

NORTHERN STAR SCOUTING

Arrow of Light

Summer Leader Guide



2025

Questions contact: CubCamping@NorthernStar.org | (612) 261 - 2455



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PLANNING CHECKLIST

Thank you for choosing Northern Star Scouting for your Cub Camping adventure. We have been preparing for your visit since last summer ended. We have a great program in store for you! The staff at our camps have charged themselves with developing age progressive activities to ensure that you are immersed in fun with an adventure around every corner.

PRIOR TO MARCH 1ST

- Review available summer camp dates and select one or more for your pack to attend
- Plan time at a pack meeting to promote summer camp opportunities to your families
- Email your families a link to the Summer Camp Video, your pack's date(s) and pricing info for camp.
- Secure commitments from families to attend camp

AFTER MARCH 1ST

- Registration opens March 1st on ScoutingEvent.com
- Register and submit deposits to reserve spots at camp for your families.
- Make sure you have at least one registered adult leader for every four Scouts planning to attend
- Share Parent's guide with all registered families
- Setup 'Parent Portal' in ScoutingEvent.com and share links with family to complete registration (Optional)
- Submit Full Payment by May 1st to meet Early Bird deadline

ONE MONTH BEFORE CAMP

- Families review Parent Guide (Packing List)
- Make sure all Scouts are registered in your pack prior to camp
- Communicate food allergies with camp, info in Parent Guide
- Arrange transportation, maps to camp located on website
- Share camp conduct with families
- Confirm tenting arrangements with camp

ONE WEEK BEFORE CAMP

- Share departure/arrival instructions with families
- Remind families to complete Health Screening Checklist at home right before going to camp
- Remind families to complete the shooting sports waiver
- Remind parents to complete Health History (parts A and B) for all attendees

MISSION:

To provide FUN experiences that build CHARACTER, CITIZENSHIP, LEADERSHIP, and FITNESS

PACK ROSTER:

Be prepared to submit a completed Pack roster at check in. This will include all names (first & last) of adults and youth, rank, and age of any siblings attending. It is preferred that you update this roster in your online registration prior to camp departure.

PACK EQUIPMENT:

- Pack First Aid kit
- Advancement Records
- Pack Flag
- Lantern
- Thermometer

PATCHES:

Every youth participant will receive a participant patch as part of their camp fee. Additional patches may be purchased.

CAMPFIRES:

Conserve firewood by using small fires or pack-supplied gas stoves under adult supervision. Large campfires are a waste of resources and a camping practice that creates relationship problems when Scouts repeat the practice in state and national parks. Never leave a fire unattended.



REQUIRED FORMS:

- HEALTH FORMS:** Wisconsin Law requires ALL campers (youth and adults) to provide a current health history form upon arrival to camp. Wisconsin Law also requires Camp to KEEP the health forms. Youth forms must be signed by a parent or guardian. Please DO NOT mail health forms, they need to accompany you to camp.

RECOMMENDED PACKING LIST:

- | | | |
|-----------------------------------------------------|---------------------------------------------|----------------------------------------------------------|
| <input type="checkbox"/> Cub Scout Handbook | <input type="checkbox"/> Towels | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Sun Screen | <input type="checkbox"/> Water Bottle | <input type="checkbox"/> Poncho or Raincoat |
| <input type="checkbox"/> Shoes (2 Pair) | <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Personal Hygiene Items |
| <input type="checkbox"/> Small Backpack or Tote Bag | <input type="checkbox"/> Sweater or Jacket | <input type="checkbox"/> Spending Money for Trading Post |
| <input type="checkbox"/> Hand Sanitizer | <input type="checkbox"/> Mosquito Repellent | <input type="checkbox"/> Pants/Slacks/Shorts |
| <input type="checkbox"/> Pajamas | <input type="checkbox"/> Uniform Shirt | <input type="checkbox"/> Underwear & Socks |
| <input type="checkbox"/> Flashlight | <input type="checkbox"/> Swimsuit | <input type="checkbox"/> Phone Charger |

OPTIONAL ITEMS :

