

Yolano District Camp Carswell Cub Scout Day Camp Handbook

June 16 - 20, 2026

**Grasslands Regional Park
30475 County Road 104, Davis, CA 95616**

Get Ready for Dinos!



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WELCOME

We appreciate that you have chosen Camp Carswell, Yolano District’s twilight camp for Cub Scouts. Our goals are to provide a camp experience consistent with the aims of Scouting America (character development, citizenship training, leadership, and mental and personal fitness) and to create lasting memories. Our camp’s name honors Bruce Carswell, a local Scouter who started multiple units and dedicated himself to serving Scouts. This manual provides the essentials needed to “BE PREPARED” as a camp volunteer or parent/guardian of a camper.

Camp Carswell is run by volunteers! We need many hands to offer a wide range of activities. Please consider sharing in this scouting experience by volunteering.

Pack Expectations:

- a) Each Pack should designate a Camp Coordinator to register Cub Scouts from their unit and to collect paperwork to send to the Camp Registrar. Having a Camp Coordinator streamlines online registration and helps ensure a Scout’s participation isn’t delayed by incomplete forms.
- b) Each Pack is expected to provide at least one volunteer for setup and for cleanup.

If you have any questions or concerns, please contact us. We hope you enjoy camp!

Yours in Scouting,
Janis, Sarah and Theresa



DATES AND PREPARATION

Volunteer Training: June 7, 4:00-5:15 pm on Zoom or June 10, 7:00 – 8:15 pm in person.

All volunteers, including Walk Around Leaders, activity leaders and assistants and range staff, must attend a training or watch the recording. Contact the Camp Director for the recording. Parents are encouraged to attend.

Monday, June 15	Evening: Set up ranges and program areas.
Tues. – Friday, June 16-19	5:30 pm: Check-in opens. Camp staff and Walk Around Leaders should arrive by 5:30. Camp Hours are 6:00 pm – 9:00 pm
Friday, June 19	5:00 pm: Webelo/AOL and parents staying overnight may arrive early to set up tents (tents may set up later as well).
	8:15 pm: Campfire. Families invited to come early for the campfire program.
Saturday, June 20	8:00 am: Webelo/AOL overnight ends. 8:30 am – 11:30 am Final Camp Session
	11:30 - 3:00 pm: Clean up camp.

Before Camp:

- All Cub Scout campers, volunteers and Tiger Partners must be registered online at <https://scoutingevent.com/047-81625> by June 1
- For Cub Scouts and Webelos, print and provide signed [Health & Safety Forms A&B](#) and [GEC range and target sports consent form](#)
- For Scouts BSA, Venture Crew and adults, print and provide signed [Health & Safety Forms A&B](#)
- Adult Volunteers– provide copy of current Safeguarding Youth certificate or date of completion
- Give forms to your Pack Coordinator or Camp Registrar if not associated with a Pack by June 4.
- Questions about registering or the Pack Coordinator role? Contact the Program Director.

Attire at Camp:

- Campers and volunteers will each receive a camp T-shirt. Please wear the T-shirt all days of camp. The t-shirts identify who belongs in camp and are part of our safety plan.
- **Shoes with closed toes and closed heels are required of EVERYONE**
For safety, **NO** sandals, Crocs or flip flops are allowed on the camp grounds.

What to Bring to Camp:

- Everyone: water bottle (refillable ok), insect repellent, hat, and personal snack if desired. Eat dinner before coming to camp
Please put name and Pack # on water bottle, hat, and other personal items.
- Additional Suggestions for Walk-Around Leaders: flashlight, blanket, wagon
- Do NOT to Bring to Camp: Candy, soda, electronics (phone and camera ok; limit use), knives, guns. If you wonder whether you should bring it, leave it at home.



CUB CAMP POLICIES

1. SAFETY IS OUR TOP PRIORITY

- If you are ill, do not come to camp.
- If something seems wrong, tell the Camp Director, Program Director, or ANY Staff member
- Only campers and youth and adults who have registered to attend camp (includes volunteers) and authorized visitors are allowed in camp. The only exception is the Friday campfire, when all family members are welcome. All visitors must check-in and wear a visitor lanyard.
- All adults at camp must have a current Safeguarding Youth Training certification.
- Archery, bb guns, and wrist rockets ranges must not be entered without range master permission. Campers and adults need to be aware of range boundaries (marked with caution tape) and not cross a boundary into an unsafe space. Any camper in an off-limits area may be sent home.
- No climbing trees. No throwing objects at a person or fighting with rocks or sticks
- Bullying is not tolerated. Inform Camp Director of bullying behavior

2. Use the Buddy System

Scouts need to be with a buddy if apart from the den group, including travel to hand washing or bathroom.

