

# Are you BRAVE enough?

**Session 1: July 22 – July 25**

**Session 2: July 27 – July 30**

## CUB SCOUT

### RESIDENT CAMP

2017



CAMP LA-NO-CHE  
CENTRAL FLORIDA COUNCIL • BOY SCOUTS OF AMERICA

Dear Parents & Leaders,

Resident Camp for 2017 will be held from July 22<sup>nd</sup> – July 25<sup>th</sup> and July 27<sup>th</sup> – 30<sup>th</sup>. We are very excited about our very first Cub Resident Camp at La-No-Che! We would like to thank our volunteers for helping us bring this program to our camp. Our theme this year is “Are you Brave Enough”.

In 2017 we will be offering two separate Resident Camp sessions for your convenience. You may choose which four-day session you would like to attend. Or you may also attend both sessions at a discounted rate. We also encourage your Den Chief to attend camp with you.

This Leaders Guide was assembled and organized to help you plan a successful summer camping experience for every boy in your Pack. As you can see, there is truly something for everyone. Camp La-No-Che is here for the boys and we will do everything we can to help you make your summer camp experience the best it can possibly be. We hope each boy in your unit gets an opportunity to attend this year’s camp.

We encourage you to get fully involved in this year’s theme. Many Packs will come to camp equipped with props, costumes, table decorations and many more spirit items that reflect this theme. This will only add to the rich experience that will be provided.

On behalf of the Central Florida Council and the entire Camp La-No-Che staff, we look forward to seeing you at camp this summer!

Sincerely,

Leigh Taylor  
Council Program Director – Cub Scouts  
Central Florida Council, BSA

# Contents

<b>Camp Fees</b> .....	<b>4</b>
<b>Registration</b> .....	<b>5</b>
<b>Medical Forms</b> .....	<b>6</b>
<b>Safety/ Campfires</b> .....	<b>6</b>
<b>Weather</b> .....	<b>7</b>
<b>Smoke Free Policy</b> .....	<b>7</b>
<b>Trading Post</b> .....	<b>7</b>
<b>Wildlife at Camp</b> .....	<b>7</b>
<b>General Information - Adults in Camp</b> .....	<b>8</b>
<b>Arrival</b> .....	<b>9</b>
<b>Leader’s Meeting</b> .....	<b>9</b>
<b>Uniform</b> .....	<b>9</b>
<b>Visitor Information</b> .....	<b>10</b>
<b>Campfire Program</b> .....	<b>10</b>
<b>Session Information</b> .....	<b>10</b>
<b>Tot Lot Information</b> .....	<b>11</b>
<b>Activities by Rank</b> .....	<b>11</b>
Tiger Cub Program Activities .....	12
Wolf Cub Program Activities .....	13
Bear Cub Program Activities .....	14
Webelos Program Activities .....	15
Arrow of Light .....	16
Program Activities.....	16
World Conservation Award .....	17
National Summertime Pack Award.....	18
Outdoor Activity Award .....	19
<b>Outdoor Activities</b> .....	<b>19</b>
What to Bring to Camp.....	20
<b>Unit Packing List</b> .....	<b>20</b>
Daily Activity.....	21



*Packs are required to make a deposit of \$50.00 per person with remaining balance due on June 1<sup>st</sup>, 2017.*

**There are  
2 Sessions  
to choose from:**

**Session 1  
July 22-25**

**Session 2  
July 27-30**

## Camp Fees

The Resident Camp fee is listed below in the table. The camp fee includes a camp patch, program and meals. To register please visit:

<https://scoutingevent.com/083-CubScoutResidentCamp2017#>

A \$50.00 deposit is required with your registration per person. The final payment is due on June 1<sup>st</sup>, 2017. Please allow plenty of time if your mailing payments in to camp.

Fee's	Before June 1 <sup>st</sup>	After June 1st	Both Session Before June 1st	Both Sessions After June 1st
<b>Cub Scout</b>	<b>\$150.00</b>	<b>\$170.00</b>	<b>\$250.00</b>	<b>\$275.00</b>
<b>Adult</b>	<b>\$75.00</b>	<b>\$90.00</b>	<b>\$100.00</b>	<b>\$125.00</b>
<b>Sibling 4 yrs. to 11 yrs.</b>	<b>\$75.00</b>	<b>\$90.00</b>	<b>\$100.00</b>	<b>\$125.00</b>
<b>Den Chief</b>	<b>\$75.00</b>	<b>\$90.00</b>	<b>\$100.00</b>	<b>\$125.00</b>



*Packs should plan to arrive at La-No-Che for resident camp between 8:00 am - 11:00 am Session 1 and 6:00 pm Session 2 with opening campfire at 7:30 pm.*



## **REGISTRATION & SAFETY**

### **Registration**

Our goal is to make the registration process easy and efficient for everyone. Additional information, along with last minute updates and tips can be found on our website at [www.camplanoche.com](http://www.camplanoche.com). Or you may call the camp office for assistance.