- | | | |
|-------------------------------------------|------------------------------------------|-------------------------------------------|
| <input type="checkbox"/> Mosquito Netting | <input type="checkbox"/> Whittling Chip | <input type="checkbox"/> Sports Equipment |
| <input type="checkbox"/> Matches (Adults) | <input type="checkbox"/> Cub Scout Knife | |
| <input type="checkbox"/> Watch | <input type="checkbox"/> Lawn Chair | |

NOT ALLOWED :

- | | | |
|---------------------------------------------------------|---------------------------------------------|----------------------------------------------|
| <input checked="" type="checkbox"/> Alcoholic Beverages | <input checked="" type="checkbox"/> BB Guns | <input checked="" type="checkbox"/> Firearms |
| <input checked="" type="checkbox"/> Bikes | <input checked="" type="checkbox"/> Bows | <input checked="" type="checkbox"/> Pets |



BASIC INFORMATION

WHO CAN ATTEND?

Cub Scout Summer Camp is open to youth entering 5th grade in the fall (Webelos II/Arrow of Light) Siblings of the same age group are welcome to attend this program and participate alongside the Cub Scouts.

2025 FEES

\$175 Youth Early Bird Fee \$180 Youth after May 1 (Scout and siblings)
\$100 Adult

WHAT IS INCLUDED IN THE FEE?

The fee includes all of your meals, a patch for every youth participant, housing (tent), and staffing costs.

IS THERE FINANCIAL AID AVAILABLE?

Yes! We think that every Scout should have an opportunity to attend Summer Camp and we do not want cost to hold anyone back from this experience. If you are in need, please complete the Campership Form to receive up to 50% of the youth cost covered.

TRADING POST

Trading Post hours vary by location. Trading Post hours are posted on trading post door.

PARKING:

You will not be able to park your car directly next to your campsite or building so be prepared to walk your gear a short distance to unload. All cars must remain in the parking lot.

EMERGENCY CONTACT:

Each camp has a director who is on site at all times while campers are there. Site specific contact information is listed below.

If you have an emergency and you cannot get ahold of the camp director, please call the council office, they will assist in relaying a message as quickly as possible.

WHAT TO EXPECT AT CHECK IN

Gates will open at 6 pm on Friday. Upon arrival you will be asked to report the temperatures of all participants, please do this before you leave for camp.

A staff member will greet you at the entrance to camp and give you directions on where to park and how to get to your campsite.

Be prepared to turn in:

- Health History forms,
- Swim Classification form (if taking the test prior to camp)

There will be no meal served on the first night so please eat dinner before coming to camp. Snacks are available for purchase in the camp store, but not a full meal.

CHECK OUT:

Packs will check out of their campsite before lunch on the last day. Your campsite commissioner will arrange for a check-out time, and give you a "Get Out of Camp Free" card to claim your Pack's check-out bag when check-out has been completed. If for any reason you need to leave prior to the end of camp, please notify the camp director.

Customer Service
Phone: 612-261-2303
cubcamping@northernstar.org

Tomahawk Summer Office
(June–August)
612-261-2455
Tomahawk@NorthernStar.org

Tomahawk Camp Director
Brian Halloran
612-261-2456
bhalloran@northernstar.org



CAMP SCHEDULE

Times	Friday	Saturday	Sunday	Monday
7:55 AM	Eat Supper on your way to camp	Morning Flags	Morning Flags	Morning Flags
8:00 AM		Breakfast	Breakfast	Breakfast
9:00 AM		Rotation 1	Rotation 5	Open Program
10:30 AM		Rotation 2	Rotation 6	Beach Bash
12:30 PM		Lunch	Lunch	Lunch/Closing
1:00 PM		Pack Time	Pack Time	Check-Out
2:00 PM		Rotation 3	Rotation 7	
3:30 PM		Rotation 4	Rotation 8	
5:00 PM		Pack Time	Pack Time	
5:50 PM		Flags	Flags	
6:00 PM	Dinner	Dinner		
7:00 PM	Setup (6:30pm)	Open Program	Theme Parade	
8:00 PM	Leader Meeting/ Camp Tours		Campfire Program 7:30 PM	
9:00 PM	Opening Campfire	Campsite Campfires		
10:00 PM	Lights Out			

YOU WILL RECEIVE YOUR ACTUAL SCHEDULE DURING CHECK-IN

QUESTIONS WHILE AT CAMP?

