

Cub Scout & Webelos Summer Camp at Camp Quaker Haven

8438 312th Rd,
Arkansas City, KS
67005

Session 1:
July 26th-28th

Session 2:
July 29th - July 31st

Leader's Guide

rev. 2/2026



Scouting America
Quivira Council
3247 N. Oliver
Wichita, Kansas 67220
www.quivira.org

Get ready to ROAR into summer!

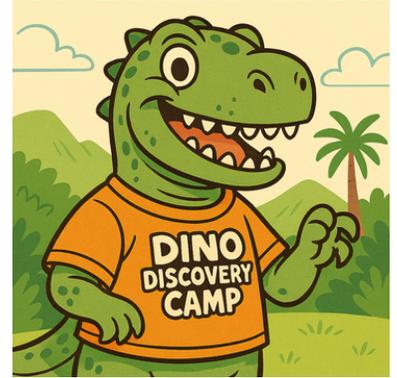
Cub Scout Summer Camp is going prehistoric with our DINO Discovery Camp!! Fossil Digs, Volcanos, Swimming, BB Guns, Archery, Slingshot, Hiking, DINO Slide, Mini Golf, and MORE!!

Stomp, explore, and survive 3 days of games, crafts, and outdoor fun.

Don't miss your chance to camp with the dinosaurs!

Registration Information and How to get your T-shirt

This year's price structure is based upon facility costs at Camp Quaker Haven. All fees include meals for all three days starting with lunch on the 1st day of your session and ending with lunch on the last day of your session.



*Not actual t-shirt design

Last day for unit deposits: February 13th, 2026 @ 11:59pm Registration opens February 14th, 2026 and will close May 15th, 2026 at 11:59pm. Unit Deposit is \$200.

Early Bird: Youth \$120 and Adult \$120! **Early Bird ends on March 15th, 2026 (T-shirts are included in Price!)**

Regular Price: Youth \$220, Adult: \$140 Ends on May 15th, 2026 **(T-Shirts are included in Price!)**

Late: Youth: \$320, Adult: \$220 **(T-Shirts not Included)**

Refunds are not available, but fees may be transferred to another Scout or Adult under same registration number.

Register at <https://quivira.org/camping-with-quivira/cub-scout-resident-camp/>

Payments must be made online and can be by check or card. Pre-registration is important so that we can properly supply and prepare the event and its activities.

T-Shirts must be ordered and paid for by May 15th, 2026 or units will not receive them!

Camp Leadership

Camp Director: Rhonda Green, MD

Program Director: Maggie Green

Staff Advisor: Alex Schmitt alex.schmitt@scouting.org



Located on 160 acres near Arkansas City, Kansas, Camp Quaker Haven welcomes Quivira Council's Dino Discovery Summer Camp 2026! All participants will be staying in air conditioned cabins and enjoy the beautiful views of the Arkansas River.



Directions to Camp Quaker Haven From Arkansas City, KS

Directions



A Arkansas City, KS

↑ Leave from S Summit St/US-77 Bus S/County Hwy-27
2.1 mi, about 4 min

↶ Turn left onto 61st Rd
about 0.4 mi, less than 1 min

↶ Turn left onto 312th Rd
1.6 mi, about 5 min

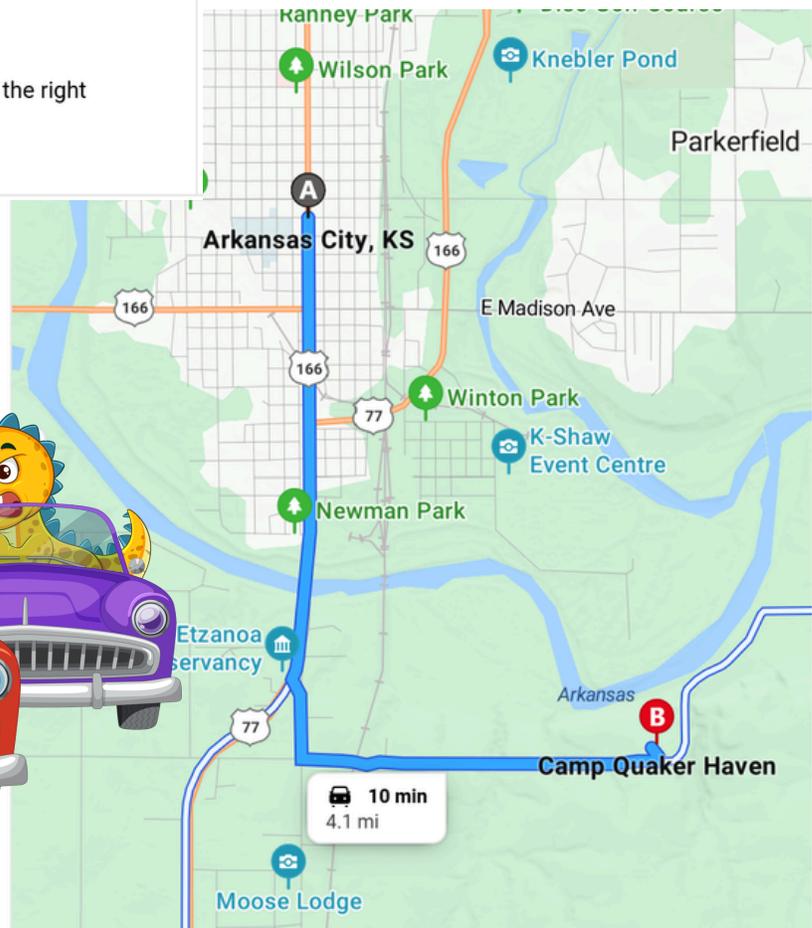
↶ Turn left
about 0.1 mi, less than 1 min

