Lincoln Heritage Council
Scouting America



Unit Leader Planning Guide

Camp Rotary, Temple Hill, KY

Prepare for a spine-tingling adventure at our annual Haunted Woods event! This year's Halloween-themed extravaganza promises a thrilling journey through our eerie, haunted trail, where Scouts will encounter a series of spooky and fun-filled activities. Along the trail, enjoy heart-pounding haunted houses, exciting BB and archery challenges, creative crafts, and a variety of ghoulish games. Every Scout who braves the Haunted Woods will earn a special patch and a stash of candy as a sweet reward for their courage and take home a painted or carved pumpkin. Don't miss out on this haunted adventure—come for the frights, stay for the fun!

Directions to Rotary Scout Reservation

From Louisville:

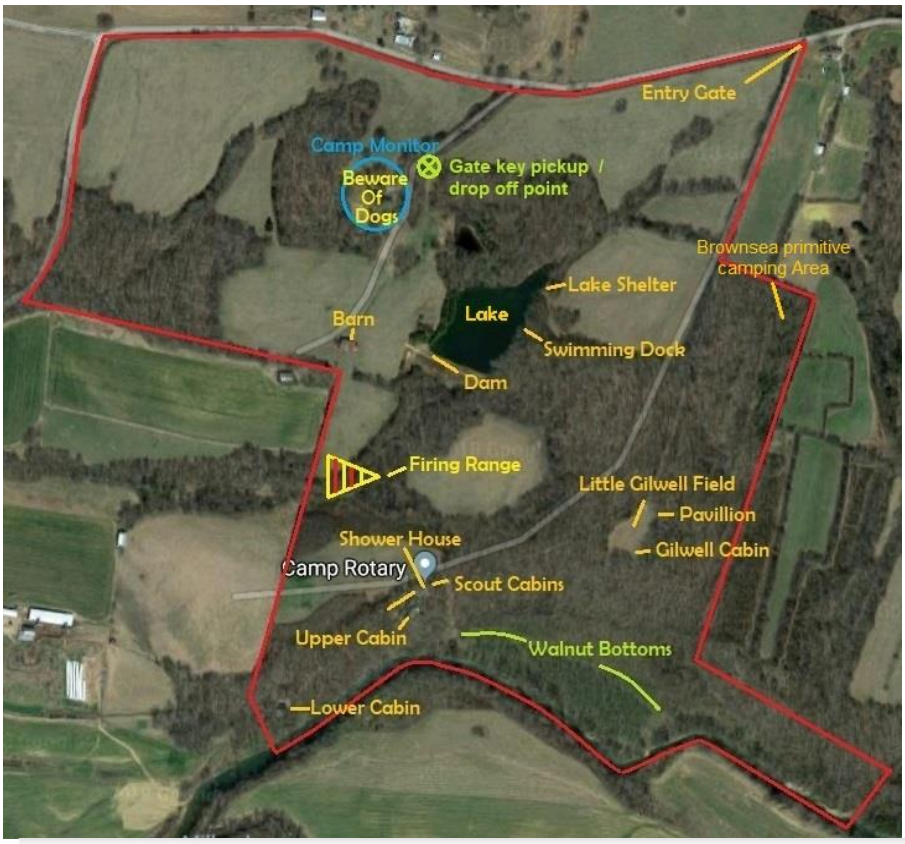
Go South on I-65. Exit onto Cumberland Parkway (I-65 Exit 43).
Take Cumberland Parkway to Exit 14 (Hwy 90-Burkesville Rd.)
Turn right at the stop sign at the end of the exit ramp onto Burkesville Rd.
Travel 1.5 miles and then turn right off Burkesville Rd. onto Siloam Rd.
At the end Siloam Rd., turn left onto Hwy 63.
Travel 4.1 miles on Hwy 63 and then turn Right onto Woods Store Etoile Rd.
Travel 0.5 miles and turn left into the camp entrance.