Phone: 612-261-2455

FOLLOW US ON FACEBOOK!

@CubScoutCampingNSC

Stay current on what's new and exciting at camp!



Throughout your session at Arrow of Light Camp you will go from activity rotation to activity rotation with your fellow Scouts and adults in your rotation group. Most rotations will include and center around an adventure pin.

ECOLOGY ROTATION 1:

- **Into the Woods Adventure Pin**
Earn the entire pin



SWIMMING ROTATION:

- **Swim Test**
- **Swimming Adventure Pin**
Earn the entire pin



ECOLOGY ROTATION 2:

- **Into the Wild Adventure Pin**
Earn the entire pin



BOATING ROTATION:

- **Paddle Craft Adventure Pin**
Earn the entire pin



BB GUN ROTATION:

- **BBs Adventure Pin**
Earn the entire pin



SCOUTCRAFT ROTATION

- **Learn basic knots and lashings**

ARCHERY ROTATION:

- **Archery Adventure Pin**
Earn the entire pin



CLIMBING ROTATION:

- **Climb the tower**
This rotation doesn't include any adventure pins. Everyone is encouraged to climb. Adults are welcome to climb or help belay.



OUTDOOR LATRINES

You can expect to see latrines near every campsite and program area. Latrines are stocked with toilet paper and a hand washing stations (either hand sanitizer or a sink with soap).

BRING YOUR OWN TENT

Do you like using your own tent? Go ahead and bring it to camp! Please note who will be bringing their own tent in each person's registration.

INDOOR RESTROOMS

Restroom facilities include a flush toilet and a sink.

CANVAS WALL TENT

Walk right into this spacious tent that is set up on off the ground on wooden platforms. Each tent includes 2 cots.

INDOOR SHOWERS

Shower buildings can be either locker room style with individual shower stalls or single room showers with a locking door.





The best way to notify camp about special requests is through your online registration. In your online registration, enter health information a minimum of 2 weeks prior to camp. This includes allergies, dietary needs, and other medical concerns. These fields are captured on a Health Officer report and reviewed at check-in.

SPECIAL DIETARY REQUESTS

Camp Northern Star can provide substitutes or alternative menus for participants with some dietary restrictions:

- Peanut or Tree Nut Free
- Gluten Free
- Dairy Free
- Pork Free (Religious)
- Vegetarian (not Vegan)

We are not able to provide alternate food for other restrictions or if a participant has multiple of the restrictions above. However, we will store and serve all food that is brought for participants who have additional dietary restrictions.

Though our alternative menus won't include or won't contain the ingredients of issue, the meals will be prepared in the same kitchen as all other meals.

If you have severe reactions to trace amounts of any ingredient, please contact camp to make arrangements to bring your own food.

ELECTRICITY

Enter electricity needs in campsites/buildings for CPAP or other machines (**NOTE: Not all sites have electricity**) We will do our best to accommodate your need, however the individual may need to camp in a different site than the rest of the Pack.

Electricity is available in most buildings and can be used to charge cell phones.

OTHER ACCOMODATIONS

Accommodations such as wheelchairs or other needs please contact us and we will discuss a plan to make your camp experience a good one.



EMERGENCY NOTIFICATION

Arrow of Light Camp has an emergency siren to notify all participants that there is an active emergency at camp. This siren would be used to signal severe weather, fire, or lost camper.

When an emergency is identified camp will sound the siren. At the same time camp will also issue out a text message via the REMIND text message service to notify campers to the nature of the emergency and provide instructions.

Camp will communicate to staff over the radio system with instructions as well.

What to do when you hear the siren:

- Check your phone for a text from camp or locate a staff member.
- If you don't have your phone and staff member isn't nearby, gather your group and report to the storm shelter under the dining hall.