### **Camp La-No-Che Office Hours (August-May)**

Tuesday - Saturday 8:30 am – 5:00 pm

### **(June – July)**

Monday – Friday 8:30 am – 5:00 pm

### **Online registration is now OPEN!**

The following steps should be followed:

1. Go to:  
<https://scoutingevent.com/083-CubScoutResidentCamp2017>
2. Scouts will be registered individually and placed in a walking group (no more than 20) of the same rank.
3. All ranks will be assigned to walking groups and follow a pre-structured program. Program is subject to change to ensure unlimited fun. Please refer to this leaders guide on [www.camplanoche.com](http://www.camplanoche.com)

### **Resident Camp Address**

Camp La-No-Che  
41940 Boy Scout Rd.  
Paisley, Florida 32767  
Phone: 352-669-8558  
Fax: 352-669-7636  
E-mail: [leigh@camplanoche.com](mailto:leigh@camplanoche.com)

### **Service Center Address**

Central Florida Council  
1951 S. Orange Blossom Trail  
Apopka, Fl. 32703  
Phone: 407-889-4403

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## Medical Forms

All Scouts, leaders, and siblings attending camp must have a completed “Annual Health and Medical Record” form.

Youth participants and adults should use the newest form located:

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>. It is recommended that Parts A, B and C of the Medical Form be completed including the examination by a medical professional. However, properly completed Parts A and B will suffice. Please keep in mind that the Medical Form process is designed for each participant’s personal safety. Due diligence on this process could make the difference between a great experience or a poor one. Older versions of the medical forms cannot be accepted.

Each Scout, leader, and sibling’s medical forms will be reviewed after his or her arrival as part of the check-in procedure. The medical forms will be kept on file for the session with the Camp Health Officer. They will be returned to the parent at the end of the Session. Even if a leader or participant is arriving late in the session all efforts should be made to have that person’s health history with them during check-in, so that the Health Officer can review the forms. If a Scout or leader is arriving late to resident camp, then they will need to give these forms to the Health Officer upon arrival in camp.

Please make arrangements for physical examinations before summer camp. Any participant who does not have a completed health form will be restricted from all camp activities until an examination has been given. There are no provisions for an examination to be given at camp. Also, make sure that each health form has been signed by all parties in the appropriate places.

**Please keep a copy of each Scout’s physical for your records.**

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## Safety/ Campfires

- Closed toe shoes must be worn at all times. Open toe shoes may only be worn in the Pool area or campsite showers.
- All vehicles must be parked in the main parking lot. If you are camping as a Pack your unit trailer may be parked in the campsite detached from a vehicle. All trailer tongues must be flagged for safety.
- One fire is permitted per campsite in the designated fire ring. It is your responsibility to clean your fire pit before leaving camp. You can *never* leave the fire unattended. If camp is under a fire ban, no fires will be permitted.
- No flames or fires (kerosene, white gas, propane, gas) allowed in tents.
- No fireworks or privately owned firearms are permitted on council owned property.
- Cooking must be done at least 20 feet away from any camp building or tents.
- Bicycle riders must wear helmets
- Extension cords may only be used inside buildings.
- Camouflage is highly discouraged at camp.
- No riding in the back of trucks or on trailers is allowed.

## **Weather**

Florida is Lightning capitol of the world. Please be cautious. Camp is equipped with a lightning detection system called, “Thor Guard”. You will be briefed on our emergency systems during the leader/parents meeting on day 1 of your stay.

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## **Smoke Free Policy**

Smoking/Vaping is not permitted in front of youth. The only designated smoking area at camp is behind the Trading Post.

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## **Trading Post**

The Jack Jennings’s Trading Post will be open during the day at camp. Cash, Check and Credit Cards are accepted.

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## **Wildlife at Camp**

Camp is home to many animals big and small. Please respect all wildlife. If you come across a dangerous species, please contact a staff member immediately. Do not harass or molest animals at camp.





