

SUMMER CUB CAMP
PLACER DISTRICT CUB CAMP
MINING
ADVENTURE
2025
GOLDEN EMPIRE COUNCIL
PARENT/LEADER GUIDEBOOK

June 30 - July 3
2025

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WELCOME:

Welcome Scouts and Families to our First Placer District Summer Cub Campout. This was created by a dedicated group of scouters with a passion for providing an outdoor summer camp experience to our Cub Scouts, and their families. We believe a summer camp experience engages the cubs in a deeper scouting experience that keeps them actively involved and they are more likely to stay in scouting.

June 30 - July 3, 2025.

This year's Placer District Summer Cub Campout will be held at Donner Mine Camp, a family owned camp that works with non-profit youth organizations to support outdoor camping and experiences. There is a significant amount of history throughout the property, from its early days as a gold mine to its later days as a Scout and music camp.

Placer District Summer Cub Campout needs your help. There is much to be done to make this all volunteer camp a success. We ask that each family volunteer to help while at camp. More information will be provided by email and at the Camp Parent/Leader Meeting via Zoom.

CONTACT INFORMATION:

Prior to camp starting: Please contact Michelle Wiederhold with any questions.

Once camp has started: Please see any volunteer staff or contact Michelle Wiederhold with any questions. Cell reception is spotty at Donner Mine Camp. Michelle Wiederhold - 916-616-4854 (text is ok).

While Camp is in Session, if Michelle cannot be reached on her cell phone please call - (530) 389-8235

ADDRESS AND DIRECTIONS:

Donner Mine Camp
12707 Zeibright Rd,
Nevada City, CA 95959



Please be aware that navigation systems may lead you astray. Please use the directions below.

From Sacramento Area: Take Interstate 80 East, [due to construction at Hwy 20] take the exit for Eagle Lakes Rd. (Exit 164), Turn Left at the Stop Sign, Turn Left onto 80 West, take ext Hwy 20 towards Nevada City, follow Hwy 20 for five (5) miles to Zeibright Road, turn Left at Zeibright Road, follow the road back to camp (see note below).

From Nevada City, Grass Valley Area: Take highway 20 East, turn Right at Zeibright Road, follow the road back to camp (see note below)



The road into camp is a 2.7 mile gravel road. Please take it slow!
Look for the orange signs showing the distance into camp.

A camp map is located in the Forms Section.

CAMP FEES:

The camp fee includes a campsite to accommodate your Pack. Flush toilets, shower facilities, potable water (marked spigots around Donner Mine Camp), all program supplies, and activities.

Cub Scouts: \$95

Siblings ages 4 and up: \$95

Siblings ages 3 and under: Free

Adults: \$75

Staff: \$30 (see below for more details)



Registration is open until June 13th or until full. However, to guarantee a patch, registration must be completed by May 13th. Register at the following link or use the QR code.

<https://scoutingevent.com/047-PLSummerCubCampout>



Discounted Staff positions are limited. Staff must volunteer for at least one (1) day and not be responsible for any youth at the event during the time they are staffing. Staff may be an adult or mature Scouts BSA youth. Staff positions include, but are not limited to, administrative help, station lead, station support, range master (for archery, bb's, sling shots), and commissioner. Please contact Michelle Wiederhold if you are interested in a staff position.

Packs must provide their own tents, gear, and food. See Packing List below.

REFUND POLICY:

30 Days prior to the start of camp is a full refund.

Anything between 2 weeks and 30 days is a 50% refund.

Within 2 weeks of the event, a refund is at the discretion of the event coordinator or staff advisor. Usually only granted in cases of emergency, unless otherwise stated.

LEADER/PARENT INFORMATIONAL MEETING:








June 16th - 6PM

There will be a Zoom meeting to share details and answer any last minute questions before the Summer Cub Campout. Link will be emailed to all emails collected in the registration process.

All Packs/Families should have a representative attend this virtual meeting.

