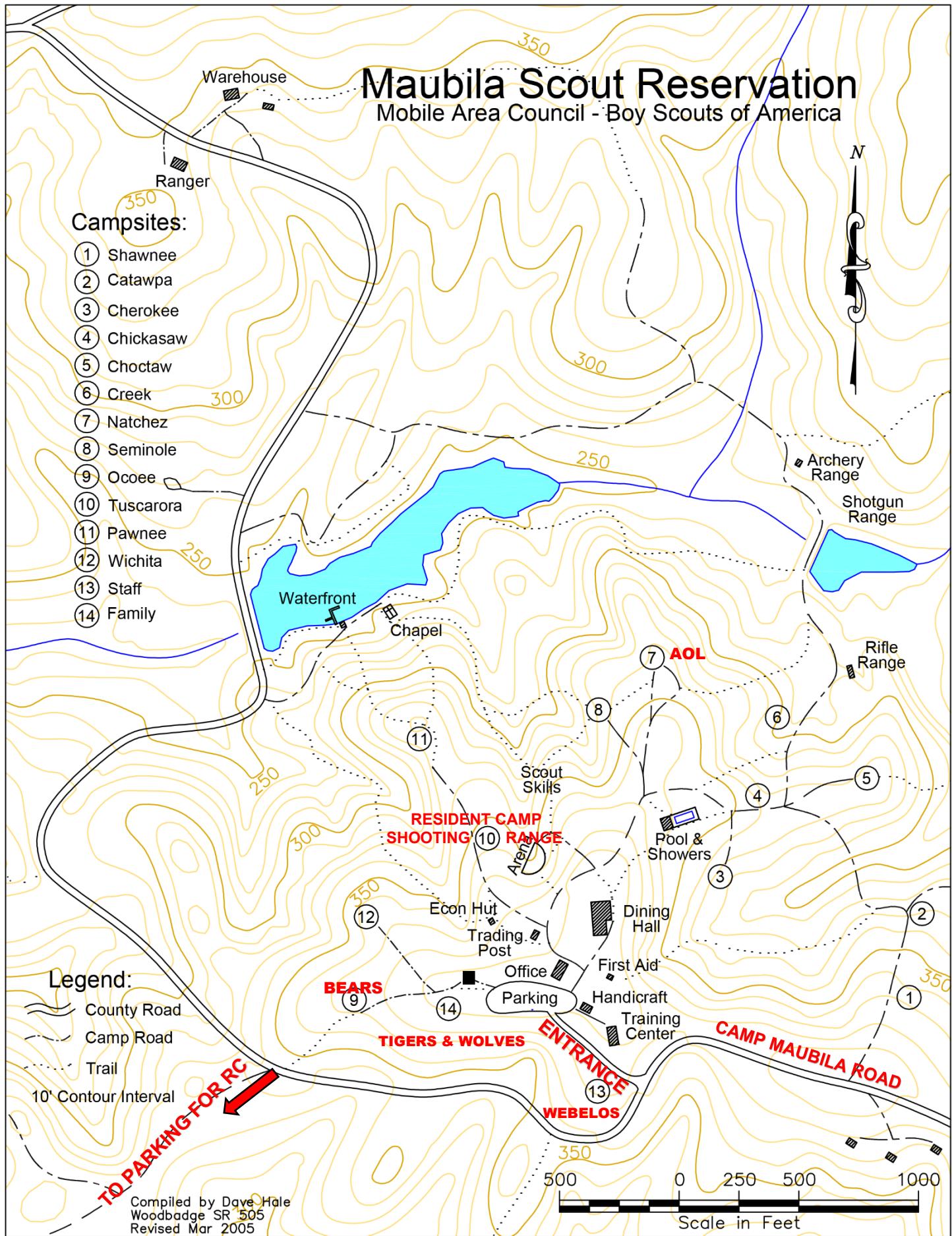
**Respect Wildlife** – Observe animals from a distance and NEVER APPROACH, FEED, OR FOLLOW THEM. Human food is UNHEALTHY for all animals and feeding them starts bad habits. Protect wildlife and your food by storing your meals and trash. CONTROL PETS at all times, or leave them at home.

**Be Kind To Other Visitors** – Make sure the FUN you have in the outdoors does not bother anyone else. Remember that other visitors are there to enjoy the outdoors. LISTEN TO NATURE. Avoid making loud noises or yelling. You will see more animals if you are quiet.