↷ Bear left
about 0.1 mi, less than 1 min

📍 You have arrived. Your destination is on the right

B Camp Quaker Haven

8438 312th Rd,
Arkansas City, KS
67005



Campground Map on this page

Still in Production!



Schedule and Activities at Camp!

Cub Resident Camp- Quaker Haven Camp Quaker Haven																
Camp Director Dr. Rhonda Green			Program Director Maggie Green													
		Day 1					Day 2					Day 3				
Start	End	Tiger 1	Wolf 1	Bear 1	Webelos 1	AOL	Tiger 1	Wolf 1	Bear 1	Webelos 1	AOL	Tiger 1	Wolf 1	Bear 1	Webelos 1	AOL
	6:30 to 7am						Wake Up					Wake Up				
	8:00 to 9:00	Registration(Check In)					BreakFast					Breakfast				
Flags	9:00 to 9:15	Flags					Opening Flags					Opening Flags				
1	9:20 to 10:10	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities
2	10:20 to 11:10	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities
Lunch	11:15 to 12:40	Lunch					Lunch					Lunch				
3	12:50 to 1:40	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities
4	1:50 to 2:40	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities
5	2:50 to 3:40	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities	Activities
6	3:50 to 4:40	Camp Wide Activity					Camp Wide Activity					Camp Break Down				
	4:45 to 5:00	Closing Flags					Closing Flags					Campfire/ Closing Flags				
	5:30 to 6:30	Dinner					Dinner					Camp Closed				
	6:45 to 8:00	Evening Activities					Evening Activities									
	9:30 to 7am	Quiet Hours					Quiet Hours									

Scouts will be divided into dens based on their new ranks (as of Fall 2026). Tiger dens must have their Tiger partner travel with them in their den. The den’s activities will be focused on age-appropriate activities. Parents/leaders are expected to travel with one den and support the staff in programming throughout the camp day (so bring a portable camp chair!)