PROGRAM:

Placer District Summer Cub Campout is going to be full of fun and opportunities. Some of the activities include:

-  **BB Guns & Slingshots** – Aim, fire, and hit the mark!
-  **Archery** – Become a bullseye boss!
-  **Scout Craft** – Learn real skills and make cool stuff.
-  **Gold Panning** – Will you strike it rich?
-  **Miner Games** – Test your smarts and talents.
-  **Hiking & Exploration** – Trek the trails like a true pioneer.
-  **Bug Bingo** – Fun, learning, and a little creepy-crawly action!

Evening Campfire - A Campfire Program is one of the highlights of the Campout experience. Each pack should have a song or a skit to perform during the closing campfire on Wednesday night (July 2nd). Please make sure all skits are appropriate and meet the current Scouting America guidelines.



Live the Adventure - Our theme is “**Mining Adventure.**” We encourage Packs and families to dress up, and decorate their campsites with this theme in mind. From historic mining, online games, or the movie. Incorporating the theme “Mining Adventure” into your camp is a fun way to live the experience. Score points towards your Pack Award by having a themed campsite. **No weapons are allowed, even toys (e.g. swords, axes).**



Theme Flag Award – Make a Flag, representing the theme, to display in your campsite and by the flagpole. This flag will be your Pack’s totem while in camp, so make it a unique, youth-made representation with its own flag holder. There will be a Pack Theme Flag competition with awards.

Judges (meaning your fellow Packs) will closely inspect each unit's "Pack Flag". The unit with the best incorporation of camp theme, workmanship, youth involvement, and graphics will receive the Unit Flag Award at the end of the session.

Bikes - Families may bring their own bikes and safety gear to ride around the road that loops around camp. Everyone (youth and adults) must wear a helmet at all times when on a bike. Families are responsible for securing their bikes and all their own bike maintenance. Bikes must follow the one way traffic flow when riding around camp. Bike should be labeled with Name, Pack number, and phone number.

CHECKLIST FOR PROGRAM

- ☐ A skit or song with related outfits and props for your closing campfire performance.
- ☐ Decorations for your campsite, costumes, spirit, and special props to wear/use around camp (please be mindful that no weapons are allowed, even if toys (e.g. swords, axes).
- ☐ Pack Theme Flag

FOOD/MEALS:

Each Family and/or Pack is responsible for all food and meals. For the 3 nights, 4 days there are 3 breakfasts, 2 to 3 lunches, and 3 dinners.



Each Pack will be assigned an area by the lodge for their Pack Kitchen. This will be the only place to cook for your Pack/Family. Cooking in the campsite is not permitted with the exception of a small stove for personal coffee or tea.

There will be space in the camp refrigerator for cold foods, and space in the lodge for dry goods to be stored. It is recommended to have dry goods in a plastic tub for easy transport and to protect food from critters.

Label all coolers and tubs with Name and Pack number.

A Cracker Barrel will be provided on the first night. Coffee and hot water will be available each morning.



SAMPLE SCHEDULE

Time	Monday (June 30)	Tuesday (July 1)	Wednesday (July 2)	Thursday (July 3)
7:00 AM		Reville	Reville	Reville
7:30 AM		Breakfast (Leader Check-in)	Breakfast (Leader Check-in)	Breakfast
8:45 AM		Assembly/Flags	Assembly/Flags	Campsite clean-up, check-out and departure before 10:00 AM
9:00 AM		Morning Program	Morning Program	
10:00 AM				
11:00 AM				
12:15 PM	Do Not Arrive Before 1:00 PM	Lunch	Lunch	Thanks for coming to Placer District Summer Cub Campout!
1:00 PM	Pack/Family Check-in: 1:00 PM - 4:00 PM			
1:30 PM		Afternoon Program	Afternoon Program	
1:45 PM				
2:30 PM				
3:30 PM				
4:30 PM	4:30 pm Leader Meeting (At least 1 Leader per Family/Pack must be present)	Adult: Activity Opportunities	Adult: Activity Opportunities	
5:00 PM	Dinner	Dinner	Dinner	
7:00 PM		7:15 PM Assembly/Flags		
	7:15 PM Scouts Own	7:30 PM Movie at the Campfire Bowl		
7:45 PM	Assembly/Flags	Assembly/Flags		
8:00 PM	Opening Campfire At Campfire Bowl		Closing Campfire At Campfire Bowl	
9:00 PM		Astronomy Night		
10:00 PM	ALL QUIET - ALL SCOUTS AND LEADERS IN CAMPSITE - TRASH EMPTIED			
10:30 PM	LIGHTS OUT			

LEADERSHIP:

At least one (1) adult from each Pack must attend the leader meeting on arrival day at 4:30 PM in the Lodge main office.