### **THE SWEET SIXTEEN OF BSA SAFETY**

1. QUALIFIED SUPERVISION	5. EQUIPMENT SELECTION & MAINTENANCE	9. WEATHER CHECK	13. FIRST-AID RESOURCES
2. PHYSICAL FITNESS	6. PERSONAL SAFETY EQUIPMENT	10. PLANNING	14. APPLICABLE LAWS
3. BUDDY SYSTEM	7. SAFETY PROCEDURES & POLICIES	11. COMMUNICATIONS	15. CPR RESOURCE
4. SAFE AREA OR COURSE	8. SKILL LEVEL LIMITS	12. PLANS AND NOTICES	16. DISCIPLINE

# 2026 RESIDENT CAMP MAP of BSA CAMP MAUBILA



**SCHEDULES ARE SUBJECT TO CHANGE.**

THURSDAY	WEBELOS 1	AOL 2	BEARS 3	WOLVES 4	TIGERS 5
	T R A V E L	T R A V E L	T R A V E L	T R A V E L	T R A V E L
9:00	TENT SET UP & LET'S CAMP	TENT SET UP & OUTDOOR	TENT SET UP & LET'S CAMP	TENT SET UP & LET'S CAMP	TENT SET UP & LET'S CAMP
10:00	SWIM CHECKS 1	SWIM CHECKS 1	ORIENTATION	ORIENTATION	ORIENTATION
11:00	ORIENTATION	ORIENTATION	ORIENTATION	ORIENTATION	ORIENTATION
12:00	CHECK-IN / ASSEMBLY GRACE / LUNCH	CHECK-IN / ASSEMBLY GRACE / LUNCH	CHECK-IN / ASSEMBLY GRACE / LUNCH	CHECK-IN / ASSEMBLY GRACE / LUNCH	CHECK-IN / ASSEMBLY GRACE / LUNCH
1:15	MODEL CAMPSITE	MODEL CAMPSITE	MODEL CAMPSITE	MODEL CAMPSITE	MODEL CAMPSITE
2:00	SWIM CHECKS 1	SWIM CHECKS 1	SCOUT SKILLS 2	SCOUT SKILLS 2	SCOUT SKILLS 2
3:00	SCOUT SKILLS 2	SCOUT SKILLS 2	CRAFTS 4&5	CRAFTS 4&5	CRAFTS 4&5
4:00	HIKING SAFETY 3	HIKING SAFETY 3	HIKING SAFETY 3	HIKING SAFETY 3	HIKING SAFETY 3
5:00	CRAFTS 4&5	CRAFTS 4&5	FREE TIME	FREE TIME	FREE TIME
6:20	FLAG LOWERING- STAFF	FLAG LOWERING- STAFF	FLAG LOWERING- STAFF	FLAG LOWERING- STAFF	FLAG LOWERING- STAFF
6:30	DINNER	DINNER	DINNER	DINNER	DINNER
7:30	VESPERS - STAFF	VESPERS - STAFF	VESPERS - STAFF	VESPERS - STAFF	VESPERS - STAFF
7:35	OPENING SHOW &	OPENING &	OPENING &	OPENING &	OPENING &
8:00	MOVIE	MOVIE	MOVIE	MOVIE	MOVIE
10:00	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT
<b>CHECK-IN</b>	<b>ORIENTATION SITE</b>	<b>ACTIVITIES / CRAFTS</b>	<b>SWIMMING</b>	<b>ADVENTURES</b>	<b>ELECTIVES</b>
MED A&B SHOOTING PERMISSION	DINING HALL - BOTTLE FLAGPOLE- DEN FLAG RANGE - MUSKET TRADING POST- TOTE EAGLE ROOM - HAT HANDICRAFT - CLAY	1 TIE-DYE SHIRT 2 BASKET 3 HIKING NECKLACE 4 TURTLE 5 NECKERCHIEF 6 FISHING POLE ORIENTATION ITEMS: HAT, MUSKET, WATER BOTTLE, TOTE, DEN FLAG, CLAY	SWIM CHECK SWIMMING FISH, SWIM, & CANOE <b>FREE TIME IDEAS</b> FINISH AN ACTIVITY VISIT TRADING POST FINISH A CRAFT PLAY A SPORT TAKE SHOWER	SEE RANK SCHEDULE <b>TIGERS ONLY</b> <b>T7 BOAT</b> <b>WOLF ONLY</b> <b>W7 MAP</b> <b>BEARS ONLY</b> <b>B7 RECIPE HOLDER</b>	SEE RANK SCHEDULE <b>*WEBELOS ONLY</b> <b>*7 BOOKEND</b> <b>*8 HIKING STICK</b> <b>**AOL ONLY</b> <b>**7 WOODEN CHAIR</b>
FRIDAY	WEBELOS 1	AOL 2	BEARS 3	WOLVES 4	TIGERS 5
7:00	ASSEMBLY / FLAG FLAG RAISING-AOL	ASSEMBLY / FLAG FLAG RAISING-AOL	ASSEMBLY / FLAG FLAG RAISING-AOL	ASSEMBLY / FLAG FLAG RAISING-AOL	ASSEMBLY / FLAG FLAG RAISING-AOL
7:10	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
8:00	LET'S CAMP - FIRE CHEF'S KNIFE	SWIMMING	CRAFTS 5	CRAFTS 1	CRAFTS 1