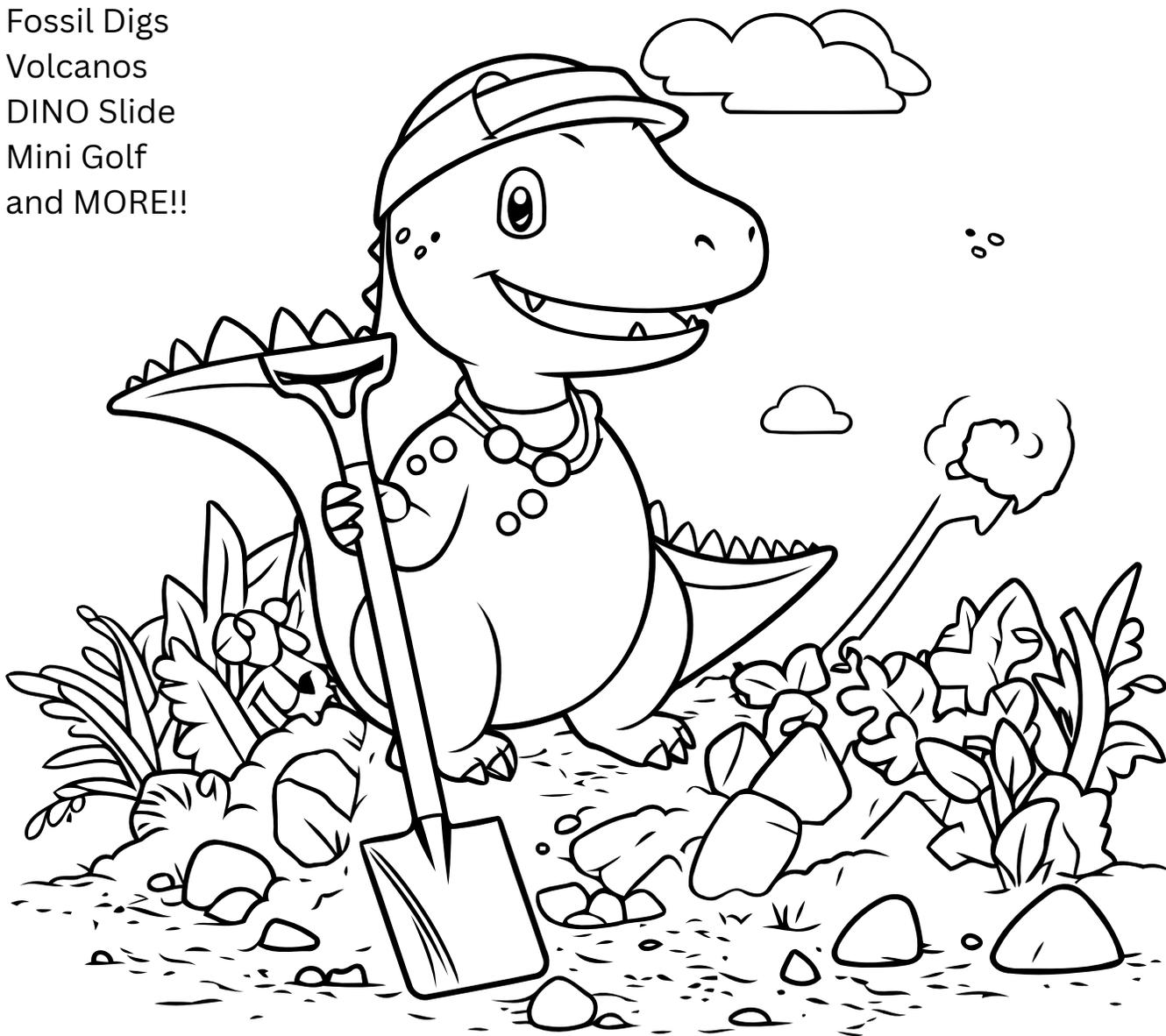
Quiet Hours are 9:30pm-7am every night.

Adventures kids will earn or complete at least one requirement at camp include:

Swimming/Aquatic Elective Adventure
BB Gun Elective Adventure
Archery Elective Adventure
Slingshot Elective Adventure
Outdoor Adventures associated with Hiking

Other fun activities will include:

Fossil Digs
Volcanos
DINO Slide
Mini Golf
and MORE!!



What Scouts Need to Bring to Camp

(REQUIRED UNDERLINED) **Label items with name



<ul style="list-style-type: none"> o <u>BSA Physical, Parts A, B and C, Signed, with copy of insurance card</u> o <u>Poncho/Rain Gear**</u> o <u>Class A Uniform (Scouts & Leaders)**</u> o <u>Pack Activity Shirt**</u> o <u>Sleepwear**</u> o <u>Jacket/Windbreaker**</u> o <u>Scout Book in a Ziplock bag (name, unit, contact inside the book)</u> o <u>4 Pair of Socks</u> o <u>4 Pair of Underwear**</u> o <u>3 T-Shirts (non-spaghetti strap)**</u> o <u>3 Pair of Pants**</u> o <u>3 Pair of Shorts**</u> o <u>Backpack**</u> o <u>Sleeping bag/pillow</u> o <u>Swimming Apparel** (see more info below)</u> 	<ul style="list-style-type: none"> o <u>Towel**</u> o <u>Flashlight** and Extra Batteries</u> o <u>Closed- Heel & Toe Shoes</u> o <u>Belt</u> o <u>Pen/Pencils, small notebook**</u> o <u>Water Bottle**/ Camp Cup**</u> o <u>Personal First Aid Kit**</u> o <u>Aloe for Sun Burns**</u> o <u>Soap in container/ziplock bag</u> o <u>Shampoo/Conditioner</u> o <u>Toothbrush and toothpaste</u> o <u>Washcloth/sponge **</u> o <u>Bath Towel **</u> o <u>Comb</u> o <u>Sunscreen (non-aerosol)**</u> 	<ul style="list-style-type: none"> o Insect repellent ** o Folding Chair ** o 2 trash bags (one for dirty clothes) o Prescription Medication if applicable** o Coup Thong if not first year** o SNACKS!!! o Mosquito netting o Bible or prayer Book o Pocketknife (program only) o Sewing kit o Musical instrument o Sunglasses o Hat** o Hiking stick from last year o Recommended to bring \$20 for Trading Post
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DO NOT BRING:

Pop/Cola, Fireworks, Electronics, Open Toed Shoes, Grumpy Faces, Bad Sportsmanship



PROPER SWIM ATTIRE: Appropriate attire is required for all activities. BSA's National Aquatics Subcommittee recommends: swimsuits should be comfortable, functional, and appropriate for the specific aquatic activity. For males, swim trunks or board shorts are appropriate. For females, modest one-piece swimsuit/shirt style tankini, or swim trunks over one-piece are appropriate. Inappropriate swimwear includes swim briefs, speedo style briefs, bikinis, or swim trunks short enough to allow exposure.

What the Pack Needs to Bring to Camp

- o American flag
- o Pack flag
- o Den flags
- o SNACKS!!
- o First aid kit
- o Specific activity related materials
- o Frisbee, Ball, other game items
- o Completed Roster of Participants
- o Copy of Registration information
- o Health Forms for all Participants



Camp Quaker Haven Provides These Items

- o Covered program area
- o Picnic tables
- o Toilet & shower facilities
- o Water supply with hose
- o Storm shelter
- o Air Conditioned Cabins
- o Beds



KNOW BEFORE YOU GO!! All Adults attending should review this guide!!

Safeguarding Youth Training (previously Youth Protection Training)

Requirements

All units MUST have at least two registered adult leaders attending with the unit to ensure two deep leadership. Adults must be registered with the unit no later than two weeks prior to camp to count towards two deep leadership due to background check times. **Non-registered parents or legal guardians are only responsible for their own children and do not count for two deep leadership.** Units traveling with only one registered adult must contact the Camp Director at least 2 weeks in advance to make arrangements to be partnered with another unit to ensure 2 deep leadership is covered. **All adults attending camp must have completed Safeguarding Youth Training prior to arriving at camp.**

You Must Use the Official BSA Physical Form

Every Scout, Leader, Parent registered for camp are required to have on file in the Health Lodge the official BSA Physical form, parts A, B, & C.

Only the official BSA form is acceptable. School physicals, physicals from other camps, and sports physical forms are not an acceptable substitute. The physical must be completed prior to coming to camp.

A new physical form is required every year, completed within the calendar year of the last day of your camp stay. We suggest that Scouts have their BSA form completed when they have their annual Health Maintenance exam or sports physical.

Please complete Swim Checks before you come

Camp Quaker Haven has a swimming pool with lifeguards open for our use. **Units are encouraged to complete swim checks before coming to camp** to ease the check-in process and ensure there is adequate time to get settled in. **All Adults and Scouts planning to get in the water must complete the swim check or will be classified a non-swimmer and be limited to the non-swimmer (aka white) swim area. Swim checks must be completed by a certified lifeguard and a copy of the lifeguard's certification must be provided to the camp at registration along with the swim classification record.** The form and instructions for the swim check process may be found at [430-122.pdf](#) There will be an opportunity for checks at camp for scouts/adults unable to complete checks ahead of time.

Dietary Needs

When signing up participants, you will be prompted to identify any dietary restrictions. Ensure when signing up participants that their dietary restrictions were properly noted in black pug under the participant's registration. In addition, Dietary needs request form must be submitted via email to D'Kolle.Mowery@scouting.org by **?????**.



Health Services/Prescription Medication processes

A qualified individual is on duty at our Health Lodge twenty-four hours a day in the Health Lodge. In the unlikely event of serious illness or injury to a Cub Scout, Sibling or Family Member, they will be taken to SCK Health Center in Arkansas City.

All prescription medicine for Cub Scouts and leaders must be given to Health Lodge personnel at check-in. Alternatively, medication may be kept in a locked container in the campsite under the supervision of a unit leader over the age of 21. Refrigeration is available in the Health Lodge for medication that requires it.



Accommodations for Scouts with Special Needs

Any Scout with a certifiable disability limiting his ability to move about camp will be provided transportation by a camp staff member to get to and from meals and necessary camp activities. Transportation priority is given to Scouts based on the Scouts' schedules. Family bathroom accommodations are also available for those with this need.