Adult/Youth ratios – Packs are required to follow Leadership guidelines. All adults need to complete BSA Youth Protection Training. Webelos/AOL can attend camp with 2 deep registered leadership (in a 1 to 5 adult/Scout ratio). Wolf and Bear Scouts may attend camp with someone other than their parent if that adult is willing to accept responsibility for that camper. Each adult may only accept responsibility for no more than 1 Cub Scout that is not a family member. Tiger Cubs must attend with one parent/guardian each. Proper tenting must follow YPT guidelines—youth sharing tents must be no more than two years apart in age. In Cub Scouting, parents and guardians may share a tent with their family.

Buddy System - The buddy system is an important safety requirement at camp. Each youth should be assigned a buddy with whom they stay as they go around camp—program areas, mealtimes, to the bathroom/shower. If there is an uneven number of campers, leaders should assign a group of three youth.

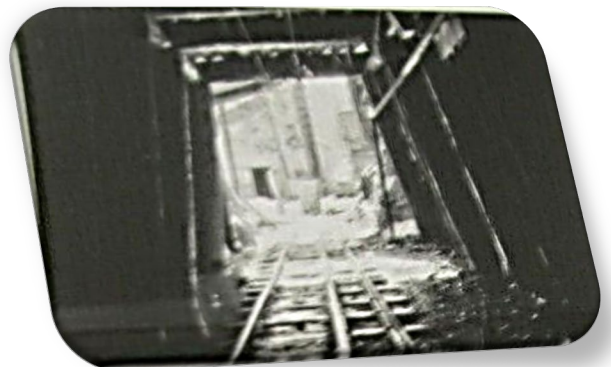
HEALTH AND SAFETY:

Medical Forms - Everyone needs a completed Annual Health and Medical Form, parts A and B (B1 & B2). This includes a copy of the front and back of your insurance card, as stated in part B. These will be turned in during the Medical Check during the Check-in process.

Shoes - Closed-toed shoes shall be worn in camp, except for shower areas, where sandals are allowed. Travel to and from showers must be in close-toed shoes.



Bear River runs along the edge of Donner Mine Camp. The river is off limits except at marked area and always under adult supervision.



Off Limit Areas - There are many areas around camp that are off limits, including the mine. Do not go past barriers or fences. Follow the rules of all posted signs.

First Aid & Prescription Medicines - First aid treatment for minor medical problems should be handled by the Pack or the camp

Medical Staff (located across from the Lodge). Major problems will be treated in coordination with local EMS and/or hospitals.

ALL PRESCRIPTION AND OVER THE COUNTER DRUGS MUST BE IN ORIGINAL CONTAINERS (per Scouting America guidelines) and be reviewed with the Camp Medic during medical check. It is recommended to put all medications in a Ziploc type bag to bring to the medical check. All medications must be current, no expired medications.

It is the Unit Leader's and/or parent's responsibility to ensure that their Scouts receive their medications at the appropriate time. Any youth camping without a parent, that takes medication, needs the "prescription medication record" form (see Forms Section at the end of this guide) filled out by the parent/guardian stating the dosage and frequency of the medication. A copy of this record must be turned in with the medication(s) at medical check.

Scouts and adults are responsible to carry their personal Epi-pens and inhalers with them at all times.

Extreme Heat - Hydration is one of the most important ways to stay healthy at camp, since it helps campers acclimate to the altitude. Each person should drink as much as four (4) quarts (128 ounces) of water a day during extreme temperatures. Even those in excellent physical condition should avoid strenuous exercise during these times.

ANIMALS AND OTHER WILDLIFE:

Racoons, bears, mice, squirrels, and other rodents call Donner Mine Camp home. To avoid unfortunate encounters with the wildlife:

- Don't feed the animals or approach them in camp.