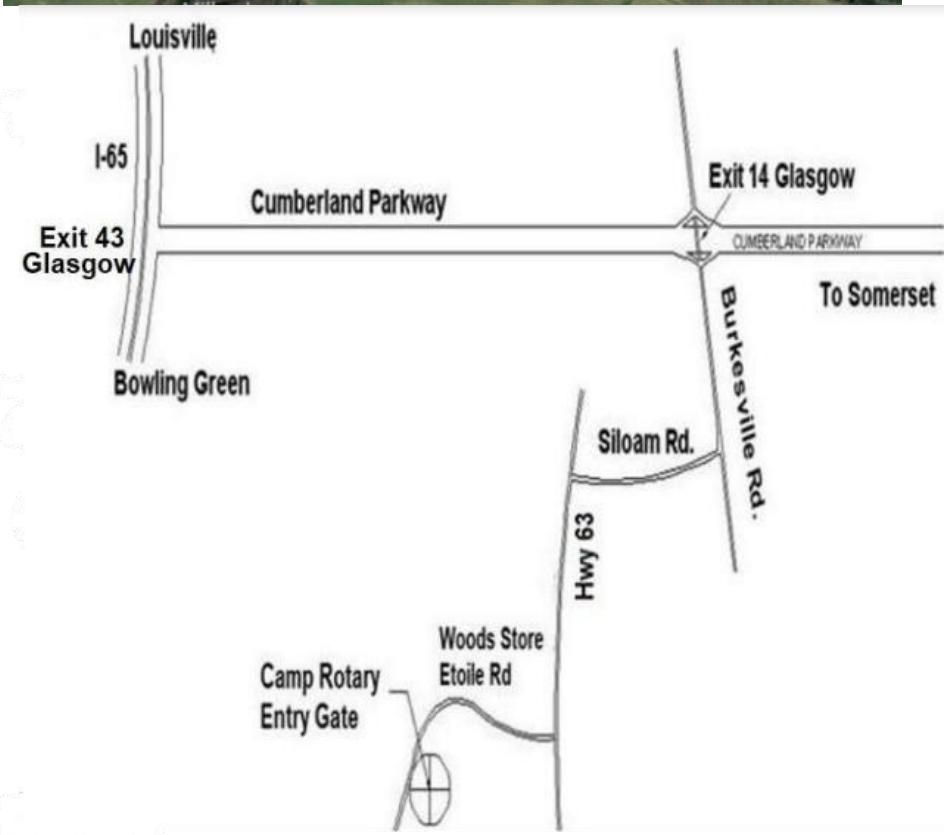
From Bowling Green:

Go North on I-65. Exit onto Cumberland Parkway (I-65 Exit 43).
Take Cumberland Parkway to Exit 14 (Hwy 90-Burkesville Rd.)
Turn right at the stop sign at the end of the exit ramp onto Burkesville Rd.
Travel 1.5 miles and then turn right off Burkesville Rd. onto Siloam Rd.
At the end Siloam Rd., take a left onto Hwy 63.
Travel 4.1 miles on Hwy 63 and then turn Right onto Woods Store Etoile Rd.
Travel 0.5 miles and turn left into the camp entrance.

From Somerset:

Go West on Cumberland Parkway to Exit 14 (Hwy 90-Burkesville Rd.)
Turn left at the stop sign at the end of the exit ramp onto Burkesville Rd.
Travel 1.5 miles and then turn right off Burkesville Rd. onto Siloam Rd.
At the end Siloam Rd., take a left onto Hwy 63.
Travel 4.1 miles on Hwy 63 and then turn Right onto Woods Store Etoile Rd.
Travel 0.5 miles and turn left into the camp entrance.