*If you come across  
a venomous snake,  
please contact a  
staffer immediately.*

*Do not handle any  
wildlife.*



## General Information – Leaders and Adults in Camp

All scouts are required to have Adult Leaders/parents with them in camp at all times. Camp La-No-Che requires a 2:8 Leader to Scout ratio for the first 8 scouts and a 1:4 ratio for all additional Wolf, Bear, Webelos and Arrow of Light Scouts. Tiger Scouts MUST have 1 Adult Partner with them at all times. All leaders attending camp must be registered members of the BSA, and must meet the qualifications for the leadership position in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age.

Parents and Leaders may rotate when necessary, but at least two adults must be with the unit 24 hours a day. Parents, committee members, and other adults who accompany the unit to camp must meet all of the above requirements. Leaders, please note, it is in the best

interest of your Scouts to have consistent leadership throughout your pack's stay at camp. Rotation of leaders can give way to situations that are not conducive to the positive influences of a stay at Resident camp.

Units that rotate leaders during the week can fill a leader-space with more than one person staying different parts of the session. For example, one leader might stay the first night and another the second or third. In that the two leaders do not stay in camp at the same time, they use only one adult-space and pay only \$85.00. They will, however, only receive one patch for the one adult-space. Additional patches are available for purchase from the Trading Post.

The general rule is that the unit needs to pay for the maximum number of adults staying in camp at any one time.



*Major Health  
Emergencies will be  
transported to  
Waterman Hospital  
in Tavares.*



## Arrival

Scouts should plan to arrive at camp:

**Session 1:** Please arrive on July 22<sup>nd</sup>  
between 8:00 am - 11:00 am.

**Session 2:** Please arrive on July 27<sup>th</sup>  
Between 4:00 pm – 6:00 pm.

Upon arrival, you will be greeted by camp staff and assigned a camp guide. Your camp guide will assist you with the check in process. Please have your medical forms in hand for review. If you would like a camp tour please let your camp guide know. We will also be having swim checks upon arrival. More information will be given to you when you check in at camp.

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## Leader's Meeting

A meeting of key leaders will be held on the afternoon or evening of the opening day. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. Also, an opportunity will be provided to answer questions.

In addition, leader's meetings will be held each morning after breakfast. At this meeting, Cubmasters will get the opportunity to ask questions and get updates on any special events going on in camp.

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## Uniform

The official Cub Scout summer uniform is recommended for wear by both youth and adults while in camp. This consists of camp/scout t-shirt, scout shorts and sneakers. You are to wear your Field Uniform (Class A) to supper each evening and to the closing show.



### A Few Helpful Tips for A Comfortable and Safe Camping Experience

- Wear closed-toed & closed-heeled shoes
- Use insect repellents containing DEET or Permethrin
- Carry flashlights when walking at night
- Shake out clothing and shoes before wearing them
- Keep food out of tents
- Check for tick bites daily
- Wear a hat & sunglasses
- Use sunblock
- Carry a water bottle at all times.
- Avoid going off of camp trails

## Visitor Information

Visitors should plan to arrive at Camp La-No-Che in accordance with the daily schedule of activities. Scouts will be involved in sessions until roughly 5:00 p.m. daily and will need time to shower and change clothes before the evening meal. The evening pack activities in camp will last until 9:00 p.m. Visitors should plan to leave shortly after 9pm so scouts and leaders can get a good night's sleep. Vehicles must be parked in the camp parking lot and not driven into camp. Visitors should park, check in at the Front Office, and then walk to the campsite area. If desired, visitors may eat in the dining hall. Meal tickets can be purchased from the Administration Building as they enter camp. The visitor meal price is \$7.00 for adults and \$5.00 for children. Visitors at any time must check in at the Front Office. There are no facilities at La-No-Che to allow visitors to stay overnight.

## Campfire Program

Campfire programs bring out the spirit and fun of camp. We encourage you to bring your Den or Pack flags and other spirit items to the opening and closing shows. We have planned a camp wide opening and closing show for Cub Resident Camp. Opening show for Session 1 will be on Saturday July 22<sup>nd</sup> at 8PM and closing show will be on Monday July 24<sup>th</sup> evening at 8PM. For Session 2, opening show will be on Thursday July 27<sup>th</sup> at 7:30PM and closing show will be on Saturday July 29<sup>th</sup> at 8PM.

Any visitors in camp should plan to depart after the campfire program has ended.