Packs can only leave smellables (food, snacks) in the Lodge in plastic tubs. Cold food can be stored in the camp refrigerator, located in the Lodge.

NO FOOD IN CAMPSITES OR CARS.

DANGER NOODLES, ITCHY BUSHES, AND SPICY FLIES:

The Sierra Nevada Mountains are home to Rattlesnakes, poison oak, wasps, yellowjackets and bees. Please know how to identify each of these. Be careful when collecting firewood or when exploring around camp. If you discover a snake, or wasp/yellowjacket nest, please let us know so we can manage the issue.



WEATHER:

Weather in the Sierra Nevada Mountains in early summer can vary. Plan for warm to hot days, and cool to cold nights. Rain is common especially in the afternoons. It is recommended you check the weather (Blue Canyon, CA) several days before and the day before attending camp.

Lightning - In the event of lightning, all outdoor activities will cease and all participants will move to the nearest shelter (not a tree). When the storm passes, Scouts will be advised by as to their next step.

VEHICLES:

Camp speed limit is 10 mph. Pedestrians always have the right of way. Everyone in a moving vehicle must wear a seatbelt; no one may ride in the back of a truck or trailer. All vehicles must be parked in the marked parking areas (All parked cars shall be backed in when parked).

Cars are allowed at campsites while unloading/loading. Never block the road to through traffic. If space is available, one car is allowed to park per campsite. All cars shall be backed in when parked.

Place the Parking Pass on your dashboard in case we need to identify the owner of any vehicle in camp.



FIRE MANAGEMENT:

A **Fire drill** will be held within the first 24 hours of arriving at camp, in accordance with state law and Scouting America standards.

Bring only propane or butane stoves and propane, butane, or battery lanterns.

LIQUID FUEL STOVES AND LANTERNS ARE NOT PERMITTED IN CAMP.

Only battery lanterns or flashlights are permitted in tents, no flames from any source.



Campfires - **DO NOT LEAVE ANY FIRE UNATTENDED.** Fires must be dead out and cold to the touch. Camp stoves in camp (for personal coffee or tea) and in Pack Cooking area must be under adult supervision at all times, while in use. Scouts must not play with matches or lighters.

Smoking is only permitted in designated outdoor smoking areas, not in any campsite, camp building, Pack Cooking Area, or any activity area.



STANDARD AND HONOR PACK AWARDS:

Packs do a lot at camp and deserve recognition for their hard work beyond their time at activities. A Pack should follow the Scout Oath and Law at Camp, keep their campsite clean and help with projects and activities around camp. There will be a score sheet handed out during the Leader Meeting on arrival day at 4:30pm (a sample Score sheet is included in the Forms Section of this guide) Campsite inspections will

be conducted by our Commissioner Staff. Additional points will be awarded for a variety of elements and opportunities during camp. The Standard Pack Award shows great participation and Scout Spirit in camp. The Honor Pack Award is for Packs that are able to go above and beyond.

This may include special camp projects.

LEAVING CAMP PROPERTY:

Anyone leaving the property at any time needs to check out and then back in at the Lodge Office.

Any youth leaving camp needs to have the unit leader complete the Camper Early Release Form (if it is necessary for a camper to leave early, before breakfast on the last day). A person authorized to remove a camper will be verified by telephone with the youth's parent or legal guardian and must provide identification before being allowed to leave.

CAMP VISITORS:

All visitors must sign-in/sign-out at the lodge office and receive an identifying wristband. Day visitor fee is \$11.

LOST AND FOUND:

Lost and found items are collected at the Lodge office. Everyone should mark their belongings with their name and Pack number. Items will be kept until the end of camp.

ARRIVAL AND DEPARTURE:

Your first day arrival time can be as early as 1:00 PM. Please arrive by 4:00 PM. **Do not arrive before 1:00 PM**, If early, check out the Sierra Discovery Trail, just 14 minutes from camp. This is a great place to meet up for lunch before heading into camp.