Entry Gate
Camp Monitor
Beware Of Dogs
Gate key pickup / drop off point
Brownsea primitive camping Area
Lake Shelter
Lake
Barn
Swimming Dock
Dam
Firing Range
Little Gilwell Field
Pavillion
Gilwell Cabin
Shower House
Camp Rotary
Scout Cabins
Upper Cabin
Walnut Bottoms
Lower Cabin


Louisville
I-65
Exit 43
Glasgow
Bowling Green
Cumberland Parkway
Exit 14 Glasgow
CUMBERLAND PARKWAY
To Somerset
Burkesville Rd.
Siloam Rd.
Hwy 63
Woods Store
Etoile Rd
Camp Rotary
Entry Gate

Unit Preparation for Camp

If your unit follows the steps listed below, the process of preparing everyone for an enjoyable experience at Day Camp should go smoothly.

Upon Receiving the Leaders Guide:

- Inform or remind all scouts and parents of the camp dates and location
- Recruit two or more adult leaders to attend camp with your unit.
- Note payment dates
- Consider unit providing adults to help run the event (please speak with the director or program director)

Finalizing plans for the outing:

- Give final notice to all scouts and parents about plans for attending camp
- Collect all Health Forms parts A & B from ALL scouts AND adults attending camp and bring them to camp for the medical officer
- Arrange for your unit's transportation to and from camp
- Ensure all your scout families have the camp information (start times, end times, what to bring, locations, important phone numbers, etc)
- Arrange payments through your unit or each family individually. (If a parent registers on their own, they may click to pay with camp cards and the unit will be charged through the unit account at council).
- Finalize registration online at www.lhcbsa.org. Registration will be through Tentaroo. You may choose to have one person from your unit register everyone on Tentaroo or each person may be in charge of their own registration.

One week before Camp:

- Review schedules with your scouts and families.
- Double-check medical and health history.
- Prepare the unit equipment to bring to camp (canopies, coolers, meals, camp chairs, tent, etc.)
- Finalize transportation arrangements to and from camp.
- Review the Guide to Safe Scouting and Camp Regulations with leadership.

Scouting Policies and Procedures

Anyone participating in this event will be required to follow Scouting America National Guidelines as outlined in the Guide to Safe Scouting.

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

Buddy System: Everyone will use the Buddy System pairs for safety. Scouting's buddy system calls for Scouts to pair up with a friend or two for all activities. This helps ensure safety and accountability, and teaches Scouts to have responsibility for others. The buddy system is a key part of Scouting. Adults/Leaders should be notified before scouts leave a designated area.

Camp Security: All visitors to the camp must stop at the registration table or other communicated location and check-in. All visitors will receive a wristband to wear while on property. Upon conclusion of their visit, guests will sign out so camp administration will know who is on camp property at all times.

Alcoholic Beverages and Illegal Substances: will not be tolerated and are against Scouting America policy. Possession or use will result in immediate dismissal from camp.

Smoking and Tobacco: Scouting America guidelines require a smoke-free, tobacco-free, vaping-free environment for our scouts. If you must smoke, vape, or use smokeless tobacco, please do so out of sight and smell of youth participants, youth staff, and not inside any buildings. Please "field dress" your butts and dispose of them properly remembering the ever-present danger of forest fires.

Vehicles*:* The Health and Safety Committee along with the Camping Committee has established a written policy and procedure of vehicles in camp.

- Participant vehicles are to remain in designated parking areas during the entirety of the camp. Vehicles will be permitted to load and unload, but must then be parked in the designated parking.
- When traveling to camp, one person per seatbelt and seat belts must be worn. No riding in truck beds. No ATV's, go karts, or golf carts are permitted. Only Staff carts are permitted.

Camp: Follow scouting guidelines for camping:

- Walk, do not run, within the camp lunch area.
- Remember tent stakes and tie-downs.
- Closed-toed shoes must be worn at all times.
- Leave No Trace.
- Trash your trash. It should be removed from all camp areas.
- No pets or bikes.

Knives, Hatchets, Axes, or Firearms*:* No firearms are permitted at Camp. No fixed blade, sheath or survival knives are permitted. Cub scouts should not bring their own folding or pocket knives. If cubs want to earn their knife safety adventure pocket knives will be provided. Troop patrols should bring their own equipment as necessary.