## Session Information

<b>Session 1</b>			
<b>Saturday July 22nd</b>	<b>Sunday July 23<sup>rd</sup></b>	<b>Monday July 24<sup>th</sup></b>	<b>Tuesday July 25th</b>
8-11 AM Arrival for check in & Camp Setup	7 AM Wake Up	7 AM Wake UP	7 AM Wake Up
12 PM Lunch	7:45 AM Breakfast	8 AM Breakfast	8 AM Breakfast
1:30 PM Welcome Opening	8:45 AM Opening Flag	8:45 AM Opening Flag	9 AM Checkout
2-5 PM Program	9AM-12PM Program	9am-12PM Program	11 AM Camp Closed
5:30 PM Dinner	12 PM Lunch	12 PM Lunch	
6:45 PM Closing Flag	2-5 PM Program	2-5 PM Program	
7:00 PM Open Activity Time	5:30 PM Dinner	5:30 PM Dinner	
8 PM Campfire Show Pow Wow	6:45 PM Closing Flag	6:45 PM Closing Flag	
9:15 PM Stargazing	7 PM Activity	8 PM Closing Show	
10 PM Lights Out	9:30 PM Lights Out	9:30 PM Lights Out	

<b>Session 2</b>			
<b>Thursday July 27th</b>	<b>Friday July 28<sup>th</sup></b>	<b>Saturday July 29<sup>th</sup></b>	<b>Sunday July 30th</b>
	7 AM Wake Up	7 AM Wake UP	7 AM Wake Up
	7:45 AM Breakfast	7:45 AM Breakfast	7:45 AM Breakfast
	8:45 AM Opening Flag	8:45 AM Opening Flag	8:45 AM Opening Flag
	9am-12 PM Program	9am-12PM Program	9am-12pm Program
	12 PM Lunch	12 PM Lunch	12 PM Lunch
	2-5 PM Program	2-5 PM Program	1PM Checkout
	5:30 PM Dinner	5:30 PM Dinner	3 PM Camp Closed
6 PM Arrival	6:45 PM Flag	6:45 PM Flag	
7:30 PM Opening Show (Pow Wow)	7 PM Activity		
8:30 PM Cracker Barrel		8 PM Closing Show	
9:30 PM Lights Out	9:30 PM Lights Out	9:30 PM Lights Out	

## Tot Lot Information

Camp La-No-Che is offering a Tot Lot program for siblings of Cub Scouts ages 4-11 years old. Parents can be assured that our staff will provide them a fun filled and safe week experience many of camps activities (age appropriate). Parents or a designated guardian must check in and out the sibling/s before program and meal times. Please fill out the required tot lot information sheet included in this guide. See below for an example of a fun filled day at camp.

Sunday 7/23

8:45 - 9:00	Check-In
9:00 - 9:15	Circle Time
9:15 - 9:45	Activity 1
9:45 - 9:50	Clean up & Get snack ready
9:50 - 10:10	Snack & Bathroom break
10:10 - 10:40	Activity 2
10:40 - 10:45	Clean up & Get ready for next activity
10:45 - 11:15	Activity 3
11:15 - 11:20	Clean up & Get ready for next activity
11:20 - 11:50	Activity 4
11:50 - 12:00	Get ready to leave
12:00 - 1:45	Lunch
1:45 - 2:00	Check-In
2:00 - 2:15	Circle Time
2:15 - 2:45	Activity 5
2:45 - 3:15	Change Clothes/Snack/Bathroom Break
3:15 - 3:45	Activity 6
3:45 - 3:50	Clean up & Get ready for next activity
3:50 - 4:20	Activity 7
4:20 - 4:25	Clean up & Get ready for next activity
4:25 - 4:55	Activity 8
4:55 - 5:00	Get ready to leave



# Tiger Cub Program Activities



Tiger Activities for Session 1 are:

- Backyard Jungle
- Floats & Boats
- Tiger Tales
- Sky is the Limit

Tiger Activities for Session 2 are:

- Tigers in the Wild
- Floats & Boats
- Tiger Tales
- Sky is the Limit

Activities for Both Sessions:

- Shooting Sports
- Aquatics

Please note that some of the requirements might not be met at camp. Program may change to ensure fun and happiness.

Tigers will be assigned into walking groups when they arrive at camp.

Tigers from the same pack will be kept together in one walking group.

# Wolf Cub Program Activities



**Archery** – Scouts will have a chance to shoot bows and arrows at the Range and complete their rank-level shooting sports patch along with the Archery discipline pin.

**BB Guns** – Scouts will get a chance to shoot BB Guns and complete their rank-level shooting sports patch along with the BB gun discipline pin.