Pets Not Permitted

Pets are not permitted at camp. Units with a Cub Scout or Leader who require a service animal must notify the Camp Director or Camp Ranger a week prior to their arrival at camp.

Mail for Campers

Campers may receive mail while at camp, and any mail should be mailed at least 10 days before day 1 of camp. Mail should be addressed as follows:



Scout's Name
Session #, Pack #
Quivira Council Cub Camp
c/o Camp Quaker Haven
8438 312th Rd.
Arkansas City, KS 67005

**For session 1, mail arriving after July 28 will be returned to sender.

**For session 2, mail arriving after July 31st will be returned to sender.

Arrival and Check-In Process

Plan to arrive at Camp Quaker Haven between **8 a.m. and 8:30 a.m.** on start day of your session, July 26th for Session 1 or July 29th for Session 2. You will be greeted by your staff host at the gate and directed to check in. Immediately after you are checked in you will proceed to sign up for **swim check times** (if not already done before arriving at camp) and turn in **medical forms**, then a group photo of the Pack will be taken. So, it is important to have all your Cub Scouts and Leaders together for this photo before they head off to your cabin to unload.

After the group photo, the Pack will be given a brief tour of the camp and then taken to their cabin. At that time, leaders may transport one vehicle at a time to the cabin. All vehicles will be allowed in camp to unload, but only one vehicle per unit is authorized through the gate at a time, with a gate pass.

After unloading gear into the cabin, vehicles should be returned to designated parking areas. After the unload, vehicles may not remain in the campground.

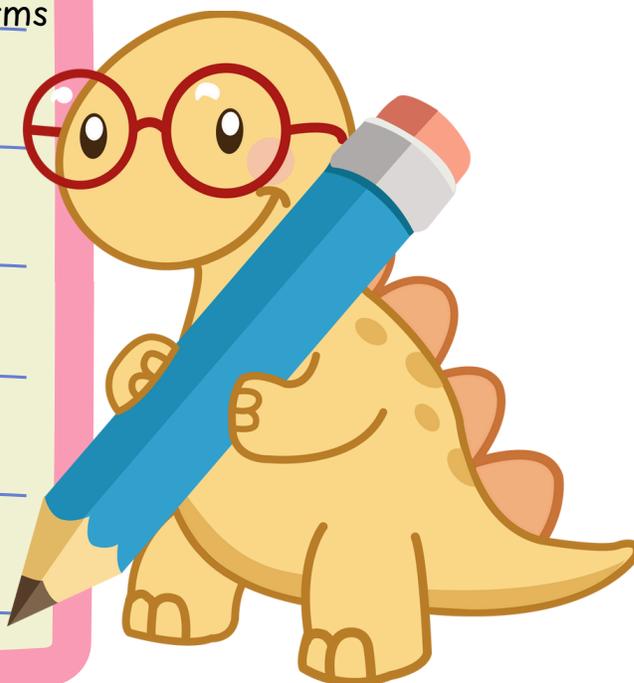
Cub Scouts and Adults will be able to take swim tests and should be in proper swim attire at their assigned test time. Please send *only* those needing swim checks. During the swim test, each Scout will be classified as a swimmer, beginner, or a non-swimmer.

After parking cars, units should gather at Opening Flags by 9 AM to start camp!

Program activities begin at 9 AM on Day 1.

to do list

- Check In/Turn in Health Forms
- Swim Check Time?
- Group Photo
- Tour of Camp
- Unload Gear at Cabin
- Park Vehicle



Leader Meetings

A representative for the pack must attend the daily leaders' meeting. These take place at the covered porch at the dining hall. The time of the meeting is 12:45 p.m. on Days 1, 2, and 3.

Cafeteria Style Dining

Camp Quaker Haven uses cafeteria style dining. Scouts should arrive 10-15 minutes prior to a mealtime to use the facilities and be ready for meals. Lunch will be provided to all campers. Dinner will begin at 5:30 to allow campers to change into their uniforms and wash up beforehand.

Afternoon/Evening Program Activities

"Home" Packs must do evening activities together to ensure 2 deep leadership and adequate supervision for all scouts.

A variety of special activities are available on Day 1 and Day 2 before, and after supper, including:

- Tabletop Games in the Dining Hall
- Big Slide- must have adult supervision
- Gaga Ball at the Gaga Ball Pit- MUST have adult supervision
- Movie Night
- Star Gazing (Weather Depending)
- Swimming
- Trading Post



**Activities are subject to change and other activities may be offered as announced.

**Activities will last for approximately from 3:50 pm – 4:40 pm and 6:30 pm – 8 pm, and are available on a first come, first served basis.