STORM SHELTER LOCATION

The predetermined storm shelter for this camp is the lower level of the dining hall.

This information will be posted in your campsite, and there will be an emergency drill the first night of camp.

REMIND TEXT MESSAGE SERVICE

All adults are asked on the first night of camp to opt into the camp text message service. This system is used to alert campers of emergencies in camp and to help in program changes affected by weather. Ask your camp director when you arrive to camp for the code to opt into the system.





ARROW OF LIGHT OUTPOST

After lunch and beach bash your camp session ends, but you have the option to stay and extra night Arrow of Light Outpost is an extra night at camp for AOL Scouts and their adult partner. There are two ways to attend:

ARROW OF LIGHT OUTPOST (CAMP HOSTED OPTION)

This option is hosted by our staff. You will depart the Arrow of Light camp, and be guided on a tour of one of Tomahawk's Scout BSA camps to see how troops camp at Tomahawk. The tour will conclude with dinner in one of the troop dining halls. Immediately after dinner, the outpost group will venture with their gear out to the remote Logging Camp outpost, where they will set up tents and enjoy an evening campfire program at Logging Camp.

The following morning, campers will cook breakfast at Logging Camp and enjoy some themed activities. At 11am campers will pack up and depart for home.

OUTPOST WITH YOUR FUTURE TROOP (TROOP OUTPOST)

Arrow of Light camp is hosted at Tomahawk Scout Camp, and Tomahawk, in addition to being home to Arrow of Light Camp, also hosts three Scouts BSA Camps. There's a good chance that the troop that you plan to join next year is attending camp. If your Arrow of Light Camp session aligns with when your troop is going to be at camp you can choose to spend an extra night at camp with them. You'll need their permission of course, but once you've coordinated to stay with them on Monday night you can sign up for the Troop Outpost.

After your regular Arrow of Light session you'll depart AOL camp and drive 1 mile to your future troop's campsite and join them for their 2pm troop activity. You'll shadow them for the afternoon, supper, and enjoy free time that evening with some of their Scouts.

The next morning you will drive to Logging Camp to join the AOL Outpost for some fun at Logging Camp.

HOW TO SIGN UP

In your registration you can sign for either the Troop Outpost or the Arrow of Light Outpost. Both options are a separate registrant type from the regular. To do outpost you must sign up for the outpost and the AOL regular registration.

COST

The regular outpost and the troop outpost both cost \$40 per participant. This includes the extra night of camp, supper, and breakfast.



Customer Service
Phone: 612-261-2303
cubcamping@northernstar.org

Tomahawk Summer Office
(June–August)
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Tomahawk@NorthernStar.org

Tomahawk Camp Director
Brian Halloran
612-261-2456
bhalloran@northernstar.org



ADVENTURES THAT CAN BE EARNED DURING PROGRAM ROTATIONS

Throughout the standard 9 program rotations you will have the ability to participate in activities giving you the opportunity to earn requirements towards Arrow of Light Adventures.



ADVENTURES DURING FREE TIME/OPEN PROGRAM

There is down time around meals and free time on your second night at camp. During these times you can earn the slingshot adventure and the fishing adventure.



ADVENTURES DURING ARROW OF LIGHT OUTPOST

If attending the Arrow of Light outpost you will have the opportunity to earn requirements 3-7 towards the Outdoor Adventurer Adventure Pin.



CAMPER BEHAVIOR POLICIES

It is expected that all campers will live up to the principles and values of the Scout Oath and Law.