First Aid*:* There will be a medical officer stationed on camp. All medical treatment or emergencies should be directed to the health officer. Minor first aid treatment can be given in session areas where limited first aid supplies are available.

Camp Emergencies: If there is an emergency, there will be 3 long blasts of the air horn and everyone should rally in a designated area. Once the emergency has passed, campers will be given instructions on where to go next. Campers should remain in the designated area until the "All Clear" signal of 5 long blasts has been given. Leaders should review these procedures with their campers

Electronics*:* Scouts **should not** bring tablets or electronic game machines to camp.

Trash: Your trash must be taken to a trash can provided. Any trash collected while family camping must be packed out by someone in your unit. There are no dumpsters at Camp Rotary and no trash is to be left on site.

Cleanup/Check-out: 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. Campsites must be inspected. Prior to the inspection, units should pack all gear and clean their site. Unit area must be checked by camp staff prior to departure. Once the inspection is completed, the unit will be permitted to depart.

Youth Protection: Camp will adhere to all Youth Protection Guidelines. Leaders, parents, and staff are required to adhere to all Youth Protection Guidelines. For more information regarding Scouting's Youth protection policy, go to: https://www.scouting.org/health-and-safety/youth-protection/

Medications: All Scouts bringing medication to camp must have the medications section of the Annual Health and Medical Form filled out by their parent/guardian prior to arrival at camp. When the scout checks in with the Health Officer, any specific storage requirements for medications will need to be disclosed. A locked refrigerator is available, if needed. All medication must be in its original container with the original label. There should be no handwritten changes to labels. All medication must be current, and expired medication will not be released to scouts. All medication must be stored and dispensed through the Health Officer or the Scout's Unit Leader; the only exceptions are Epi-pens, inhalers, and other life-dependent emergency medicine. Use of non-prescription and/or over the counter medication should also be disclosed to the Health Officer. Camp is not the appropriate time to stop taking prescribed medications.
Unit leaders are encouraged to turn in health forms in advance to the Camp Director or Health Officer. By turning in the forms early, the Health Officer is able to better prepare for the coming week and identify any issues that may prevent scouts from participating in camp activities. It is much easier to obtain missing signatures or information the week before the scout arrives as opposed to trying to get signatures or authorization after arrival

Camp Specific General Information

Deadline for Registration is Monday, October 19, 2025.
Registration:
$20 Scout overnight
$15 Scout day only
$20 Sibling overnight
$15 Sibling day only
$10 Adult overnight or day only
$5 Youth or adult staff

Siblings can participate if they are of Scout age (6 years old or in 1st grade up to 17 years old). Siblings under the age of 6 will not be able to participate in some program activities.

All day camp registration takes place through Black Pug. Scouts can be registered individually or as a pack. If you are unsure which option is best, please contact your Pack's leadership.

Registration fee includes a drawstring bag, water bottle, patch, pumpkin, meals, crafts and all the fun possible!

Check-In: Upon arrival, have a designated representative from your unit, or parent check-in at the registration tent. Children participating in camp will receive a wristband upon arrival. This is how staff will be able to identify kids that are participating in camp.

Check-out: Parents will sign-out children at the registration tent.

Uniforms: Scouting America, unit t-shirts, or activity uniforms are acceptable All scouts must wear close-toed shoes for the entirety of camp. No Crocs, flip-flops, or sandals of any kind are allowed.

Leaders and Staff: Scouting America, unit t-shirts, or activity uniforms are acceptable for unit leaders attending. Staff will have a program t-shirt to wear. Closed-toed shoes are required. Adult visitors who are not registered leaders are reminded that this is a family event and should dress modestly. Clothing portraying images of drugs, alcohol, tobacco, or other messages inconsistent with the Scout Oath and Law will not be permitted.

Open-Toed Shoes: Sandals, flip-flops, crocs, etc. are only permitted in the shower house. Closed toed shoes are required to and from the shower house.