3. Sanitation

There will be hand washing stations and hand sanitizer around the site. Put all trash, and recycling in appropriate containers on site. Please leave camp cleaner than you found it.

4. Check-in and Check-out

Campers must be signed in and signed out by parent or authorized adult.

5. Verify campers' consents for activities, including having photos taken

Don't assume a camper knows permissions granted by a parent/guardian. Check permission forms!

6. Smoking/Vaping

Smoking and vaping are not allowed at Cub Scout Camp

7. Wildlife/Pets

Do not harm or harass wildlife or their homes. With the exception of trained service animals, animals may not be brought to camp.

WALK AROUND LEADER ROLE

ARRIVAL

- Check-in at the volunteer table by 5:30 pm, then proceed to your den flag. Campers will begin arriving near 5:30.
- Parents will sign-in and sign-out their campers near the front entrance. Walk Around Leaders do not need to sign in campers at den flags.

CAMPER GATHERING

- Greet each camper in your den. Distribute T-shirts (first day). The den box has a ball and cards for free times.
- Lead your den to the opening ceremony area for 6 pm start of camp. If a Scout arrives late, a registration volunteer will bring the Scout to you.

DURING CAMP

- Guide campers to obey rules at the ranges and elsewhere. Camper safety comes first.
- Campers should not travel alone. Assign buddies for going to the restroom, hand washing, and other places apart from the den. Keep track of campers in your den.
- Support campers in their activity rotations and assist as requested by the activity leader or range master. Please be present for the Scouts (minimize cell phone use).
- Use the balls, playing cards and your own great imagination to fill free time.
- Your attitude sets a tone for campers to stay engaged and have fun. Thank you so much!
- Webelo and AOL dens may perform a skit, song, or jokes at the Friday campfire. You may bring ideas and help your den through planning and practice. Skits should not involve contact between Scouts or inappropriate themes.
- An air horn (single blast) will sound time to transition to the next activity station.
- If a camper needs medical attention, an adult should stay with the camper and either escort to the first aid station (if mild injury) or have Camp Medic summoned (if serious).
- If emergency signal is heard (3 blasts of air horn), lead den to opening ceremony area or other location as directed by staff. Be ready to report on attendance of campers and adults in your den.
- The Cub Master or Camp Director can help if a camper needs quiet time or their behavior is too distracting.

DEPARTURE

- Lead den from the closing ceremony to the den box area to retrieve any camper belongings and then to the camp entrance for sign-out.
- Registrar will have sign-out sheets for parents to sign. Walk-around leaders may be asked to help direct campers and parents.
- WE CANNOT RELEASE A CHILD TO A PERSON NOT LISTED ON CHILD'S REGISTRATION

ADULT PROGRAM HELPER ROLE

- Program helpers assist the leaders at their assigned station to run the activity.
- Assistance may include preparing the station and helping campers participate in the activity.
- If you must leave the station before the end of the rotation, please make sure your task is complete or there is another volunteer to replace you.

VOLUNTEER SCOUT AND VENTURE CREW ROLES

- Scouts and Venturers are a key part of the Camp Carswell volunteer team.
- Volunteers may serve as Den Chiefs (accompany a single Den to all activities) or with woodworking, leather, ranges, service, or other activity stations.

CAMP CARSWELL EMERGENCY PLAN**Emergency Assembly Procedure**

Three blasts on an air horn is the alarm signal. When this signal is heard, all persons should proceed immediately to the area designated for opening ceremony and flags. Walk-around leaders shall call for a buddy check, take roll call, and follow instructions from the Camp Director or Program Director.

Health Emergencies and Injuries

Anyone who develops sickness or an injury at camp will be seen by the Camp Medic. First aid should only be administered by a Den leader if absolutely necessary (e.g., help with Epi-pen). An ill or injured person should be taken to the first aid station or, if the person should not be moved, the Camp Medic will move to the person. If a den leader is helping an ill or injured camper, other adults in the area should step in to help manage the den. The Camp Medic and the Camp Director will call for outside help as needed (e.g., ambulance or a ride home).

Medicines

All prescription and over-the-counter medicines are to be given to the Camp Medic and placed in a locked storage. Exception is made for medications carried by a camper or adult to treat life-threatening conditions, such as Epi-pen, heart medication and inhalers.

