

Top Cub



Leaders Guide
September 25-27
Camp Crooked Creek

Lincoln Heritage Council SCOUTING AMERICA

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Camp Crooked Creek

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Did you know that the Scouting America once had a program centered around Aviation?

It was call the Air Scouts and ran from 1941 - 1949.

Registration and Contact Info

In order to board and take off with us on this adventure, units must register online via the registration page: <https://lhcbbsa.org/event/topclub/>. The first 100 scouts to register will receive a special patch!

If you have trouble registering online, or have any questions, comments, or concerns, please reach out to your pilot:

Samuel Nwosu
Event Chair
502-214-0118
sunny.wosu@gmail.com
sam.nwosu@yahoo.com

As of 2012, of the 312 pilots and scientists selected as astronauts since 1959, at least 207 have been identified as having been Scouts or active in Scouting.

What is Top Cub?

Last year we took to the seas with Uncharted Cubs but this year we're taking off to the skies with our aeronautical themed event packed with activities your youth are sure to enjoy. They'll build craft stick aircraft, look through telescopes, fly some kites, and so much more. And they may be wowed by some of the special guests we have in store. Don't miss out on this adventure and be sure to register early! Hope to see you all there!

Do you know what the propeller actually does on a plane? It keeps the pilot cool. If it stops, you can watch the pilot start sweating!

ACTIVITIES!

	BBS
	Archery
	Slingshot
	Orienteering
	Nature
	Science
	Fishing
	Bouncy House
	Kite Parade
	Specail Guest Meteorologist
	Big balloon???

Your youth will be given a kite that they can design to their liking! Have them take time to design thier kites so they can join us at the Kite Parade!

As of 2024, the longest non-stop commercial flight is operated by Singapore Airlines from Singapore to New York, covering a distance of about 9,500 miles (15,300 kilometers) and lasting nearly 19 hours.

Free Roam Stations

You are free to take your unit to any of these stations throughout the day

- Science
- Crafts
- Nature
- Orienteering
- Fishing
- Bounce House
- Slingshot

Time Slotted Stations

These stations have availability limitations due to manpower requirements and to accommodate the most scouts possible

- Hike
 - Top of every hour from 10am-12pm and 1pm-4pm
 - About a mile
- BB/Archery
 - Units will be assigned time slots by event organizers

Don't expect to eat anything fancy when you fly because it's just plane food.

Event Schedule

• Friday, September 25	
◦ 5:00pm - 9:00pm	Check-in at Admin Building, camp setup
◦ 10:00pm	Lights Out
• Saturday, September 26	
◦ 8:00am - 9:00am	Arrival/Check-in at Admin Building
◦ 9:00am	Opening Flags
◦ 9:30am - 12:00pm	Program Activities Start
◦ 11:00am - 12:00pm	Meteorologist
◦ 12:00pm - 1:00pm	Lunch
◦ 1:30pm - 4:30pm	Program Activities Resume
◦ 4:30pm - 5:00pm	Closing Flags
◦ 7:30pm	Campfire
• Sunday, September 27	
◦ 8:00am	Departure

Bats are the only mammals capable of true, powered flight. Their wings are modified hands with long, thin finger bones.

Fee/Refund Policy

Fee Schedule: All fees should be paid based on the following information:

\$15.00 per Scout/Youth only participating on Saturday

\$20.00 per Scout/Youth Camping during the event

\$10.00 per Adult

Walk In Registration can be done on Friday or Saturday in Admin Building

Refunds: A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge as long as a written request is made at least 30 days prior to a council or district program/activity

No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.

Fees are transferable to other scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or cancelled check.

SUGGESTED PACKING LIST

(USE YOUR OWN DISCRETION)

Potential Cub Scout Packing List

- Daypack or book bag
- Cub Scout handbook
- Notebook and pencil
- Sunscreen
- Bandana or handkerchief
- Water bottle or canteen
- Drinking cup
- Spending money in small bills
- Pocket knife and “Whittling Chip” card
- Scout uniform
- Shorts/pants and extra T-shirts
- Pajamas or something to sleep in
- Shoes or boots/Socks
- Sleeping bag or sheets/blankets
- Sleeping pad
- Small pillow
- Soap and shampoo
- Toothbrush and paste
- Bath towel and washcloth
- Flashlight or headlamp
- Rain gear
- Hat
- Fishing gear [if desired]

•OF NOTE...LICENSE IS REQUIRED FOR ANYONE FISHING 16 AND OLDER!!!

Potential Pack PackingList

- Copies of Medical Form
- Battery Powered Alarm clock
- First Aid Kit (for minor injuries)
- Trash bags
- Parent’s Emergency Phone Numbers
- Camera
- Lantern (Propane or battery preferred)
- Lawn Chairs
- Sharpie Marker
- Hand sanitizer
- Snacks kept in a cooler or dry box
- Skit Ideas for Closing Camp Fire

Camp Crooked Creek isn't responsible for any lost or stolen items.

**If you lose an item, please check with the lost and found in the
Administration Building**

Camping Policy

For this event, each unit will operate within their campsite independent of Event Staff. Each unit will be responsible for all meals, basic first aid, and cleanliness of respective sites. On Sunday, check-out will be conducted following the direction of the Camp Master for the weekend.

