

TIMUQUA DISTRICT  
CUB FAMILY CAMP  
LEADERS GUIDE

TIMUQUA DISTRICT'S CUB FAMILY CAMP IS A CHANCE TO JOIN IN ON ONE OF THE TRADITIONS OF SCOUTING, COMING TOGETHER AS A DISTRICT TO EXPERIENCE A SCOUTING ADVENTURE. THERE WILL BE FUN, FRIENDSHIP AND FELLOWSHIP.

THIS GUIDE IS INTENDED TO HELP YOUR UNIT PREPARE FOR THE FUN AND EXCITEMENT OF THIS YEAR'S CAMPING ADVENTURE.

THE SCOUT OATH AND THE SCOUT LAW WILL GOVERN THE BEHAVIORS OF ALL PARTICIPANTS THIS WEEKEND. THE PRINCIPLES OF LEAVE NO TRACE SHOULD BE PRACTICED AT ALL TIMES.

BECAUSE OF THE SIZE THIS EVENT HAS BEEN IN THE PAST REGISTRATIONS WILL BE CLOSED 2 WEEKS BEFORE THE EVENT.

THIS WILL ENSURE THERE IS TIME TO ADEQUATELY PLAN SUPPLIES AND CAMPING ACCOMMODATIONS.

**EACH UNIT WILL BE EXPECTED TO PROVIDE ADULTS TO VOLUNTEER AT CAMP, THIS CAN BE ONE ADULT, HOWEVER IT IS RECOMMENDED THAT MULTIPLE ADULTS ARE AVAILABLE SO EACH PERSON HAS AN OPPORTUNITY TO ATTEND AND PARTICIPATE WITH THEIR SCOUT.**

REGISTRATIONS CANNOT BE COMPLETE WITHOUT PROVIDING A NAME OF A VOLUNTEER(S) FOR YOUR UNIT.

AS ALWAYS, THE PEOPLE WHO RUN THESE EVENTS ARE VOLUNTEERS, PLEASE TREAT EVERYONE WITH RESPECT.

WE CAN'T WAIT TO SEE YOU AT CAMP!

