

2023

Tri-County Cub Scout Day Camp

Del-Mar-Va Council

Parent and Leader Guide

Wild Wild West!



Welcome to Day Camp!

Hello, and welcome to day camp! Whether this season is your Scout's first visit or he/she is a seasoned veteran of the Cub Scout Day Camp experience, he/she is sure to have an exciting adventure this summer! The following guide will help your Scout get the most out of camp this year.

*Mission*

Our utmost priority and goal for day camp is to provide and facilitate a safe, fun and memorable learning experience for Cub Scouts that allows lasting development of Scouting's Core Values and personal achievement. This will be accomplished through outdoor activities that facilitate experiential learning, morals and values supported by honored ceremonies and reverent practices, team-work oriented games and sports to encourage physical fitness and a trained staff to assist scouts towards achieving goals.

Cub Scout Motto- “Do Your Best:

\*\*No Pre Camp Check-in this year\*\*

Please email all documents to Becca prior to Monday, June 19th at: becca.decibull@gmail.com

Documents needed:

\* BSA Medical Form (Parts A & B only required for day camp)

\*Day Camp Information Form (filled out during online registration)

\*Medication Form (if taking meds at camp)

Monday morning:

\*Drop off any documents not already emailed

\*Items to Pick-up:

-T-shirt(s)

-Den Assignment

Every Day of Camp

What to bring: (make sure Scout’s name is on items)

\*Day Camp t-shirt (provided)

\*Hat

\*\*Swim trunks on Friday, it’s Water Day after our end of week campfire.

\*Full sized towel - to dry off with as well as to sit on in group activities

\*Spray on sunscreen \*Allows for staff to apply sunscreen in accordance with Safe Scouting.

\*Bug spray (if needed)

\*Any required medication (must be left with Health Officer)

\*Daily packed lunch & snacks

Weekly Program Theme: Wild, Wild West

The Day Camp Schedule Below is a typical daily schedule for campers:

(Some times and events may change as required for special events and activities)

7:45 – 8:00 AM Check-in

8:00 – 8:15 AM Opening ceremony

8:20 – 10:15 AM Program stations / activities

10:15 – 10:25 AM Snack break

10:25 AM – 12:30 PM Program stations / activities

12:30 – 1:05 PM Lunch

1:05 – 3:40 PM Program stations / activities

3:40 – 4:00 PM Closing ceremony/ clean up and pack up

4:00 – 4:30 PM Check out / Camper Pick-up

Scouts will be grouped into Dens and travel together throughout the day to different program areas for activities/stations. Program areas will include: Arts & Crafts, Aquatics, Nature, Scout Skills and Shootings Sports. There will also be camp wide games and guest speakers/presenters. Water and bathroom breaks are also built in.

*Advancement / Awards*

The ultimate goal of our camp staff is to ensure the Cub Scouts have fun during all programs and activities at camp. At the same time, we want Scouts to advance. Campers will complete a variety of rank advancement and elective requirements during their time at camp. Some of these requirements will be met purposefully and others will just happen by accident through the activities that take place. Upon request, the Program Director will distribute a handout with the requirements, electives, belt loops or awards that were accomplished during the week. This handout will need to be given to your Pack’s Leader so that the accomplishments can be recorded in your Scout’s advancement record.

NO Advancement / Awards will be handed out at Day Camp.

*Nature / Skills*

Nature activities focus on the world around the scout. Campers will participate in activities like learning about the many species of animals, plants, and trees at the Shad Landing area of the Pocomoke River State Park, collecting specimens to study, and learning the importance of being “conservation minded”. Some of the Scouting skills campers will learn include: tying knots, flag ceremonies, first aid and more.

*Shooting Sports*

Day camp offers a unique opportunity that Cub Scouts only can get at District/Council camping programs. Cub Scouts will learn safety, parts and use of bow and arrow as well as the opportunity to master these learned skills.

*Crafts*

For the creative minded, crafts allow the scout to express himself in a creative manner, putting thought to paper, clay, wood, leather and models, etc.

*Den Time*

Den time allows for the group of scouts to develop team building songs or skits to present at the Campfire Program and cheers to rally the den's spirit and do their best as a team.

*Sports/Games*

Sports are an opportunity to focus the camper’s energy on team events such as kickball, soccer, or whiffle ball to work together and succeed. Games can be individual athletic events that exercise the camper's body and mind to achieve goals.

*Rainy Days*

In the case of less than favorable weather, as Boy Scouts we are prepared and have a backup plan. There are many fun activities we can play as a group under shelter and we can still enjoy and learn about nature even in the rain.

*Severe Weather*

In case of severe weather conditions that make running day-camp unsafe:

1. At any strike of thunder, campers will move directly under cover.

2. If weather becomes too severe to run day-camp, parents will be contacted and informed that camp will be canceled and that their child needs to be picked up.

3. Camp Staff will remain on site until all campers have been picked up by pre-approved transporters.

*Rules and Code of Conduct*

\*The Buddy System is in effect at all times. Den Leaders will assign buddies on the first day of camp. Buddies stay together at all times including going to the medic, restroom, etc. A Camp Staff member may allow a Cub to leave his buddy such as when a buddy must stay at the medical station or leave early. A new buddy will be assigned. Know where your buddy is at all times.

\*Cubs must have the Camp Director’s permission to leave camp any time camp is in session. This includes any time between opening ceremony and camp dismissal. There must also be prior written notification from the Cub Scout’s parent/guardian.

\*Cubs must ask for permission from their Den Leader before they leave their Den. This includes when they leave at the end of the day. A camper must only leave the camp area in the company of an authorized person to pick him up (names listed on the Transportation Release form).

\*Cubs need to leave their knives/matches at home. Knives or matches, if necessary, will only be used in activity areas and they will be provided.

\*Cubs will wear closed toe shoes and socks at all times, except during certain water activities. Sandals, including Crocs are not authorized.

\*Cubs will be respectful towards all adults, staff members and visitors.

\*Cubs will be respectful and mindful of the feelings, safety and property of their fellow Scouts.

\*Proper language will be used at all times (no foul, profane or abusive language).

\*Cubs need to leave trading cards and electronics at home (iPods, Game Boy, hand held games, etc.) Cell phones are also discouraged. If a parent needs to reach a Scout, please contact the camp director.

\*Cub Scouts who repeatedly violate the Code of Conduct may lead to Time-out, a note home and/or possible dismissal from Day Camp.

***Contact Information:***

**Camp Address:**

Shad Landing area of Pocomoke River State Park

Athletic Field/Accomac Pavilion

3461 Worcester Highway (Rt. 113)

Snow Hill, MD 21863

410-632-2566

Shad Landing is located 3.5 miles South of Snow Hill on Rt. 113

\*\*Maps attached\*\*

**Camp Director:**

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