Scouts with Medical Concerns and Special Needs

Our aim is to be welcoming and accessible. If a Scout has a medical condition that may need to be addressed during camp, the parent/guardian should communicate this information in the Med A&B form. The Camp Medic will review medical forms and may ask for more information from the parent/guardian. The Camp Director may require a parent to accompany the Scout at camp. Personal health information is only shared on a need-to-know basis. For example, staff other than Camp Medic can be told how to support the Scout but not the specific condition.

Fatality

In the unlikely event of a fatality, notify the Camp Director immediately. Witnesses must remain on the scene to give statements about the event in writing. Scouting America requires the Camp Director to notify the family and the Council Executive.

Lost Scout

Each camper will be assigned a buddy for any time that the camper is apart from the den. As soon as a camper may be missing, an adult will quickly search the area where the camper was last seen and will check with the Scout's buddy. A Walk Around Leader will then alert the Camp Director of missing camper and await further instructions.

Emergency Shelter

Due to limited access to emergency shelter at Grasslands Regional Park, the Camp Director will assess the risks of hazardous weather every day and will cancel the day's camp session if hazardous weather is likely. Cancellation will be communicated to all staff and families using contact information in the camp roster. Should emergency shelter be needed during a camp session, staff will direct everyone to the kitchen building, restrooms, and vehicles.

Fire

A fire shall be reported to the Camp Director immediately. When the emergency alarm sounds, follow the **Emergency Assembly Procedure**. After all campers and staff are accounted for, Camp Director will provide further instructions, including evacuation if necessary. A fire extinguisher is located at the campfire bowl. Water hoses are available on the property and are to be used by adults only.

Evacuation

Camp Director shall determine need for evacuation due to hazardous weather, fire, or other unsafe conditions. Camp Director shall direct Walk-Around Leaders to contact parents using den roster/check-in sheets provided by Registrar. Staff will assist Walk-Around leaders to contact all parents as quickly as possible. Camp Director and Camp Advisor will remain on site until all others have left. Camp Director will contact the on-site Park Host to turn off utilities if needed.

Emergency Vehicle

One "Emergency Vehicle" will be available. Note that anyone needing emergency transport will be transported by ambulance professionals.

Active Shooter

Prior to camp, the Camp Director will inform the Yolo County Sheriff's office of the camp plans. In the event of an active shooter, Walk Around Leaders and parents should assist campers to move away from danger and out of the shooter's view. Do not wait for the emergency horn to sound. Avoid congregating in one area. Seek shelter behind trees, dirt mounds, or in tall grass. DO NOT TAKE FIREARMS or BOWS from the range, as law enforcement may mistake you for a threat. Wait for law enforcement to secure the area and provide further directions. Avoid pointing, screaming at or quick movements toward police officers.

Intruder Identification and Management

Procedures for identifying those authorized at camp: a) staff and adult volunteers must wear Scouting America field uniform, District shirt or Camp t-shirt; b) everyone participating in camp must register before camp and check-in daily; and c) all visitors will check-in and wear an identifying lanyard. If an unauthorized person is on site, an adult or youth volunteer should notify the Camp Director immediately and keep the person under observation until the Camp Director arrives. The Camp Director will escort the person away from campers. Law Enforcement will be called if necessary.

Camper Security

All campers must be checked out and released by the Walk Around Leader or designated staff. Only authorized adults may sign a camper out. If an adult's authorization to pick up a child is not known, camp staff will direct the adult to wait and will call the parent/guardian to confirm permission to pick up the child. Campers must use the BUDDY SYSTEM.

An adult may not be alone with a camper out of line-of-sight of other adults.

BB GUN, WRIST ROCKET AND ARCHERY RANGES

Scouting America teaches the safe and responsible handling, care, and use of range and target equipment. Ranges at Camp Carswell will be supervised by staff with current Scouting America-required certification and training and will maintain required range instructor-to-camper ratios. A Tiger Cub Scout may participate in range and sports with their Tiger adult partner.

Except for uniformed law enforcement officers required to carry firearms within their jurisdiction, firearms shall not be brought into the Yolano District's Cub Camp.

HANDLING STRESS AND MODIFYING BEHAVIOR

Heat, long days and busy camp activities can lead to stress. Volunteers should take a break if needed to manage stress. If leaving a station for a break, please make sure there is a volunteer or camp staff to cover the position. If a camper needs a break the Camp Director, Cub Master, or check-in staff are available to help with a quiet space or alternative activity.