Within three days of camp, should you be unable to attend



Camp for any reason, please notify Michelle Wiederhold at 916-616-4854 (text ok) or email mlw47dq@gmail.com. We will contact any registered participants who do not check in on the first day of camp. See Refund Policy for details.

CHECKLIST FOR CHECK-IN:

One Leader checks in at the Lodge with the following forms:

- ☐ One (1) copy of the PACK ROSTER AND CHECK-OFF FORM
- ☐ Medical Forms A and B (for all youth and adults) including copy of insurance card (front and back) as stated in part B1. Arrange in alphabetical order by last name.
- ☐ Youth Protection Certificates for ALL adults;
- ☐ Range and Target Activities Permission Slips (for all youth) Arrange in alphabetical order by last name, do not attach to health forms.

NO PERMISSION SLIP NO SHOOTING!

- ☐ Prescription medication record (as necessary) with medications in original containers.

Forms should be grouped by type, not by person (ie. All Health forms together, and separately, all Range and Target Activity forms together) and in alphabetical order by last name.

Pack's will be provided a tour by our volunteer staff around Camp and shown their assigned campsite. At check-in you will receive your campsite assignment. Then Packs may move in their equipment and set up camp.

CAMP FORMS:

The following pages have a packing list, camp forms, and map.

PACKING LISTS:

Personal Gear: What Scouts/Parents should bring, along with what is on the Pack/Family checklist below (This is not a complete list, make sure to review with your Pack/Families what a scout should pack for camp)

- ☐ Scout Field Uniform (Class A)
- ☐ Activity Uniform (Class B) Scouting t-shirt
- ☐ Prescription medications in original containers – with necessary forms
- ☐ Clothing – pants, shorts, socks, underwear, shoes (close toed)
- ☐ Rain Gear
- ☐ Sleeping Set-up - Sleeping bag, pad, pillow
- ☐ Swimsuit (while no swimming there may be an opportunity to get wet)
- ☐ Toiletries - Soap, shampoo, comb/brush, toothbrush, towel, towel, shower shoes, and other personal items
- ☐ Camp Chair
- ☐ Scout Handbook (for current rank)
- ☐ Day Pack with 6 essentials (Filled Water Bottle, Small first aid kit, Whistle, Flashlight, Sun Protection, Snack)
- ☐ Mess Kit - To eat all meals prepared at camp
- ☐ Sweater or Jacket (we may experience some cool evenings)
- ☐ Completed paperwork to include as appropriate:
- ☐ Annual Health and Medical Forms A and B (Copies recommended)
- ☐ Range and Target Activities Permission Slip
- ☐ Prescription Medication Record for scouts with prescription medications
- ☐ Camper Early Release Form (if needed)