Emergency Procedures

The Pack Leader in camp is asked to keep the roster presented at the beginning of camp with them at all times for times of emergency in order to take a roll call.

Emergency procedures for all common eventualities have been developed. These are reviewed at Day 1 dinner. A severe storm weather drill is held in the campsite on Day 1 preceding dinner. All units are expected to participate as instructed in the emergency procedures.

Severe storms happen at can happen at Camp Quaker Haven. Specific procedures have been established. All campers and visitors are expected to follow these procedures.

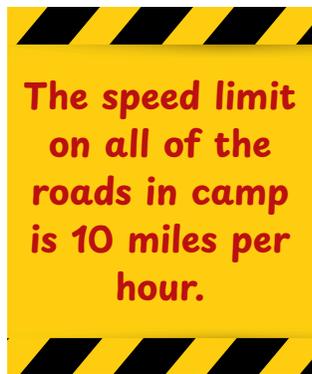
Fire Guard Plan

In case of fire, a member of the Staff is to be notified immediately. Camp staff members serve as the principal firefighters. All campers are required to stay clear of any fire areas. Leaders are instructed to assemble their Cub Scouts in a safe area and take a roll call.

Camp Quaker Haven Visitation Policy

Any visitations must be made a day in advance to the camp director. Some restrictions apply, such as visitors will not be allowed to attend the last day of camp. Visitors may not stay overnight at Camp Quaker Haven and are not permitted to take Cub Scouts when departing.

All visitors must check in at the Leadership Lodge and sign in upon entering camp. Any visitor who hasn't signed in may be asked to leave. Visitors will not be permitted to eat meals on property this year.



Vehicle Policy

No personal vehicles of any kind are allowed on camp property except in designated parking areas. The speed limit in camp is 10 MPH.

At no time is anyone allowed to ride in the back of a pick-up truck. Vehicles must be moved to the main parking lot after equipment is dropped off at cabins. All vehicles MUST stay on paved and gravel roads.

Be certain that all leaders and visitors are aware of this policy.

Leaving Camp During the Week

All campers, youth and adult, who must leave camp during the week must sign out at the Leadership Lodge each time. To ensure the safety of the Youth, all Youth campers may leave only with an authorized adult and with the approval of the Camp Director. A photo ID will be required when picking up a Scout. At the time of departure, the Scout must have a release form on file at the Leadership Lodge, signed by his Cubmaster and a parent or guardian and verified by the camp director.

Drug, Alcohol, Tobacco & Other Policies

- Alcoholic beverages and illegal drugs are strictly prohibited. Violators will be removed from camp.
- Use of tobacco products in the presence of Scouts or in any structure is prohibited. Tobacco may only be used in the designated area, which is the main parking lot.
- Personal firearms, ammunition and bow-hunting equipment are strictly prohibited. Camp Quaker Haven provides all equipment for various field sports activities.
- Fireworks are prohibited. Open flames (candles, Sterno, kerosene lanterns) are strictly prohibited in cabins.

Cell Phone Policy

Cell phones are not permitted for Cub Scouts in camp due to Safety, Safeguarding Youth and Barriers to Abuse Policies. Leaders are highly recommended to adhere to this policy for the same reasons.

Shower, Restroom and Washing/Pool Facilities

No cell phones or cameras are allowed in any restroom or shower area at any time.

Cabins areas have bath houses with separate sides in both cabin pods. They will be open for use.

Additional washing stations and portable swimming pools brought by a unit are not allowed

Drone Usage

In order to properly comply with Safeguarding Youth standards, all drones on camp can only be flown with approval of the Camp Director.

Tribe of Quivira

The Tribe of Quivira puts on a fantastic program for the Scouts and Leaders to participate in! The Arrow of Light scouts will enjoy a special Hiawatha Trail program!

“Pack-To Go Home” and Check-Out Procedure

- After your gear is packed, please police the area around your cabin thoroughly.
- Ensure cabin is empty and tidy.
- One vehicle at a time is allowed for each cabin for loading gear. Packs should coordinate with each other and be courteous and mindful of the amount of vehicle space being taken.
- Once your cabin area is clear and gear is loaded into your vehicles, please have one leader head to the porch of the Leadership Lodge to collect the exit packet, which will include medical forms.
- Packs should plan on being out of camp by 5:30 pm