Identification: Wristbands will be issued to all youth and adults upon arrival at camp for identification participants or visitors. Wristbands must be worn at all times to properly identify to others that you belong in camp. In order to participate in adventure areas, a wristband is required – no exceptions. In the event a wristband is lost, a replacement is available. Your cooperation, as a leader in enforcing the wristbands and your adult's registration will help the

staff make sure your Scouts are in a safe environment.

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 canceled check.

Camp Code: Scouts are asked to be courteous at all times. The Scout Oath and Law are to be your guidelines.

Time Schedule: Check in/drop off is at 8am. Camp starts at 8:30am and ends at 4:30pm.

Flag Ceremonies: One of a Scout's duties is their Duty to Country. We honor that duty each day by performing traditional flag ceremonies. Camp wide flag raising and lowering are held daily at 8:30 am and 3:45 pm. Units may sign up to serve as color guards for the colors ceremonies. Please see the Program Director for scheduling and instructions.

After 4:30pm: Camp operates only between the hours of 8:30am-4:30pm. After 4:30pm, anyone still onsite is ***Family Camping***. Scouts attending Family Camp will have the opportunity to spend additional time in the evening at various activities, as well as other additional night programs. Anyone choosing to stay on-site should plan to participate in the campfire program. Units are encouraged to plan songs, run-ons, skits, and/or jokes for the campfire program. Remember, all planned activities for the campfire program must be Scouting America approved and submitted to the Program Director prior to the campfire program.

Campfire Program: Two camp-wide campfires are held during camp on Friday and Saturday nights at 8:00pm. Campfires are only allowed in designated areas or in above ground fire pits. Abide by local, state and federal laws regarding fire and fire wood.



Camping: Camp Rotary offers families the opportunity to stay in a rustic campsite during their stay. There are 8 small cinder block cabins built in the 1940's with most having 2 bunk beds. It is recommended that each camper bring a mat/pad and sleeping bag if planning to stay in the cinder block cabins. Hammock camping is permitted. Any units wishing to bring their own tents are welcome to do so. Tent camping areas will be provided in the field across from the Upper Cabin/Gilwell or other field. Campers have access to a common shower house containing 2 shower stalls, 2 toilet stalls, and 3 urinals. Electricity is not available in campsites. Units requiring electricity for operation of medical equipment should contact the Council Office in advance to make arrangements prior to arriving at camp. Please practice low impact camping principles.

Curfew and Quiet Time: Rest at camp will affect the person's ability to function in a cheerful and safe manner. Leaders are expected to set the example by respecting quiet times for the benefit of neighboring campers and themselves. Please keep conversations low and activities to a minimum between the hours of 10:00 pm and 6:00am.

Contact with Wildlife: Camp Rotary is a natural habitat for many species of animal. Please keep in mind that these animals make their residence on a year-round basis. If you encounter wild animals while on a hike or in your campsite, do not disturb, injure, or attempt to chase it away. All campers are expected to respect wildlife and subscribe to the Outdoor Code while at camp. If you come in contact with an animal that is behaving strangely, (staggering, lying still-not trying to flee, seems sickly, foaming at the mouth, etc.) immediately report it to the Camp Staff. Do the same if you are bitten or scratched by any wildlife. Never pick up or touch an animal that is injured or dead.

Daily Schedule

Units should **NOT** arrive before the scheduled arrival time. Upon arrival, units need to check in at the registration tent**.** All schedules are subject to change before or during the event. **This event will be OPEN HOUSE style. There will not be den walkers.**

Friday	
5:00pm - 8:30pm	Arrival, Set-up and Dinner @ Upper Cabin
8:30pm	Hay Ride and Movie Night @ Barn
10:00 (or movie credits)	Lights Out
Saturday	
7:30	Breakfast @ Upper Cabin
8:00	Day Camp Opens
8:30	Opening Ceremony
8:45	Activities Open
11:30	Lunch @ Upper Cabin
12:30	Activities Continue
3:30	Clean-up
4:00	Closing Ceremony
4:30	Day Camp Closes
6:00	Dinner @ Upper Cabin
8:30	Camp Fire Program
10:00	Lights Out
Sunday	
7:30	Breakfast @ Upper Cabin
9:00	Religious Ceremony
10:00	Final Clean-up and Police Line