## Wolf Activities Session 1:

- Paws on Path
- Air of the Wolf
- Digging in the Past

## Wolf Activities Session 2:

- Call of the Wild
- Spirit of the Water
- Finding Your Way

## Activities for Both Sessions:

- Shooting Sports
- Climbing
- Aquatics

Please note that some of the requirements might not be met at camp. Program may change to ensure fun and happiness.

Wolfs will be assigned into walking groups when they arrive at camp.

Wolfs from the same pack will be kept together in one walking group.

# Bear Cub Program Activities



**Archery** – Scouts will have a chance to shoot bows and arrows and complete their rank-level shooting sports patch along with the Archery discipline pin.

**BB Guns** – Scouts will get a chance to shoot BB guns and complete their rank-level shooting sports patch along with the BB Guns discipline pin.



## Bear Activities Session 1:

- Bear Claws
- Beat the Drum
- Salmon Run

## Bear Activities Session 2:

- Fur, Feathers & Ferns
- Beat the Drum
- Salmon Run

## Activities Both Sessions:

- Shooting Sports
- Climbing
- Aquatics

Please note that some of the requirements might not be met at camp. Program may change to ensure fun and happiness.

Bears will be assigned into walking groups when they arrive at camp.  
Bears from the same pack will be kept together in one walking group.



# Webelos Program Activities



## Webelos Activities Session 1:

- Walk About
- Aquanaut
- Sportsman

## Webelos Activities Session 2:

- First Responder
- Aquanaut
- Built It

## Activities for Both Sessions:

- Climbing & Rappelling
- Shooting Sports
- Aquatics

Please note that some of the requirements might not be met at camp. Program may change to ensure fun and happiness.



Webelos will be assigned into walking groups when they arrive at camp.

Webelos from the same pack will be kept together in one walking group.



# Arrow of Light Program Activities



## AoL Activities Session 1:

- Build a Better World
- Aquanaut
- Looking Back Looking Forward

## AoL Activities Session 2

- Camper
- Aquanaut
- Earth Rocks

## Activities for Both Sessions:

- Climbing & Rappelling
- COPE Course Experience
- Aquatics
- Shooting Sports

Please note that some of the requirements might not be met at camp. Program may change to ensure fun and happiness.



AoL Scouts will be assigned into walking groups when they arrive at camp.  
AoL Scouts from the same pack will be kept together in one walking group.





# World Conservation Award

As a **Wolf Cub Scout**, earn the Cub Scout World Conservation Award by doing the following:

- Earn the [Paws on the Path](#) adventure.
- Earn the [Grow Something](#) adventure.
- Complete requirements 1 and 2 from the [Spirit of the Water](#) adventure.
- Participate in a den or pack conservation project in addition to the above.

As a **Bear Cub Scout**, earn the Cub Scout World Conservation Award by doing the following:

- Earn the [Fur, Feathers, and Ferns](#) adventure.
- Earn either the [Bear Goes Fishing](#) or [Critter Care](#) adventure.
- Complete requirement 3 from the [Baloo the Builder](#) adventure by constructing a bird feeder or a bird house as one of the options.
- Participate in a den or pack conservation project in addition to the above.

As a **Webelos Scout**, earn the Cub Scout World Conservation Award by doing the following:

- Earn the [Building a Better World](#) adventure.
- Earn the [Into the Wild](#) adventure.
- Earn the [Into the Woods](#) adventure.
- Earn the [Earth Rocks](#) adventure.
- Complete requirements 1, 3a, and 3b in the [Adventures in Science](#) adventure.
- Participate in a den or pack conservation project in addition to the above.



# National Summertime Pack Award

Individual Cub Scouts, their Dens and the Pack can all earn awards for participating in summertime activities. Cubs will gain a sense of accomplishment when receiving this award, and will look forward to activities next summer!

Schedule various activities during the summer as part of the Cub program. It keeps the pack together when the boys are out of school, and shows them another fun part of the Cub Scout program!

To assist leaders with summer calendar-of-event ideas, the Mid-America Council offers an array of outdoor camp opportunities. Boys can experience Cub Scouting in the outdoors with "Family Fun Day Camp" programs or "Fun with Son," "Cub Resident" and "Webelos Resident" overnight programs.

Use these events to help the pack earn the "National Summertime Pack Award." This award demonstrates to families in the unit and others that the pack's leadership is providing a good, quality program for the boys.

Another benefit to planning summer gatherings is the possibility of parents staying active and interested. They can share in hikes, enjoy archery or play a game with their boy, and have fun doing it. Summer pack events often involve the whole family, including siblings.