- The Scout Oath and Law are the only rules in camp. They are all that is needed, and unit leadership is responsible for enforcing these rules and disciplining those campers that break them.
- In the case of inter-pack conflicts or problems, the unit leadership of the individual campers involved is responsible for disciplining each of the individual campers.
- Camp administration (beginning with the Camp Director) is available and prepared to assist in establishing communication in the event of inter-pack problems.
- In the event camp administration believes further disciplinary action is required of the unit leadership, they will request it. At minimum the chartered partner and District Executive will be contacted.
- The camp administration encourages unit leadership to send any camper home immediately who steals, vandalizes or intentionally places another camper in danger of harm. The administration reserves the right to take that action themselves if necessary, including sending the entire Pack home within 24 hours.
- Hazing, "midnight raids", tent-ditching, or other such activities are not allowed at any time at Northern Star Council camps. Such activities place campers at risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.
- A curfew of 10:30 p.m. will be strictly enforced for all campers. Any Scout who leaves a campsite after 10:30 p.m. must be accompanied by an adult unit leader or camp staff member. Always maintaining two-deep leadership (no one-on-one contact between Scouts and adults unless they are immediate family members).
- Be a good neighbor. Do not create a disturbance or cause other campers to have a bad camping experience.
- Respect the private property of the neighbors surrounding the camp.
- Respect the staff living areas and maintenance area. Enter the area only on official business.
- Take good care of camp facilities and equipment (Units or individual campers will be charged for defaced property and loss or damage to equipment).
- **NO ALCOHOLIC BEVERAGES MAY BE BROUGHT INTO CAMP.**

GENERAL SAFETY RULES

1. Follow the Buddy System at all times.
2. No one-on-one contact between adult leaders and youth members.
3. BSA Policy requires two-deep leadership for all Scout outings and campouts.
4. Aquatic activities are conducted under lifeguard staff supervision.
5. Determine the location of natural hazards. Keep away from the edge of bluffs, lakes, and ponds.
6. **Do not use liquid fuel to start fires** (gas, kerosene, charcoal lighter). Gas lanterns may be used under adult supervision. Gas must be locked under adult control.
7. Drink from an approved water supply. Do not drink from springs or lakes as they may be contaminated.
8. Follow the Northern Star Scouting Wildlife Policy.
9. **Personal BB guns, rifles, and archery equipment are not allowed.**
10. **No flames in tents**
11. **Never leave a fire unattended.** Always put a fire out with water before leaving the area or going to bed.
12. Do not apply insect repellent near campfires. Many brands contain alcohol and other flammable ingredients.
13. No passengers are allowed to be transported in the cargo section of pickups and trucks.
14. Never play games using a knife. Scouts using knives must have their Whittling Chip card.
15. **No bikes allowed in camp.**
16. **No pets (cats or dogs) allowed in camp at any time.**



CHECK-IN/WHO IS ALLOWED AT CAMP

- Upon arrival everyone must check-in to ensure they are registered to attend.
- At check-in you will receive a visitor parking pass and wristband. All Scouts, Scouters and visitors in camp **MUST** wear a wristband. All camp staff are identified by their staff name tag.
- Camp staff under the guidance of the camp director will monitor camp for unauthorized persons. Any questions or concerns regarding unauthorized persons should be referred to the camp director. Those persons found not to be official guests of our camps will be asked to leave and escorted off the premises. Any problems or safety concerns regarding unauthorized persons will be referred to the Camp Director or their designee.

DEPARTURE FROM CAMP

- Upon departure from camp, all campers will leave with their Pack leadership, parent, guardian or an individual approved by the legal parent or guardian. When a Scout leaves camp with someone other than the Pack leadership, the Pack leadership needs to be made aware. This process is intended to maintain the accountability of all youth and provide for their safety. If a camper will be leaving camp with someone other than their guardian or leader they arrived with, an authorization to release form must be filled out. See your commissioner for more information.
- Leaders are reminded to be aware of problems related to unauthorized release to non-custodial parents. In any situations where a child will be released during camp to someone other than their guardian, an authorization to release form must be filled out.

WEATHER

- Packs will be notified of threatening weather conditions and advised to move to designated storm shelters if necessary. An emergency drill will be conducted upon arrival at camp. Please refer to your specific camp emergency procedures.

YOUTH PROTECTION

All Campers and adults most follow the BSA Youth Protection Policies as stated in the guide to safe scouting.