## REGISTRATION INFORMATION:

**Location:** Florida Sherriff's Youth Ranch, 1170 Youth Camp Lane, Pierson

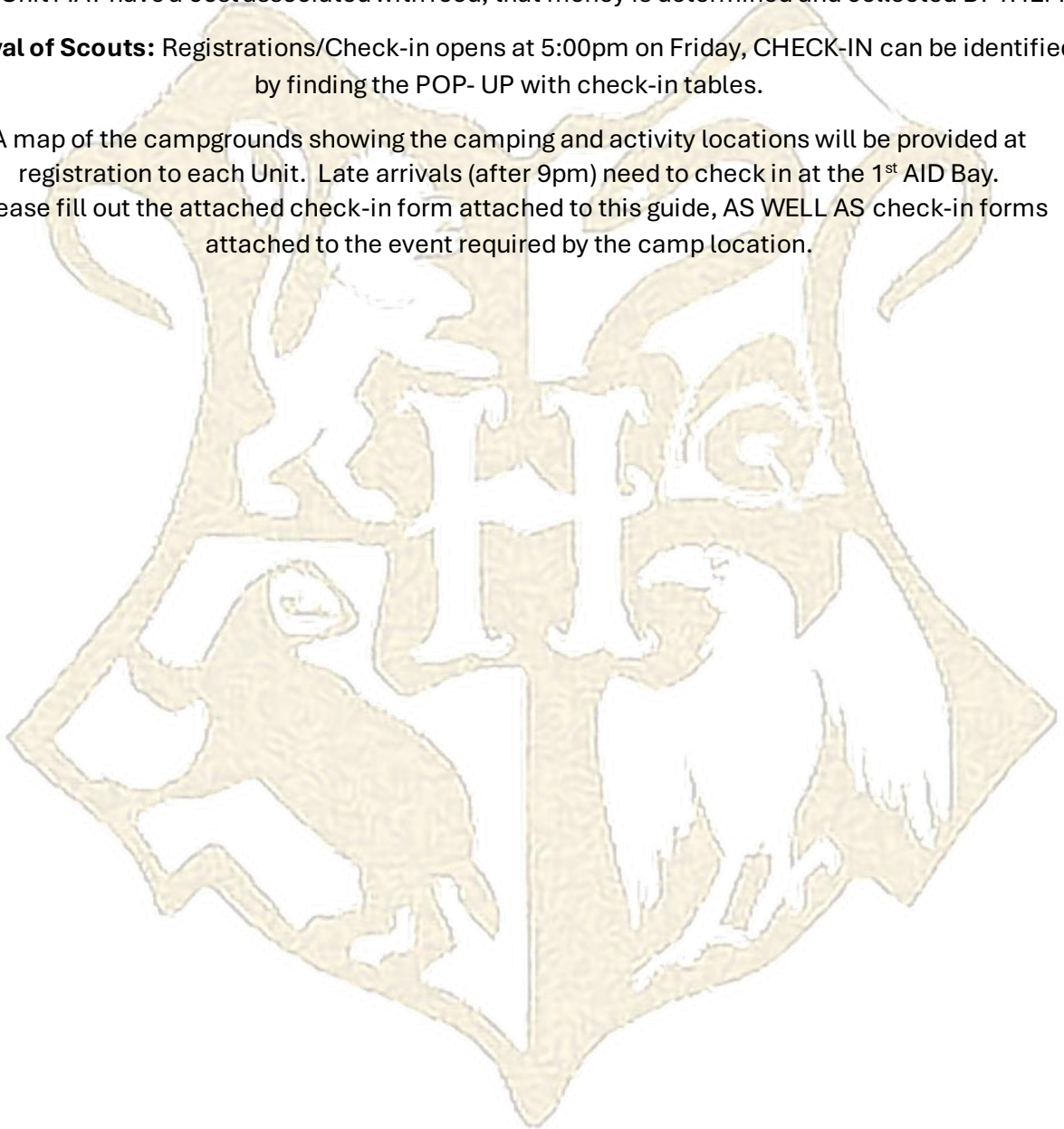
**Dates:** Friday, APRIL 25 5:00 PM to Sunday, APRIL 27 10:00AM

**Cost:** Included with Annual Registration for the current scouting year!

Your Unit MAY have a cost associated with food, that money is determined and collected BY THEM.

**Arrival of Scouts:** Registrations/Check-in opens at 5:00pm on Friday, CHECK-IN can be identified by finding the POP- UP with check-in tables.

A map of the campgrounds showing the camping and activity locations will be provided at registration to each Unit. Late arrivals (after 9pm) need to check in at the 1<sup>st</sup> AID Bay. Please fill out the attached check-in form attached to this guide, AS WELL AS check-in forms attached to the event required by the camp location.



## MINISTRY OF MAGIC PROCLAMATIONS PROCLAMATION

**PROCLAMATION #1: GENERAL** All Registered Staff and Leadership are authorized as Dumbledore's Army to enforce these rules and procedures. The Scout Oath and Law will prevail as the code of the camp. All information within the Guide to Safe Scouting and National Standard will be observed.

**PROCLAMATION #2: YOUTH PROTECTION** All adult leaders within any group must be current in their Youth Protection Training, Timuqua District enforces the Youth Protection Guidelines identified in the Guide to Safe Scouting.

**PROCLAMATION #3: LEADERSHIP** 2 BALOO trained leaders per pack is HIGHLY RECOMMENDED. All Adults Camping MUST be registered with the BSA OR be the LEGAL parent or guardian of the scouts in attendance.

CURRENT REGISTRATION of Scouts in attendance will be VERIFIED.

### **PROCLAMATION #4: DRUG, ALCOHOL, AND TOBACCO USE AND ABUSE:**

NO Alcoholic beverages are to be consumed by anyone related to a scouting program at any time during this event. Period. Offenders will be asked to leave.