9:00	BB / ARCHERY SLINGSHOTS / KNOTS	ENGINEER **7	SWIM CHECK SALMON RUN	PAWS ON THE PATH	TIGERS IN THE WILD
10:00	BB / ARCHERY		ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH
11:00	SLINGSHOTS / KNOTS		GRACE / LUNCH		
12:00	ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH	CRAFTS 1	FREE TIME	FREE TIME
1:15		OUTDOOR ADV 6	BALOO THE BUILDER	BB / ARCHERY	BB / ARCHERY
2:00			<b>B7</b>	SLINGSHOTS / KNOTS	SLINGSHOTS / KNOTS
3:00		INTO THE WOODS			
4:00	BUILD IT *7&*8	BB / ARCHERY	BALANCING BEARS	SWIM CHECK	SWIM CHECK
5:00	MATH ON THE TRAIL	SLINGSHOTS / KNOTS	BEAR HABITAT	PAWS FOR WATER	TIGERS IN THE WATER
6:20	FLAG LOWERING-AOL	FLAG LOWERING-AOL	FLAG LOWERING-AOL	FLAG LOWERING-AOL	FLAG LOWERING-AOL
6:30	DINNER	DINNER	DINNER	DINNER	DINNER
7:30	AOL - VESPERS	AOL - VESPERS	AOL - VESPERS	AOL - VESPERS	AOL - VESPERS
7:35	SERVICE PROJECT	SERVICE PROJECT	SERVICE PROJECT	SERVICE PROJECT	SERVICE PROJECT
8:00	MOVIE	MOVIE	MOVIE	MOVIE	MOVIE
10:00	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT
<b>SATURDAY</b>	<b>WEBELOS 1</b>	<b>AOL 2</b>	<b>BEARS 3</b>	<b>WOLVES 4</b>	<b>TIGERS 5</b>
7:00	ASSEMBLY / FLAG FLAG RAISING-WEB	ASSEMBLY / FLAG FLAG RAISING-WEB	ASSEMBLY / FLAG FLAG RAISING-WEB	ASSEMBLY / FLAG FLAG RAISING-WEB	ASSEMBLY / FLAG FLAG RAISING-WEB
7:10	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
8:00	TECH ON THE TRAIL	PADDLE CRAFT	BB / ARCHERY / SLINGSHOT	LET'S CAMP	LET'S CAMP
9:00	WALKABOUT & HIKE		KNOTS / SKIT PRACTICE	FISHING POLE 6	FISHING POLE 6
10:00	BB / ARCHERY / SLINGSHOT	INTO THE WILD	BEARS AFLOAT	FREE TIME	FREE TIME
11:00	KNOTS / SKIT PRACTICE		SWIM / FISH AT LAKE	KNOTS / SKIT PRACTICE	KNOTS / SKIT PRACTICE
12:00	ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH	ASSEMBLY GRACE / LUNCH
1:15	AQUANAUT	HIGH TECH OUTDOORS	MARBLE MADNESS	BB / ARCHERY / SLINGSHOT	BB / ARCHERY / SLINGSHOT
2:00	PADDLE ONWARD	BB / ARCHERY / SLINGSHOT		FINDING YOUR WAY 7	FLOATS & BOATS 7
3:00		KNOTS / SKIT PRACTICE	<b>FISHING POLE 6</b>		
4:00	CATCH THE BIG ONE 6	<b>FISHING 6</b>	A BEAR GOES FISHING	A WOLF GOES FISHING	FISH ON OR FREE SWIM
5:00	OR FREE SWIM	OR FREE SWIM	OR FREE SWIM	OR FREE SWIM	OR FREE SWIM
6:20	FLAG LOWERING-WEB	FLAG LOWERING-WEB	FLAG LOWERING-WEB	FLAG LOWERING-WEB	FLAG LOWERING-WEB
6:30	DINNER	DINNER	DINNER	DINNER	DINNER
7:30	WEB - VESPERS	WEB - VESPERS	WEB - VESPERS	WEB - VESPERS	WEB - VESPERS
7:35	CLOSING CAMPFIRE	CLOSING CAMPFIRE	CLOSING CAMPFIRE	CLOSING CAMPFIRE	CLOSING CAMPFIRE
8:00	MOVIE	MOVIE	MOVIE	MOVIE	MOVIE
10:00	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT
<b>SUNDAY</b>	<b>WEBELOS 1</b>	<b>AOL 2</b>	<b>BEARS 3</b>	<b>WOLVES 4</b>	<b>TIGERS 5</b>
	<b>TAKE TENTS DOWN</b>				
7:00	ASSEMBLY / FLAG RAISING - BEARS				
7:10	BREAKFAST				
8:00	INTERFAITH SERVICE - CHAPLAIN'S AIDES				
8:30	<b>THE QUEST</b>				
8:45	<b>BIG EVENT</b>				
9:00	<b>PACK TO LEAVE / CHECK-OUT</b>				
	TR A V E L	TR A V E L	TR A V E L	TR A V E L	TR A V E L
NO VEHICLES IN CAMPSITES. CAMP TRUCK AND TRAILER WILL HAUL YOUR GEAR BACK UP TO MAIN PARKING.					