- Follow the Buddy System at all times.
- No One-on-one contact between adult leaders and youth members.
- BSA Policy requires two-deep leadership for all Scout outings and campouts.
- The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited.
- All aspects of the Scouting program are open to observation by parents and leaders.
- The BSA does not recognize any secret organizations as part of its program.
- Hazing and initiations are prohibited and have no part during any Scouting activity.
- All forms of bullying and harassment including verbal, physical, and cyberbullying are prohibited.
- Inappropriate public displays of affection are prohibited.
- Sexual activity is prohibited.
- Appropriate attire is required for all activities.

COURTESY

- Always leave firewood for the next camper.
- Leave the campsite clean. Police grounds for any trash.
- Keep the toilets and showers clean.

CONSERVATION

- Vehicles restricted to authorized parking areas and roads.
- Do not cut down any trees. Charges of a minimum of \$4.00 per foot and a maximum of the actual value of the tree will be charged for cutting down timber. For scarring trees with a knife or axe, the camper will be charged a minimum of \$10.00.
- Conduct conservation projects that have the approval of the camp ranger.



CAMPSITE PRECAUTIONS: This section of the education material is directed to the precautions that must be taken in your campsite so as to avoid attracting animals. Animals typically found at camp include field mice, raccoons, deer and wild turkeys. There are not any dangerous wildlife typically found at our camps, but they can be a nuisance to your stay. If you feel threatened by any wildlife please contact Camp Management on site.

CAMP SANITATION: It is essential that campsites and their surrounding areas be kept clean.

FOOD: This is perhaps the most important precaution to be taken. Food produces odors that attract critters in search of a meal. All food at camp must be stored in a scent-proof container or the trunk of a car.

FOOD IN TENTS: No food, meals, or snacks are allowed in your tent. These foods will leave appealing odors that will attract wildlife. Empty snack wrappers, food boxes, juice boxes, soda cans, or even water bottles that have had flavored drinks mixed in them are not to be kept in tents. **FOOD OF ANY KIND SHOULD NEVER BE STORED IN A TENT.**

COOKING OF FOOD: If your unit is going to bring snacks to cook the last night of camp, the cooking preparation and dining areas should be as far as possible from the sleeping tents.

CLEAN UP AFTER FOOD PREPARATION: Dishes should be done immediately following completion of the meal. Leftovers should be properly disposed of or stored as food in the manner described above. All tables used in food preparation and eating must be washed. Food spilled on the ground must be picked up. Liquid food spills must be cleaned up by removing the soil that is contaminated with the spill.

SNACKS: Many Cub Scouts and families do bring snacks. Snacks must be stored in the same manner as food is stored as described above. Snacks also include beverages other than water. Soda pop, powdered beverages, juice boxes, or other drinks should never be consumed in a tent. Spills from these products give off odors that are very appealing to critters.

GARBAGE: Garbage containing food should not remain in a campsite. Garbage should be properly bagged and disposed of in the provided cans. Make sure that any leakage from your garbage bag is properly cleaned up as well. Staff will be by each day to collect garbage. You may choose to bring your garbage to the dumpsters if you notice the garbage run has already been made for the day.

TICK AWARENESS: Problems associated with various ticks have been widely reported throughout much of the country including the area surrounding our Council camps. With proper planning and education, tick problems can be minimized. To assist groups with educating its campers, the staff have prepared the following plan:

- All campers should wear a good quality insect repellent when they are in the woods. The most effective repellent to combat ticks is one that contains 30% Deet (or permethrin).
- Parents may wish to bring "spray" type insect repellent so that it can be sprayed on clothes. Please do not let Scouts use aerosol sprays unsupervised because of potential dangers from misuse including damage to eyes and the flammability of the product.
- Walk in the center of trails to avoid picking up ticks from the brush and long grass
- Review tick information that is available on the [website](#). Share this information with the youth and parents in your group.
- Make "tick checks" part of the daily routine at camp. Youth should be reminded every day to check for ticks. Having a buddy such as a tent mate assist is a good idea. Regular showers will also help with early detection.
- See your camp Health Officer or Camp Director if you have additional questions.



WHAT IS THE SWIM TEST?