Smoking is NOT PERMITTED ANYWHERE ON CAMP PROPERTY; this includes any form of vaping or cigarette.

In addition, all Scouting functions, meetings or activities should be conducted on a smoke free basis with permitted smoking areas away from all participants. Smoking in the presence of youth is strictly prohibited. Scouting America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by SCOUTING AMERICA or at any activity involving participation of youth members. Source: Guide to Safe Scouting

**PROCLAMATION #5: FIRES:** Fires shall be tended at all times. Ground fires are permitted **only** in existing fire pits. Liquid fuels may not be used for starting any type of fire. Propane and liquid fuels must be used under direct adult supervision and kept locked when not in use.

You may bring with you an above ground fire receptacle to be used only in ordinance to the local laws and regulations along with the Guide to Safe Scouting.

**PROCLAMATION #6: FIREWOOD** Downed wood may be gathered as firewood. Cutting live or standing dead trees is prohibited.

**PROCLAMATION #7: VEHICLES** Only unit trailers, broomsticks, and towing vehicles will be allowed to drive to, and remain in the campsites. Please consider bringing a wagon, or similar transport for gear.

**PROCLAMATION #8: EMERGENCIES and FIRST AID:** Units are encouraged to be prepared to respond to minor injury situations with qualified trained leaders and appropriate first aid equipment. If further assistance is necessary, please notify camp staff immediately, there will be a Certified 1<sup>st</sup> Aid adult located on the property at all times. Each unit is responsible for collecting updated health forms for EVERY PERSON attending, including siblings and parents.

Health forms will be requested when a participant is brought to the 1<sup>st</sup> Aide area, please be prepared, all major Emergencies will be treated on demand.

Any Camp Wide emergency will be identified by staff with 3 blasts of the air horn. When that sound is heard, all participants are to meet at the flagpole for further instructions. ALL participants are expected to report, regardless of age.

**PROCLAMATION #9: UNIFORMS:** Field uniforms (Class A) . Activities for which you will be in uniform are Saturday evening campfire, Sunday morning worship (Scout's Own service), opening and closing flag. For other activities, a Class "B" activity t-shirt or unit approved themed costuming is appropriate.

**PROCLAMATION #10: COURTESY,** please stay out of other dormitories/campsites unless 1<sup>st</sup> requesting permission to enter. Quiet time is observed from 10p-6a. Please remain in campsites after 11p, except for bathroom trips with a buddy or in case of YOU KNOW WHO SIGHTINGS!!

**PROCLAMATION #11: NON-MAGICAL APPLIANCES WHICH REQUIRE MUGGLE POWER. THERE IS LIMITED ACCESS TO ELECTRICITY WHILE VISITING HOGWARTS. PLEASE NOTIFY US BEFORE REGISTRATION CLOSURES IF YOU NEED ACCESS TO MUGGLE ELECTRICITY.**

**PROCLAMATION #12: CHECKOUT** Please be sure the campsite is clean, all litter and trash have been disposed of properly, no socks are left behind for house elves and be sure to check out with a member of Dumbledore's Army before you leave.

**EARLY CHECKOUT** Please let us know AT CHECK IN if you plan to leave before the wrap-up ceremony on Sunday at 9:30a

# THE ADVENTURE BEGINS

The following information is for Cubmasters and Leader's only and should not be shared with the Scouts.

This Family Camp Weekend is based on the adventures of the cast of the Harry Potter Movies, of course with a scouting twist. Each Pack will be "HOSTED" by the Class Prefects of the different houses at Hogwarts. This does NOT mean your Units will be sorted into these houses, it just means that they will be travelling with those houses throughout day. If your scouts are attached to any particular house, they are welcome to dress the part.