HOW WE DISCIPLINE

- Discipline is used to restore and keep order so that everyone can get the most out of an activity. Discipline is not punishment.
- **An adult will not punish a Scout. Use of force or rough handling of a camper is not acceptable.**
- Never yell or insult a camper or call names.
- Keep a positive attitude
- Clearly state expectations and follow through with fairness and consistency. Don't threaten.
- Boys and girls can be teasers. Remind the campers to practice the Scout Oath and Law
- Sincere praise will go much further than a negative comment. Recognize actions showing attentiveness, patience, trying one's best, following directions, and good attitude.

*Cub Camp**Steps of Discipline:*

1. *Warning*
2. *Time out with Cub Master or Camp Director*
3. *Call for parent/guardian to pick up; camper does not rejoin den*

Tips for Station and Walk-Around Leaders for restoring Scouts' focus:

- **SIGNS UP!** Raise your hand displaying the three-fingers up Scout sign. Say "Signs "Signs Up!" and wait quietly until each camper raises the sign. Don't lower your hand or continue the activity until they are quiet. Scouts should know this from Pack experience.
- Don't try to out-shout the Scouts – you will lose every time.
- Give a Scout their mental and physical space.
- Be prepared with alternate activities such as songs, riddles, or program-themed activity. Examples: nature I-Spy; dinosaur-theme alphabet game, Simon says game.

REPORTING SUSPECTED CHILD ABUSE

Scouting America does not tolerate any form of child abuse and will report all offenses to the proper authorities. Remember, all states provide immunity from the liability to reporters of suspected child abuse. The only requirement is that the report is made in "good faith". The intent of California law and Safeguarding Youth policies is clear – suspected child abuse must be reported as soon as it is suspected.

Reporting suspected child abuse:

- Den leaders or program staff will inform the Camp Director regarding the situation.
- The Camp Director will notify the Council Scout Executive.
- The Council Scout Executive will contact the proper authorities to investigate the allegation.
- Adults are not to investigate allegations; this will be done by trained investigators.

SCHEDULE AND PROGRAM OVERVIEW

Tuesday -Friday Evening

	Opening Ceremony	Rotation 1	Rotation 2	Rotation 3	Break	Rotation 4	Closing
Tuesday pm	6:00 - 6:10	6:15-6:45	6:50-7:20	7:25-7:55		8:10-8:40	8:45-8:55
Wednesday pm	6:00 - 6:10	6:15-6:45	6:50-7:20	7:25-7:55		8:10-8:40	8:45-8:55
Thursday pm	6:00 - 6:10	6:15-6:45	6:50-7:20	7:25-7:55		8:10-8:40	8:45-8:55
Friday pm	6:00 - 6:10	6:15-6:45	6:50-7:20	7:25-7:55		Campfire!	

During Tuesday-Friday, each camper will have the opportunity to participate in three range and target sports (archery, wrist rockets, and bb gun), leather craft, woodworking and a service project. Other rotation stations include making a personal dinosaur totem to take home, beading, fossil casting, investigating a dinosaur “egg” and making a dinosaur book. Campers will also spend four rotations completing elective adventures specific to their Cub Scout rank that fit with our Dinosaur theme.

Rotations end early on Friday evening so we can all enjoy a campfire. Families are invited to arrive early on Friday evening to join us for this time. The campfire program is hosted by our Cubmaster. The program will feature skits by Webelos and AOL dens and a US flag retirement ceremony.

Friday Night

For Webelos and AOL Scouts with their parent or guardian, there is an optional camping overnight starting Friday after campfire through Saturday 8 am. To participate, you must register for the overnight as part of registering online for Twilight Camp. Camp will provide late night snack and breakfast. Campers bring their own tents and sleeping bags. You may set up your tent at 5 pm on Friday before camp begins. *Special treat for overnights – we hope to have the Council’s climbing wall for you to enjoy!* Overnights will pack up their tents and eat breakfast before joining the returning Scouts for the Saturday morning program.

Saturday

The Saturday morning program runs 8:30 – 11:30 am. Come explore as you rotate through 4-5 fun activity stations that match our dinosaur theme.

Camp cleanup happens right after the program ends. All Council gear must be packed in the trailer to send to the next day camp. All Yolano District materials must be gathered and taken to storage. All trash and recycling must be removed from the site. Please consider staying to help. All participating Packs must provide at least 1 cleanup helper!

CAMP MAP