The swim classification of individuals participating in a scouting activity is a key element in both Safe Swim Defense and Safety Afloat. The swim tests must be renewed annually, preferably at the beginning of each summer season.

All persons participating in aquatics are classified according to their swimming ability. The classification test and procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water.

The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

ADMINISTRATION OF SWIM CLASSIFICATION TEST

Option A: Before Camp:

(at unit level with council approved aquatics resource people)

The swim classification test done at a unit level should be conducted by one of the following council approved resource people: Aquatics Instructor, BSA; Aquatics Supervisor; BSA Lifeguard; certified lifeguard; swimming instructor; or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. The signed form must be presented upon arrival at camp to the Aquatics Director at the pool to obtain your buddy tags for the aquatics areas. **It is advantageous to conduct the swim classification prior to a unit going to summer camp.**

Option B: At Camp

The swim classification test is completed during your aquatics rotations by camp aquatics personal.

Special Note: When swim tests are conducted away from or at camp the Aquatics Director shall at all times reserve the authority to review or retest individuals or entire packs to ensure that standards have been maintained.

SWIMMER TEST

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swam continuously and include at least one sharp turn. Finish by demonstrating you can float on your back.

BEGINNER TEST

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

LEARNER TEST

Anyone that is unable to complete the beginner's test is classified as a Learner and may use the shallow section of the lake and may use a rowboat with qualified adult supervision.





SWIM TEST RECORD

This is the individual's swim classification as of this date. Any change in status after this date (e.g., learner to beginner or beginner to swimmer), would require a reclassification test by the Aquatics Director. Please complete and present this sheet to the Aquatics Director at the pool after check-in at camp to have your buddy tags completed.

Unit Number _____

Date of Swim Test _____

Full Name (Please Print)		Swim Classification		
		Learner	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

Person Conducting Test: _____

Qualifications: _____

Signature: _____

Unit Leader Name: _____

Address: _____

Signature:

City/State/Zip: _____





EARLY REGISTRATION

Planning is crucial for a Pack and getting a summer camp date on the calendar early will give all families enough time to plan and have a higher likelihood of attending camp.

More Information: <https://camp.northernstar.org/cub-summer-programs>

FALL DAY CAMP

Fall Day Camp is a half-day opportunity for all Cub Scouts and their families to kick off the school year with a new experience. New Scouts and parents get participate in activities such as Archery, BB Guns, GaGa Ball, and other outdoor games while learning about the year-round camping opportunities Scouting offers. Older Scouts learn new skills and enjoy outdoor activities.

More Information: <https://camp.northernstar.org/fall-day-camp>

SPOOKY-REE

Spooky-Ree is a Family Camp experience like no other! Join us for a scary-good time. We'll scare your socks off while you play games, eat smores, learn camp skills, shoot BB guns, and more! Camp begins Friday evening through Sunday morning.

More Information: <https://camp.northernstar.org/spooky-ree>

NORTHWIND/SNOW BASE

Think camp is just for the summer? Think again! Polar Cubs is one of the largest Cub Scout Day Camp programs in the country and it's happening at a camp near you. This single day program is filled with classic winter activities as well as some unique Scouting adventures. Don't miss your chance to be a part of the winter fun!