## SCHEDULE

### Friday

- **5:00 PM – 9:00 PM** Registration and Check-in.
- **7:00 PM-** MOVIE outside the dining hall (bring your own chair and snacks)
- **9:00PM** – Cub Master/Parent Meeting in the dining hall (1 adult (Or more) Per Unit
- **9:30PM**– Staff Meeting (dining hall) (1 person from each unit MUST attend as well as all scouts BSA units registered as STAFF.
- **10:00 PM-** QUIET TIME

### Saturday

- **6:00 AM -8:00 AM** – DAY VISITOR CHECK IN
- **6:00AM -8:30 AM-** BREAKFAST AT CAMPSITES AND CLEAN UP
- **8:30 AM-** STAFF MEETING DINING HALL (Day unit leader meeting)
- **9:00 AM** -OPENING CEREMONY (ALL SCOUTS REPORT TO FLAGPOLE)
- **9:15AM – 11:45 AM** MORNING ROTATIONS
- **11:45 AM – 1:00 PM-** LUNCH AND CLEAN UP
- **1:00 PM – 5:30PM-** AFTERNOON ROTATIONS
- **5:30PM -7:00 PM** – DINNER/CLEAN UP
- **7:00PM-** CUB MASTER CHALLENGE
- **7:30 PM** – CAMPFIRE PROGRAM
- **9:00PM-10:00PM-**OPTIONAL ASTRONOMY CLASS
- **10:00PM** – QUIET TIME