11:00	Camp Closes

MEAL PLAN

	Saturday
Dinner Friday	Walking Tacos
Saturday Breakfast	Sausage/bacon, egg and cheese biscuits, fruit, oatmeal.
Saturday Lunch	Sandwiches
Saturday Dinner	Chili and Hot Dogs (Chili Cookoff)
Sunday Breakfast	Grab and Go

Haunted Woods Activities;

- Archery Range
- BB Range
- Slingshot Range
- Fishing
- Pumpkin Decorating
- Arts & Crafts
- Petting Zoo
- Nature
- Various Scout Skills

Digalus Activities

Fire Skills/Knowledge/Starting

The fire skills/knowledge/starting event will require Arrow of Light to properly classify a selection of wood materials into ‘tinder,’ ‘kindling,’ and ‘fuel’ categories; to properly create at least one (1) of the three common fire lays (teepee, lean-to, or log cabin); to describe at least two (2) fire-starting methods other than a butane lighter or matches. Each Den/Patrol will choose one (1) team of four (4) Arrow of Light to participate in the scored portion of the event. This event may also include a timed ‘string burn’ component where Arrow of Light will build a fire for the purpose of burning through a string positioned eight (8) to twelve (12) inches above the ground. Arrow of Light *must provide their own tinder, a starting method other than a butane lighter or matches, and any additional kindling or fuel wood they deem necessary*. NO liquid or gel fire starters are allowed. Teams should gather downed wood from around camp for this event either the evening before the competition or the morning of the competition.



String Burning Challenge

Scouts to cut their own firewood from a 2-by-4 block. Scouts then build a fire that must reach 15 inches above the ground to burn a raised piece of string. The fewer matches they use and the faster they get the fire going, the better the score.



Water Boiling Challenge

Scouts to cut their own firewood from a 2-by-4 block. Scouts then build a fire. A metal pot will be provided full of water. The fewer matches they use and the faster they get the water boiling, the better the score.

Suggested Rules

1. The following rules may be modified to fit existing conditions.
2. 1. Judges shall provide each team or Patrol with a piece of firewood 2" x 4" x 36", a stick for hanging a can, soap powder, water and matches.
3. 2. Judges will provide hatchet; Scouts may bring knives and axes.
4. 3. Scouts may lay any type of fire they please.
5. 4. Scouts will use provided firewood to build surface to place pot on. Scouts may scavenger for tender to be used to start fire.
6. 5. The preferred method of stating fire is with Striker. One minute will be added for each match used.
7. 6. If, in the opinion of the contestants, a wind break is needed, the members of a Patrol may use their bodies to cut down a strong wind by kneeling or lying around the fire.

7. One level tablespoonful of soap powder (no more) will be added to each can of water. Time shall be calculated from the starting signal to the time required for the water to boil over the edge of the can.



Stretcher Carry Relay

General rules

- Team and equipment: Each team lines up in relay fashion with the necessary equipment, such as two poles and a blanket or other material. A "patient" (a person or a lightweight object like a balloon) is designated.

- Stretcher construction: On a signal, a two-person stretcher team runs to the "patient" and builds a stretcher using the provided materials.
- Transporting the patient: The team lifts the patient onto the stretcher and transports

them to a turnaround point and back to the starting line.
- "Patient" condition: A lightweight object, such as a balloon, is often placed on the patient's chest. If the object falls off, the team must stop, put it back, and then continue.
- Relay handoff: When the team returns to the starting line, they set the stretcher down, the patient is removed, and the next team takes over for the next leg of the relay.

Penalties and scoring

- Dropped "patient": If a patient falls off the stretcher, the team must stop immediately. They must put the patient back on and continue from that point.