PACK LEADERSHIP

All units are required to have at least two adult leaders on camp at all times. Those units that are unable to meet this requirement should consult other packs or troops in your council or district about coming to camp together. All adults must be registered members of Scouting America and must meet the qualifications for the leadership positions in which they serve.

The unit leader must be at least 21 years of age. Any additional leader must be at least 18 years of age. All Adults must be registered, even if they are a parent of a Scout. If you have a girl troop, you must have at least one female adult leader.

All adults at camp must have Safeguarding Youth Training. Visit [My.Scouting.org](https://my.scouting.org) for an online course. Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp.

TRADING POST

The Trading Post is located across the parking lot from the Administration Building going down the Boardwalk. Scout supplies, snacks, camp t-shirts, and other camp souvenirs will be available throughout the entire weekend.

Camp Crooked Creek Policies and Procedures:

Everyone participating in this event will be expected to follow Scouting America Guidelines as outlined in the Guide to Safe Scouting.

The Law is the Rule: Everyone is expected to abide by the Scout Law, Oath, Slogan, Mottos, and the Venturing Code.

Buddy System: Everyone will use the Buddy System. Pairs for Safety. Adults / Leaders should be notified before Scouts leave their campsites.

Camp Security: All visitors to the camp must stop at the camp office and sign in. A sign-in book for this will be maintained and positive identification is required. A visitor name tag will be given. Upon conclusion of their visit, guest will sign out so that camp administration will know who is on camp property at all times.

Alcoholic Beverages: Beverages containing alcohol are prohibited at this event per Scouting America policy. Possession or use will result in immediate dismissal from camp.

Smoking: An important way adult leaders can model healthy living is by following the Scouting America policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any Scouting America activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.

In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

Vehicles: The health and safety committee along with the camping committee has established a written policy and procedure of vehicles in camp. Unload and set up camp as quickly as possible. You may park in your campsite as long as you are off of the roads. The roads must remain clear for emergency vehicles and event activities. Park your vehicle temporarily on the road and unload from there.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration.
- 3 MPH (Walking speed) speed limit.
- One person per seatbelt and they must be worn. No riding in truck beds. No RVs, ATVs, golf carts, or generators. Only Staff carts are permitted.

Parking: Park in designated parking areas only. Unit leaders need to help enforce this policy. We need to help preserve Camp.

- We will fill up the parking lot by administration first
- We will then fill up the parking area down by the cabins next
- Once those areas are full, we will then start parking at the LDC (Leadership Development Center) parking lot followed by Cub World next.

Uniforms: We ask that all Scouts be in their official Scout field (class-A) uniform, activity (class-B) uniform, or costumes for the duration of the weekend. Costumes should be Scout and kid friendly.

Stoves and Lanterns: Follow Scouting America regulations according to fuels. Keep open flames out of and away from tents

Camp: Follow Scouting America guidelines for camping.

- | | |
|---|---|
| • Walk do not run withing your campsite | • Fish may be taken with a hook and line only |
| • Remember tent stakes and tie downs | • Do not ditch or trench your tent. |
| • Closed toed shoes must be worn at all times | • Leave not Trace. |
| • Stay out of the lake | • Trash your trash |
| • No pets or bikes | |

Campsites: Do not cut trees. Bring your own firewood, charcoal, or collect dead wood from the downed trees. No pit/trench fires. Use the fire rings provided. Never leave a campfire unattended, especially when going to bed. All campfires should be extinguished according to Scouting America guidelines. Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are completely extinguished.

Knives, Hatchets, Axes, Chainsaws or Firearms: No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding or pocketknives are permitted by those Scouts that have earned their Whittling Chip or Toten Chip. Axes and Bow Saws are only permitted in axe yards of Scout Troops / Venture Crews.

Rocks and Sticks: Although tempting, rocks must not be thrown or kicked and sticks may not be swung. Injury/damage to property usually results from this action. Such actions will result in your being asked to leave the campout immediately.

First Aid: The Health Officer will be on site during the activity. Medical Emergencies should be directed through them. Units are responsible for assuring/handling all medical forms (A and B). In case of emergency notify the Camp Ranger and/or Camp Master on site. If anyone in your crew has medical limitations/food allergies that could affect their ability to camp and participate in the activities, please contact the event organizers ASAP.

Trash: Your trash must be taken to a dumpster. No trash should remain in campsites over night; there are skunks and raccoons that will visit your unit if this is not done.

Cleanup: When your unit is ready to leave camp, we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp.

Meals: Units/individuals will be responsible for all meals of the event.

Camp Emergencies: With the exception of the weather emergency, all campers are to report immediately to their campsites upon hearing an emergency signal. In the case of a weather emergency, campers should seek protective shelter. Once the weather emergency has passed, campers should report to their campsites. Campers should remain in the campsites until the "All Clear" signal has been given. Leader should review these procedures with their campers.

The following emergency signals will be used:

Fire Alarm: Sound the siren (two long blasts).

Weather Emergency: Sound the siren (one long blast).

All Clear: Sound the siren (four long blasts).