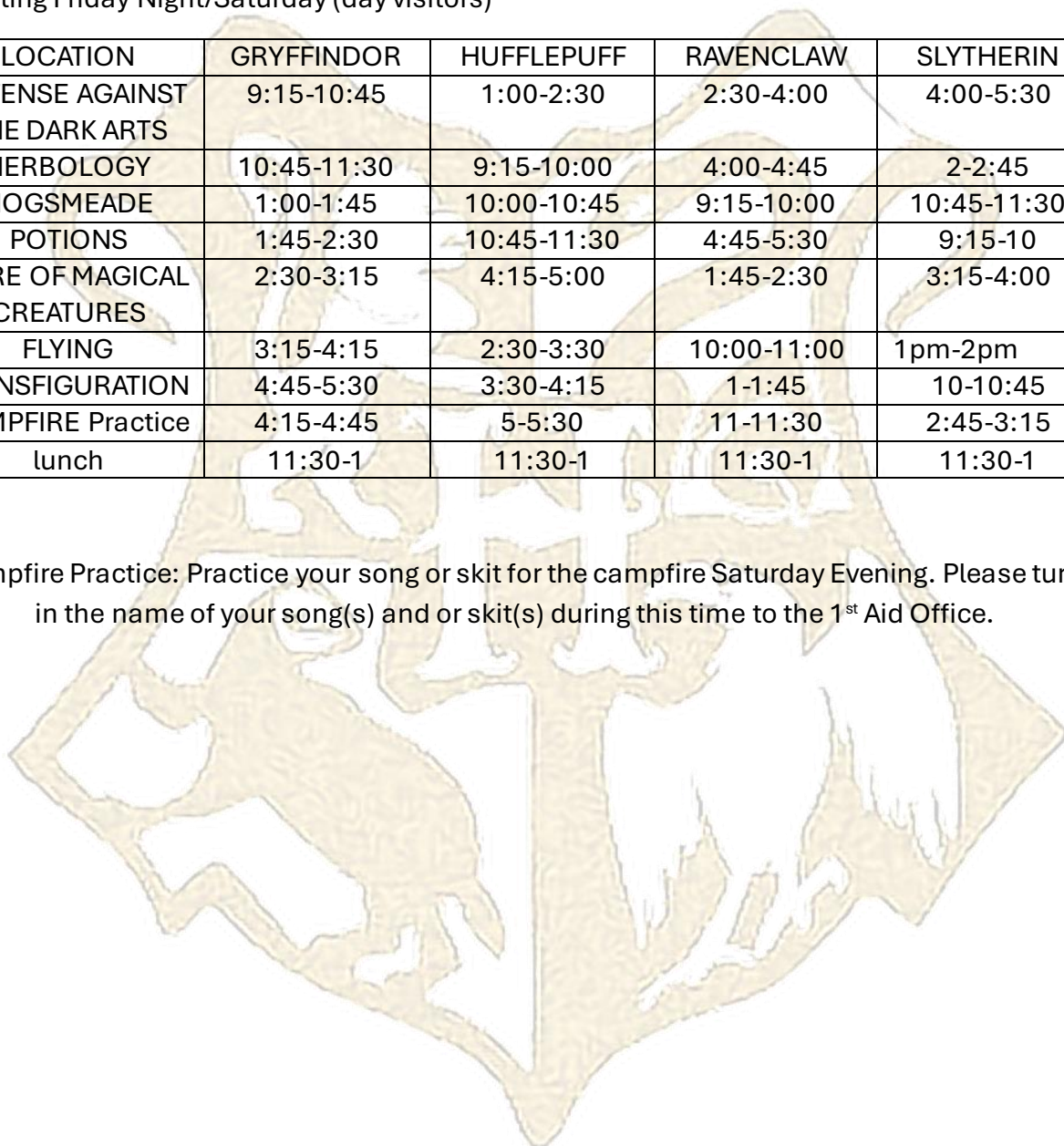
### Sunday

- **6:00 AM to 8:00 AM** Breakfast and Clean UP
- **8:30 AM** Scouts Own Service
- **9:00 AM** Final Award Presentations (CLASS A'S) FLAGPOLE
- **8:30 -10:00 AM** – "Leave No Trace" Check-out.

ROTATION SCHEDULES: Each **Unit** will receive a more detailed schedule at the leader meeting Friday Night/Saturday (day visitors)

LOCATION	GRYFFINDOR	HUFFLEPUFF	RAVENCLAW	SLYTHERIN
DEFENSE AGAINST THE DARK ARTS	9:15-10:45	1:00-2:30	2:30-4:00	4:00-5:30
HERBOLOGY	10:45-11:30	9:15-10:00	4:00-4:45	2-2:45
HOGSMEADE	1:00-1:45	10:00-10:45	9:15-10:00	10:45-11:30
POTIONS	1:45-2:30	10:45-11:30	4:45-5:30	9:15-10
CARE OF MAGICAL CREATURES	2:30-3:15	4:15-5:00	1:45-2:30	3:15-4:00
FLYING	3:15-4:15	2:30-3:30	10:00-11:00	1pm-2pm
TRANSFIGURATION	4:45-5:30	3:30-4:15	1-1:45	10-10:45
CAMPFIRE Practice	4:15-4:45	5-5:30	11-11:30	2:45-3:15
lunch	11:30-1	11:30-1	11:30-1	11:30-1

Campfire Practice: Practice your song or skit for the campfire Saturday Evening. Please turn in the name of your song(s) and or skit(s) during this time to the 1<sup>st</sup> Aid Office.



## DIAGON ALLEY SUPPLY LIST

In addition to your typical camping gear, food and drinks for the unit

EVERY WIZARD SCOUT should also visit their local Diagon Alley and be sure to pack the following: (THEIR CUB SCOUT 6 ESSENTIALS)

- Class A Field Uniform (if they have one)
- Class B Uniform OR unit approved costuming.
- ALOHOMORA : Flashlight
- A refillable Water Bottle OR Camelback style bag
- Sun Protection
- A Whistle
- Notepad/ sketchpad with Pencil
- Small 1<sup>st</sup> Aid Kit
- A day bag THEY can carry with them.
- A Scout Like Attitude and Energy