More Information: <https://camp.northernstar.org/Scouts-BSA>

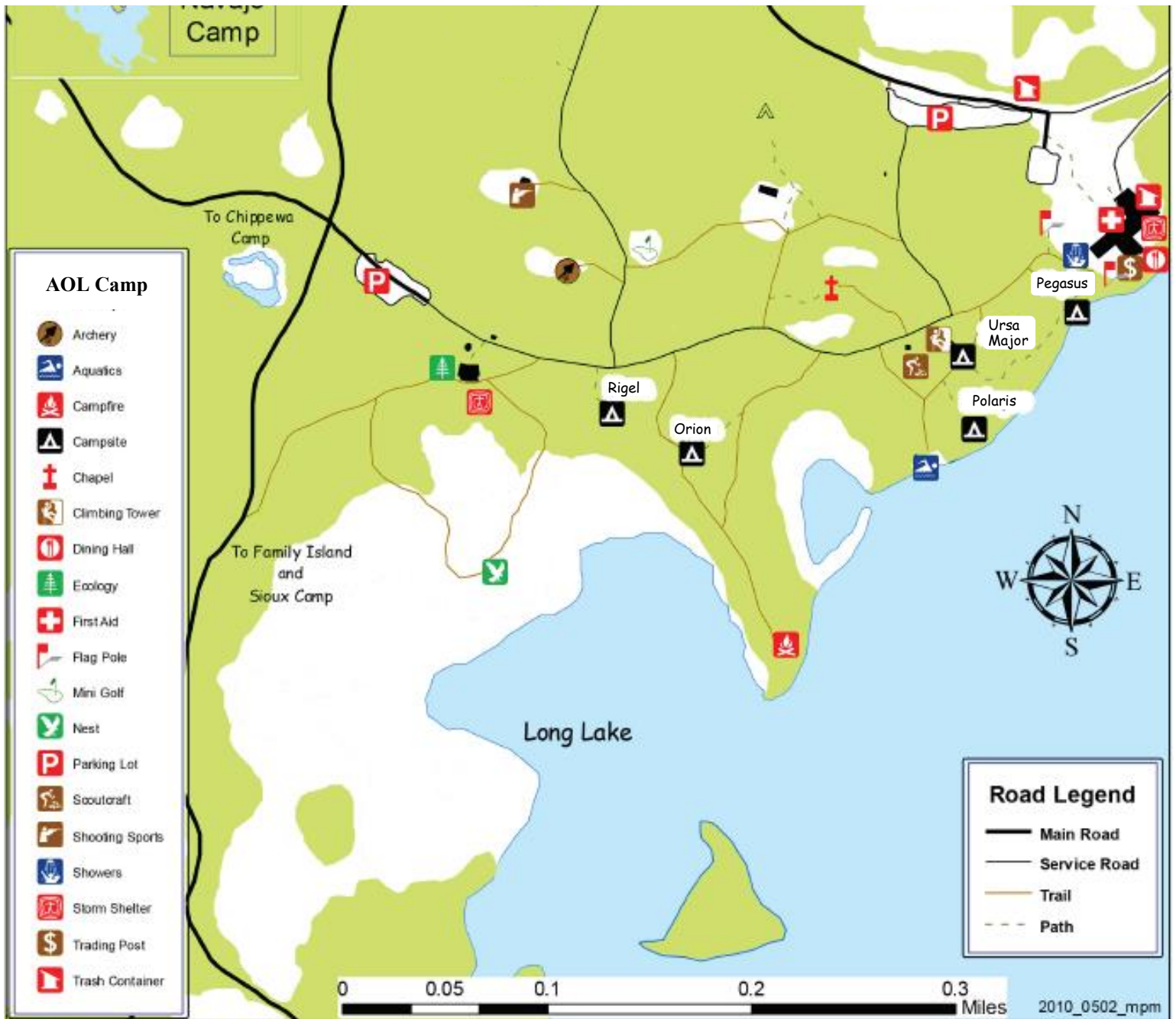




GETTING TO ARROW OF LIGHT CAMP

Arrow of Light Camp is approximately a 2.5 hour drive from St. Paul and is located near Rice Lake, WI. Most find the easiest route to camp is to take 36 East through Stillwater to 64. Continue east to 63 and go north to 8. Go east to 53. Go north past Rice Lake. Go east on V, north on M, east on D. Follow signs from there to camp.

Camp Address: N1910 Scout Road, Birchwood, WI 54817



QUALITY CAMPING

The Northern Star Scouting Camping Committee is committed to camps that meet high standards for health and safety, food service, program, maintenance, conservation, staffing, and administration. All of our camps are inspected and accredited on an annual basis.

THIS EMBLEM REPRESENTS A QUALITY CAMP



Northern Star Scouting

6202 Bloomington Road, Fort Snelling, MN 55111

Phone: 612-261-2303

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