- Object rule: If the lightweight object falls off, the stretcher must be stopped and the object replaced before continuing.
- Scoring: The team that most carefully transports their "patients" to the finish line in the least amount of time wins.

Variations

- Multiple carries: Some variations involve different carries for each leg, such as a two-person carry, a four-handed seat carry, or a one-person carry.

- First aid treatment: Some variations include an added step where the team must assess the patient's injury and perform a first aid treatment before returning.



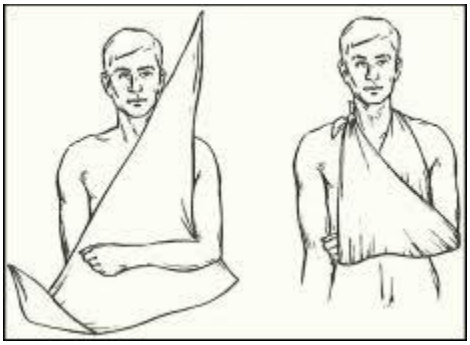
2 Man Carry

Common rules and guidelines

- Carry and transfer:

    - One team member may carry the object or "injured" person, while the other person follows to take their turn, often involving a hand-off or baton exchange at a designated spot.

    - The person carrying the weight may be required to carry it in a specific way, such as carrying an "injured" person with the stronger person supporting the upper body and the other person handling the legs.
- Turnover zone:
    - A changeover zone may be marked for the baton or object hand-off, and the exchange must be completed within this area.
    - If the object is dropped, the team may be required to stop, and the drop must be retrieved by the same player who dropped it.
- Disqualification:
    - A team may be disqualified for a faulty handoff, such as a dropped baton or an exchange outside the designated area.
    - Wilful impeding or other violations of specific movement standards can also lead to disqualification.
- Team responsibilities:
    - Each team is responsible for ensuring their members complete the race and hand off correctly.
    - Rules may also specify that a team must have a baton at all times during the race.
- Specialized rules:
    - Specific events, such as the HYROX doubles relay, may have specific rules regarding movement, such as the required squat depth or a restriction on transitions between workout stations and carry legs.
    - In some cases, such as a relay race, the rules may allow the team to change the order of running between heats and finals.



Bandage Relay Race

General rules

- Team formation: Form teams, with each team lining up in a double file.

- Buddy system: Each Scout selects a partner (or "buddy") for their turn.
- Judge: An official (the judge) stands a set distance away (e.g., 25 feet) with a supply of bandages.
- Applying the bandage:

    - The judge calls out a specific bandage name (e.g., "ankle," "head," or "sling").
    - The first pair from each team runs to the judge.
    - The first Scout applies the correct bandage to their partner as directed.
    - The judge checks the application.
- Returning and tagging:
    - Once approved by the judge, the bandage is removed.
    - The recipient now applies the same type of bandage to the first partner.
    - Once both bandages are approved, the pair runs back to their team's starting line.
    - The next pair is "tagged" to start their turn.

Variations and scoring

- Scoring: Points can be awarded for each correctly applied bandage. The first team to correctly complete their run can receive a bonus point.

- Alternate rules: In some variations, a single Scout from each team applies a bandage to their partner, and once approved, the recipient tags the next person in line to apply a *different* bandage (e.g., the first Scout applies a head bandage, and the second applies an ankle bandage).
- "Band-Aid" Relay: A simpler version can involve running to a table, applying a pre-made Band-Aid to a designated spot on your own arm or leg, and running back.

Knot Tying and Rope Skills

The knot tying and rope skills event will require Arrow of Light to demonstrate all knots that are a part of the Cub Scouting curriculum. These knots include the overhand knot, square knot, sheet bend, clove hitch, bowline, two half hitches, and taut-line hitch. All members of the Den/Patrol must participate and will be asked to demonstrate at least three randomly selected knots. An excellent resource for teaching and learning knots is Animated Knots by Grog at http://www.animatedknots.com/indexscouting.php.