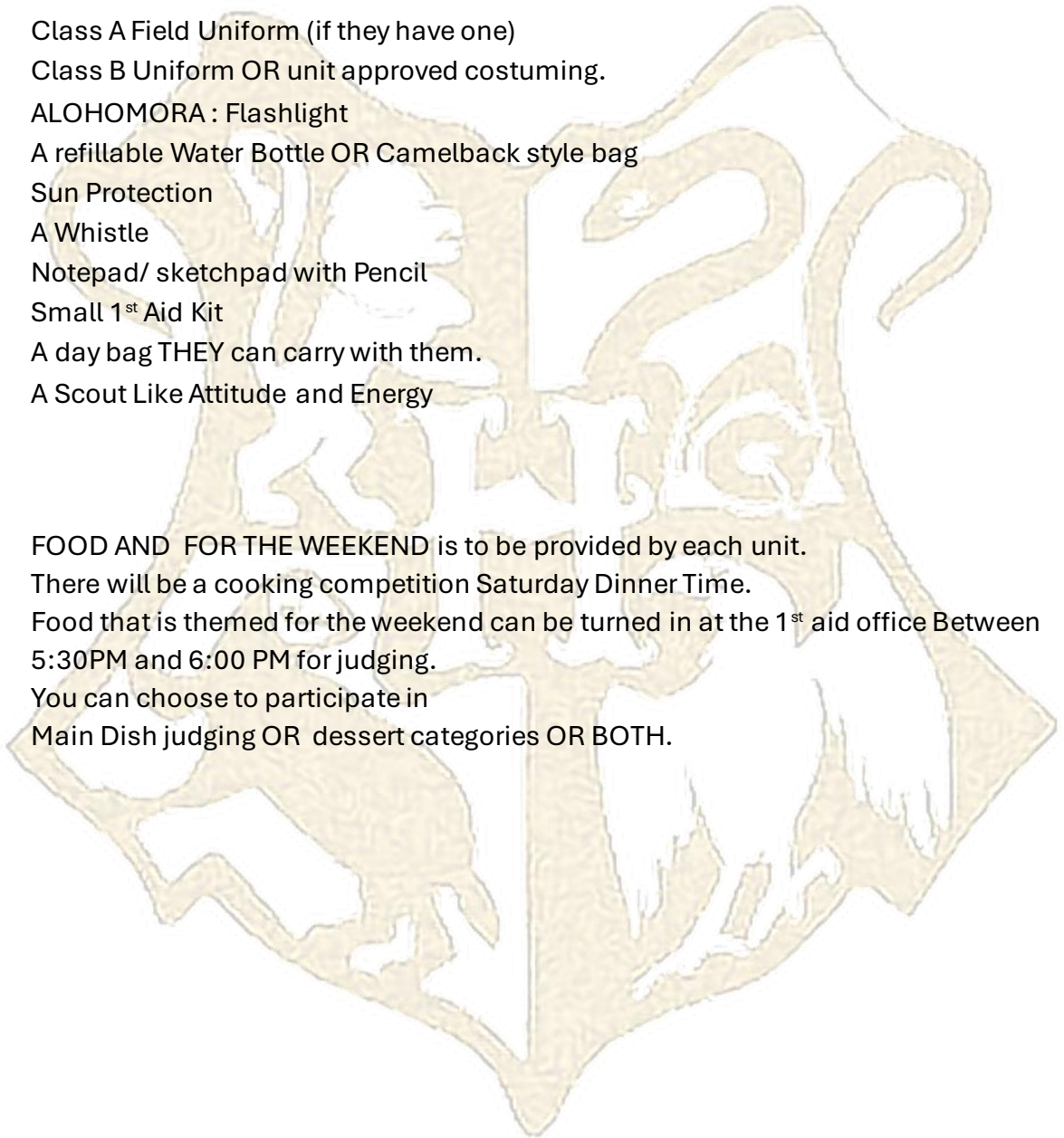
FOOD AND FOR THE WEEKEND is to be provided by each unit.