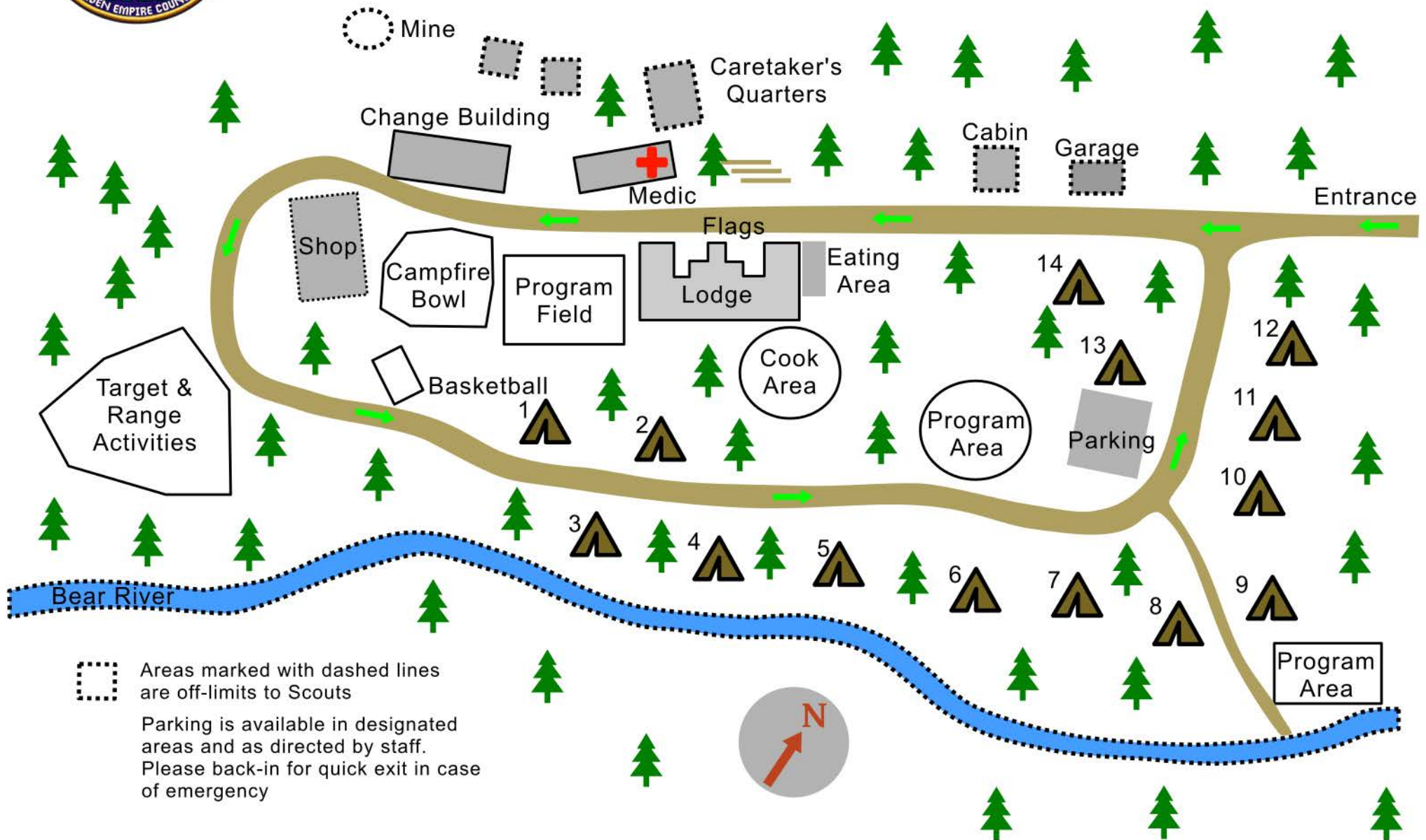
Pack/Family Gear: Along with personal gear bring the following equipment for the Pack/Family to provide all the needed items for a positive camp experience.

- ☐ Pop-up shade
- ☐ Camp Kitchen - all items needed to prepare, cook, and clean meals/dishes while at camp
- ☐ Table (for camp kitchen)
- ☐ Tents, poles and ground cloths for entire Pack/Families
- ☐ Unit and US Flag (with stands)
- ☐ First Aid Kit
- ☐ Fire Safety - 2 buckets and a shovel.
- ☐ Tool Kit (hammer, pliers, screwdrivers, etc.)
- ☐ Insect repellent
- ☐ Rope and twine
- ☐ Extra Tarps
- ☐ Tablecloths
- ☐ Pens, Pencils, paper, etc.
- ☐ Lanterns (battery or propane only)
- ☐ Campfire Skits and Songs



PLACER CUB SUMMER CAMPOUT

@ DONNER MINE CAMP



OFFICIAL PARKING PASS

Vehicles parked in unauthorized
areas subject to towing

VEHICLE OWNER:

ATTENDING WITH
TROOP/PACK/ STAFF:

(Circle one)

UNIT # _____

CELL PHONE NUMBER:

PLEASE FILL OUT & DISPLAY ON DASHBOARD

CUB SCOUT ROSTER AND CHECK OFF FORM

Bring 2 copies of this form

Unit # _____ Pack's Council _____ District _____
of Adults _____ # of Youth _____ Campsite _____

Adult Leaders

(please list in alphabetical order)

Emergency contact

Number

Med form
(A & B)

Copy of
Insurance card

YPT

Certificate

[illegible]

Scouts

(Please list in alphabetical order)

Emergency contact

Number

Med form
(A & B)