# Outdoor Activity Award



All Cub Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year.

## All Ranks

Attend Cub Scout day camp or Cub Scout/Webelos Scout resident camp, and do the following:

## Rank-Specific

**Tiger:** Complete the Backyard Jungle adventure from the *Tiger Handbook*, and complete four of the outdoor activities listed below.

**Wolf:** Complete the Paws on the Path adventure from the *Wolf Handbook*, and complete five of the outdoor activities listed below.

**Bear:** Complete the Bear Necessities adventure from the *Bear Handbook*, and complete six of the outdoor activities listed below.

**Webelos:** Complete the Webelos Walkabout adventure from the *Webelos Handbook*, and complete seven of the outdoor activities listed below.



## Outdoor Activities

Participate in a nature hike in your local area. This can be on an organized, marked trail or just a hike to observe nature in your area.

Participate in an outdoor activity such as a picnic or park fun day.

Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.

Attend a pack overnighter. Be responsible by being prepared for the event.

Complete an outdoor service project in your community.

Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.

Earn the Summertime Pack Award.

Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.

Participate in an outdoor aquatics activity. This can be an organized swim meet or just a den, pack, or family swim.

Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.

Participate in an outdoor sporting event.

Participate in an outdoor interfaith or other worship service.

Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.

Invent an outside game and play it outside with friends for 30 minutes.

# What to Bring to Camp

Other than the basics, different people and packs will bring different items with them. A good exercise is to think about your perfect stay at camp and bring the items that you see in your mental picture. If you want to spend the afternoon fishing on the edge of the lake, don't forget your fishing pole and tackle box. Most importantly don't forget your sunscreen and a hat.

To help keep you from forgetting those all-important items, we have a list to help you when you are packing.

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## Unit Packing List

- Health Forms
- Pack flag
- Den flags
- Flashlight
- 8x10 Tarp
- Water Bottle
- First Aid Kits
- Rope
- Lawn Chairs
- T-shirts
- Ice Chest
- Scout Handbooks
- Uniforms

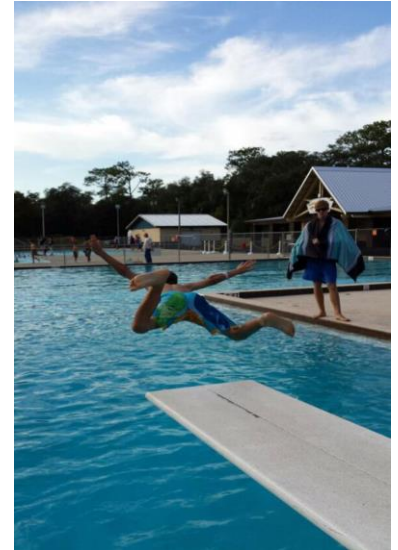
- Toiletries
- Rain Jacket
- Sun Glasses
- Hat
- Sunblock
- Bug Spray
- Notebook
- Pen/Pencil
- Watch
- Sleeping Bag
- Alarm Clock
- Sheets/Blanket
- Towel
- Swim Trunks

- Socks
- Shower Shoes
- Camera
- Soap
- Extra Sneakers
- Backpack
- Smiles

## Daily Activity

There is plenty for packs and individual Scouts to do at Resident Camp. A lot of open activities have been planned and will be announced daily. These activities include **BB shoots, free swim, boating, climbing, archery, games, and crafts.** However, the pack is free to do other activities during the open time such as hiking the many trails throughout the camp or fishing from the dock (Cheney Dock Only). They can also just relax in the campsite with a good game of cards around the campfire.

Camp La-No-Che is a place for boys to have fun and experience the outdoors! Our Staff will do everything they can to make sure the boys are having fun throughout the day with special activities and games for them. Program is subject to change at any time.



**The safety and security of every Scout is of paramount concern to all leaders and staff. To enhance our security efforts, we will require that parents, leaders, or Scouts who are checking into camp over the course of the session to register at the Front Office. Scouts who are leaving camp early will need to check out at the Front Office with our staff, while being accompanied by an adult from the pack to authorize the departure. Pack leaders should encourage all guests and visitors to depart by 9:30pm to maintain a safe environment at camp and to keep the Scouts on schedule for nighttime activities. If there are particular concerns on an individual Scout's well-being and protection, the guardian should reach out to staff. We will contact the Camp Commissioner to help. Leaders wishing to go into town for supplies should notify the office before leaving.**