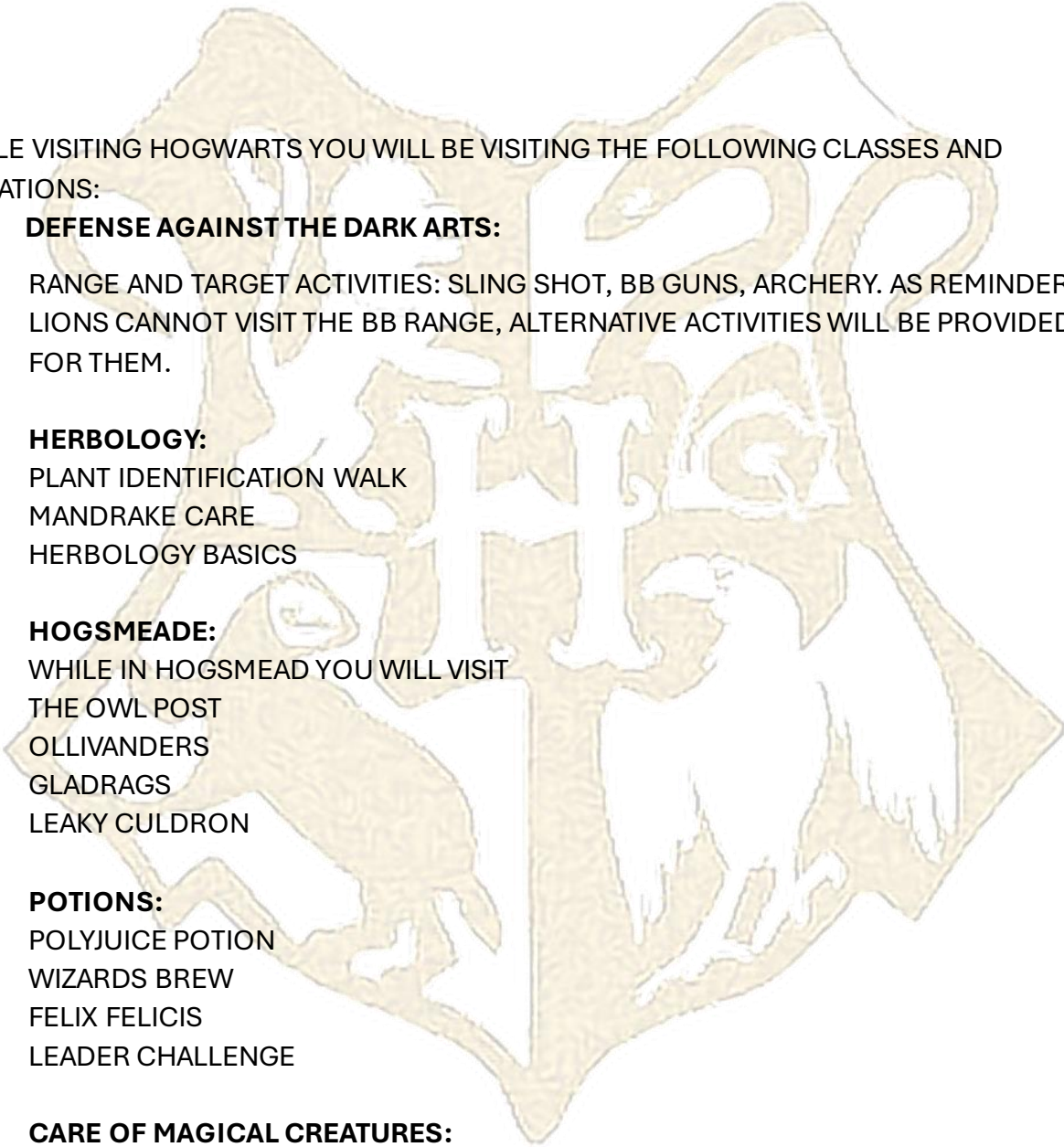
There will be a cooking competition Saturday Dinner Time.

Food that is themed for the weekend can be turned in at the 1<sup>st</sup> aid office Between 5:30PM and 6:00 PM for judging.

You can choose to participate in

Main Dish judging OR dessert categories OR BOTH.





WHILE VISITING HOGWARTS YOU WILL BE VISITING THE FOLLOWING CLASSES AND LOCATIONS:

**DEFENSE AGAINST THE DARK ARTS:**

RANGE AND TARGET ACTIVITIES: SLING SHOT, BB GUNS, ARCHERY. AS REMINDER LIONS CANNOT VISIT THE BB RANGE, ALTERNATIVE ACTIVITIES WILL BE PROVIDED FOR THEM.