Tent Pitching

The tent pitching event will require Arrow of Light to properly pitch and stake out a simple two-pole dome tent with a basic fly. The tent pitching event will be scored on the correctness and completeness of the pitched tent and on time required to pitch the tent. A time limit may be placed on tent pitching competitors to ensure that the overall competition stays on schedule. Each Den/Patrol will choose two (2) teams of two (2) Arrow of Light each to participate in the scored portion of the event.

At any time during any of the competition circuit events Arrow of Light may be asked questions about the Scout Oath and Scout Law and other Arrow of Light Badge requirements. Scouts

should expect at least one or two of these types of questions at nearly every competition circuit event.

GeoCache / Orienteering
Each Den/Patrol will be provided an Orienteering Direction to find a Cache using a compass. During the training in the morning, learn your PACE and how to get Direction using a Compass.

Chili Cook-Off
Bring your Dutch Oven or other cooking vessel and everything needed to make a fantastic main dish.. You must provide your own supplies (charcoal and starter fluid) and all ingredients. Cook in your campsite or in the Camporee Headquarters area. All entrees must be brought to Headquarters for judging at 6:30 p.m. Saturday evening. Everyone will sample your food. Each Patrol will vote on which dish was best. Scout Masters will also create a dish that will be part of the judging. Scout Masters will also cast their

Skits/Songs:

Show your Scout Spirit and do two (as always, in good Scout taste). Dens/Patrols will be asked to perform two of either a skit or song at a campfire. Please rehearse your skit or song and speak or sing with a STRONG and LOUD voice so that people in the back rows of the amphitheatre will be able to hear you.

Scout Spirit:

Every Den/Patrol should have a Den/Patrol flag and yell. Our Event Leaders consider “Scout Spirit” when tallying the final scores in any event. Don't wait to be asked for your flag or cheer, just get to it!! We want to hear you Loud and Proud, all weekend!! Show everyone you've got Scout Spirit!! Don't forget that there will be a variety of awards for Scout Spirit. Our judges will be taking notes throughout the weekend about Dens/Patrols that show great SCOUT SPIRIT!!

Campout Packing List

Camp Provided

- ❑ Cooking and Cleaning Equipment
- ❑ Dish Cleaning Station
- ❑ Clothesline (for hanging dishes)
- ❑ Toilet Paper

Scout Provided

- ❑ 6 Scout Essentials
  - ❑ First Aid Kit
  - ❑ Flashlight
  - ❑ Whistle
  - ❑ Sun Protection
  - ❑ Trail Food
  - ❑ Waterbottle
- ❑ Shelter (Tent, Tarp, Hammock)
- ❑ Waterproof Ground Cloth or Plastic Sheet
- ❑ Sleeping Comfort (Sleeping Bag or Blanket, Pillow, Air Mattress, Pad, Cot)
- ❑ Cup, Plate, Bowl, Knife, Fork, Spoon (preferably in mesh bag)
- ❑ Cub Scout Uniform
- ❑ Rain Gear
- ❑ 2 Complete Changes of Clothes
- ❑ Spare Complete Change of Clothes
- ❑ Sleepwear
- ❑ Durable Closed Toed Shoes
- ❑ Spare Closed Toed Shoes
- ❑ Hat
- ❑ Chair
- ❑ Toiletry Kit (Toothbrush, Toothpaste, Comb, Soap, Washcloth, Towel)
- ❑ Drinks (Camp will provide water, coffee, OJ and milk)

Optional Scout Provided

- ❑ Camera or Phone
- ❑ Binoculars
- ❑ Sunglasses
- ❑ Notebook and Pencil

Prepared. For Life.™

Things to Remember

1. Two Deep Leadership (minimum) who are properly trained must accompany each unit.

2. Bring only the items needed for camp.

Questions? Contact the following:

District Program Chair:
Chad Pageau
c.m.pageau@gmail.com

District Executive:
Josh Hutcheson
josh.hutcheson@scouting.org