Copy of
Insurance card

Range and Target Activities

Permission Form

[illegible]



**Parental or Legal Guardian Permission and Release Form for a
Minor to Use Firearms, Ammunition, BB Gun Devices, & Range &
Target Activity Equipment.**

Child's Name _____ Unit Type & Unit # _____

Parent's/Guardian's Name _____

I, the undersigned parent, or legal guardian of _____,
CHILD'S NAME

a minor, do hereby give my child express permission and consent to be furnished and be in possession of a firearm(s) and ammunition provided by the Scouting America Golden Empire Council or by staff or members of the Scouting America Golden Empire Council, for the purpose of allowing my child to engage in lawful, recreational sports, including participation in instruction in the safe handling and shooting of firearms, target shooting, or in related firearms activities conducted under the supervision of the Scouting America Golden Empire Council Range & Target Activities Director or under the supervision of NRA-Certified Instructors & USA Archery Instructors and range staff retained by the Scouting America Golden Empire Council for purposes of providing such a program to my child in the Cub Scouts, Scouts, Venturing & Sea Scout youth Range & Target Activities programs. (Cal. Penal Code §§ 27945, 29615, 29650, & 29655; and 18 U.S.C. § 922(x)).

I understand that for the purposes of this consent, "firearms" includes any handguns, or long guns that may lawfully be possessed by a minor under state and federal law, based on the age-appropriate programs in the Scouting America Range & Target Activities Manual and Guide to Safe Scouting publications. I also give my child express permission and consent, pursuant to California Penal Code section 19915, to possess a "BB device" as defined in California Penal Code section 16250, based on the age-appropriate programs in the BSA Range & Target Activities Manual, and Guide to Safe Scouting. I also give my child express permission and consent to be furnished with Scouting America approved Range & Target Activity age-appropriate equipment such as firearms, ammunition, airsoft/pellet, archery, slingshots, tomahawks, knives, water rockets, catapults & rockets, during any Golden Empire Council event where said equipment is used as part of a program provided by Scouting America is otherwise valid.

This form must be signed for all minor youth, even if their parent or legal guardian is on the range with their scout. This consent will remain in effect for my child, during the dates of this event from _____ 20____ and _____ 20____.

I understand that I may revoke this consent at any time by notifying the Golden Empire Council in writing.

A photocopy or facsimile of this written consent will serve as an original. This written consent form will be in the possession at all times of the Golden Empire Council staff /instructors for safekeeping.

Signature of Parent/Legal Guardian

Date

Cub Scout Campsite Inspection

Pack #:

Campsite

Commissioner:

Camp and campsite:

Date:

Proper disposal of trash, each piece of trash found loses a point

10

Trails nicely lined with rocks, branches, etc. Duff kept on trails

10

Tables clean and orderly, free of extra personal gear

10

Gear stored properly, either stored in tent or well organized

10

First-aid kit visible

10

Tents properly pitched staked down

10

Clean bathrooms/showers (as assigned)

10

Total (out of 70):

Fire Safety

Fireguard chart filled out and posted in campsite

5

Bucket of water & Bucket of dirt near campfire bowl

5

Campfire bowl area cleared and raked in 5' radius

5

Campfire bowl clean and free of trash

5

Shovel near campfire bowl

5

Total (out of 25):

Scout spirit

American flag displayed in campsite during inspection

5

Pack flag displayed in campsite during inspection

5

Punctuality at flags & events

10

Lead a song or grace during assembly

10

Total (out of 30):

Combined total from above

Bonus Points: May be filled in by pack leadership when items are completed (and before inspection on Day 3)

Pack yell at flags and/or inspection time

15

Themed flag - Pack flag using theme of the year

15

Decorate Campsite to incorporate Camp Theme

15

Invite staff member to Pack campsite campfire (5 pts)

Max 10

Have a majority of scouts attend Astronomy night or Scouts Own

10

Complete approved camp improvement or service project (10pts)

Max 30

Total bonus points

Grand Total

Standard Unit Award (Minimum 220 points)

Honor Unit Award (Minimum 300 points)

* Proper disposal of trash-Means throwing away all trash in campsite and also means emptying trash as instructed