**HERBOLOGY:**

PLANT IDENTIFICATION WALK  
MANDRAKE CARE  
HERBOLOGY BASICS

**HOGSMEADE:**

WHILE IN HOGSMEAD YOU WILL VISIT  
THE OWL POST  
OLLIVANDERS  
GLADRAGS  
LEAKY CULDRON

**POTIONS:**

POLYJUICE POTION  
WIZARDS BREW  
FELIX FELICIS  
LEADER CHALLENGE

**CARE OF MAGICAL CREATURES:**

IDENTIFICATION WALK  
MONSTER BOOK  
CARE OF MUGGLES

**FLYING CLASS:**



QUIDDICH  
GIANTS, WIZARDS, ELVES  
FEEACH (adapted for theme)

**TRANSFIGURATION/CHARMS:**

PATRONUS CREATION  
BASIC TRANSFIGURATION  
BASIC CHARMS

**PACK WEEKEND SCORING GUIDELINES**

Unit: \_\_\_\_\_

**SITE AND TENT PLACEMENT (5 points total)**

- Unit is in their assigned area and not encroaching on any other unit's space.

**SHELTER (10points total)**

- Tents properly erected; trim, securely anchored. (5)
  - Campsite Organization (5)

**FIRE, FIREWOOD, HOT KITCHEN AREAS (20 points total)**

- Fire site a safe distance from tents, etc.; adequately contained. (5 ft. radius cleared around fire) (10)
- Adequate fire buckets and/or other firefighting equipment available. (10)

**HEALTH AND SAFETY (50 points total)**

- Proper disposal of garbage. (5)
- Food adequately protected from contamination and spoilage. (5)
- Dish washing practices result in clean pots, plates, etc. (10)
- Cooking equipment stored off ground and clean. (5)
- Clean water is available. (5)
- Location of adequate first aid kit visible to all. (10)
- Campsite is clean and in order. (10)

**CAMP IMPROVEMENTS (20 points total)**

- U.S. and troop flags properly displayed. (U.S. Flag on the right side of the entrance to a person standing in the entrance facing out of camp.) (10)
- Campsite improvements/theming, Campsite is decorated to the theme of the event (Hogwarts/Harry Potter) via campsite decorating OR Gateway (10)

**Other Items (100)**

- Conduct in keeping with the Scout Oath or Law(50)
- Unit Participates in all scheduled games/program (10)
- Unit Provides at least 1 adult volunteer (15)
- Unit Participates in Dinner Cooking Competition (5)
- Unit turns in Camp Evaluation Sheet (5)
- Unit Registers Early (within 2 weeks of the event) (5)
- Cubmaster competes in Cubmaster Competition (10)

**TOTAL POINTS (200)**

CAMP CHECK IN FORM (this form should be printed for every family attending)  
Please fill this out for ONLY the people in your vehicle who will be staying for camp.  
Have it ready for when you arrive at check in.

UNIT NUMBER \_\_\_\_\_ DISTRICT \_\_\_\_\_

UNIT LEADER \_\_\_\_\_

Names of People In your vehicle who are camping  
PLEASE INDICATE IF THEY ARE A SCOUT (SC) OR SIBLING(sib)

YOUTH

ADULTS

\_\_\_\_\_ sc sib \_\_\_\_\_  
\_\_\_\_\_ sc sib \_\_\_\_\_  
\_\_\_\_\_ sc sib \_\_\_\_\_  
\_\_\_\_\_ sc sib \_\_\_\_\_

Names of people in your vehicle who are participating for the day only

YOUTH

ADULTS

\_\_\_\_\_ sc sib \_\_\_\_\_  
\_\_\_\_\_ sc sib \_\_\_\_\_  
\_\_\_\_\_ sc sib \_\_\_\_\_  
\_\_\_\_\_ sc sib \_\_\_\_\_