

**TRAILBLAZER TWILIGHT
CAMP**

JUNE 19-23

PARENT GUIDE

2017



PARENT SECTION

WHAT IS CUB SCOUT TWILIGHT CAMP?

It is a pleasure to present this booklet to you on behalf of the Trailblazer BugBusters Training Camp. I hope that you find this guide informative and useful. It will serve as an introduction to those new to the program and refresher for the veterans. The camp is planned and administered by experienced BugBuster staff & faculty.

Cub Scout Twilight Camp is a weeklong outdoor experience for boys. Trailblazer BugBusters Training Camp will run from 3:30 to 8 p.m. A camp and program director with a staff of volunteers conduct the BugBuster activities. Cub Scout Twilight Camp:

- Promotes year-round Cub Scout program
- Provides opportunity to complete elective adventure requirements at every rank
- Encourages Cub Scouts to benefit and grow with a good outdoor experience

BugBusters is our theme and we will focus on fun with activities including investigating science, crafts, games, sports, shooting sports, academics, nature, skits and songs. We will promote Scouting and the Scout spirit in our activities while we slide in both education and advancement—all while staying in the theme of BugBusters! The program is designed for all registered Cub Scouts (boys who have completed kindergarten and not completed the fifth grade)

All registered Cub Scouts are eligible to attend day camp. Day camp uses the same ranks to identify age groups as your pack.

- Tigers are boys who have completed kindergarten; **An adult partner must attend with each Tiger Cub**
- Wolves have completed the first grade
- Bears have completed second grade
- Webelos have completed third grade
- Arrow of Light Scouts have completed fourth grade

TIGER Partners: It is a National BSA requirement that all Tiger Scouts must have an adult partner with them at all activities. The adult partner is expected to participate.

The volunteers and staff at day camp are committed to providing the best possible program for your Scouts. Their focus is on running a safe, fun and educational camp full of Scout spirit. In order for the staff to maintain that focus, packs should provide their own 2-deep leadership for the youth attending from their pack. Tiger adult partners are NOT considered part of the 2-deep leadership for Scouts in the older dens. Thank you for your cooperation and assistance in creating a successful day camp.

Youth Protection Guidelines

All volunteers must be trained in Youth Protection. A copy of your training card is required along with your signed staff agreement. If you are not currently trained, Youth Protection will be available the day of Day Camp staff training. Youth protection training is also available online.

If you have any questions, please do not hesitate to contact us. From the BugBusters Training Team, we wish to thank you for your support and dedication to our camp! We know from experience how much the Scouts enjoy themselves and appreciate your involvement.

What Scouts Need to Bring to Camp

Each Scout should bring the following items:

- Refillable water bottle/canteen
- Lunch (refrigeration is not available, so please pack accordingly)
- Sunscreen and Insect repellent
- Closed toe shoes
- Hat or sun visor
- Bandana/wash cloth/hand towel
- Required prescription medication in original container (see below)

Medication:

Medication that must be taken during camp hours, must be 1) listed on Medical Part B; 2) in the original container for that individual for that medication; 3) Turned into the camp Medic in a gallon size, re-sealable bag, with the person's name and phone number on it. All medication must be picked up prior to closing on Friday. Epi Pens should be carried by the person or Den Leader.

Fees:

Registrations before May 29th are \$70 per Scout. Registrations after June 1 are \$90 per Scout. There is no charge for adult attendees, but there is the option for them to purchase a camp t-shirt for \$10. Scouts and adult volunteers registered after June 1st will not be guaranteed a T-shirt upon arrival at camp, as orders are placed well in advance. Additional shirts will be ordered as needed.

Fees cover the following items: Patch/Certificate, Day camp tee-shirt, Promotional Information, Staff training and recognition, Camp crafts and supplies

Everyone (adults and youth) at Camp must have Medical Forms on file at the check-in table

Upon arrival at Bug Busters camp, Scouts will be assigned a bug group (spiders, ants, moths, grasshoppers or bees). They will work together with the other Scouts in that group and move around camp to the different activities as a group. Groups are assigned by age. For example, Tiger cubs will be with other Tiger cubs. Below is a proposed agenda of each days' activities. **Please note: activities are subject to change for a variety of factors.**

Monday

BB Guns – Head to the Wasp Nest and increase your accuracy shooting at targets

Benefits of Bugs – Discover how bugs help us in our world

Are You Stronger than an Ant? – How much can an ant lift? Can you lift more? Explore your strength at this station.

Fly-Eyes Kickball – How do flies see things differently than humans? Try playing kickball with fly goggles on and see for yourself!

Bug Nets – In order to examine bugs, you need to be able to catch them. Make a bug net on Monday and bring it with you every day to explore the wonderful world of bugs!

	BB Guns	Benefits of Bugs	Are You Stronger than an Ant?	Fly-Eyes Kickball	Bug Nets
3:30-4:00	Check-in & Gathering Activity				
4:00-4:10	Flags & Opening				
4:10-4:50	Spiders	Ants	Moths	Grasshoppers	Bees
4:55-5:35	Ants	Bees	Spiders	Moths	Grasshoppers
5:40-6:20	Bees	Grasshoppers	Ants	Spiders	Moths
6:25-7:05	Grasshoppers	Moths	Bees	Ants	Spiders
7:10-7:50	Moths	Spiders	Grasshoppers	Bees	Ants
7:55-8:00	Closing				

Tuesday

Archery – Head to the Wasp Nest and increase your accuracy shooting at targets

Bug Guts – Make your own gooey, slimey, bug guts.

Pollination – How do bugs help flowers pollinate? This activity allows Scouts to discover how it works.

Inchworm & Centipede Race – Move like a bug in these fun races.

Dream Catchers – Weave like a spider while making this fun craft.

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4:00-4:10	Flags & Opening				
4:10-4:50	Spiders	Ants	Moths	Grasshoppers	Bees
4:55-5:35	Ants	Bees	Spiders	Moths	Grasshoppers
5:40-6:20	Bees	Grasshoppers	Ants	Spiders	Moths
6:25-7:05	Grasshoppers	Moths	Bees	Ants	Spiders
7:10-7:50	Moths	Spiders	Grasshoppers	Bees	Ants
7:55-8:00	Closing				

Wednesday

Wrist Rockets - Head to the Wasp Nest and increase your accuracy shooting at targets

Caterpillar Kabobs -

Robotic Bugs -

Nature Hike -

Build-a-Bug Habitat -

	BB Guns	Caterpillar Kabobs	Robotic Bugs	Nature Hike	Build-a-Bug Habitat
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4:10-4:50	Spiders	Ants	Moths	Grasshoppers	Bees
4:55-5:35	Ants	Bees	Spiders	Moths	Grasshoppers
5:40-6:20	Bees	Grasshoppers	Ants	Spiders	Moths
6:25-7:05	Grasshoppers	Moths	Bees	Ants	Spiders
7:10-7:50	Moths	Spiders	Grasshoppers	Bees	Ants
7:55-8:00	Closing				

Thursday

Archery –

Bites, Stings & Pinches. Oh, My! –

Scent Messages –

Hive Obstacle Course –

T-shirt Fly-swatter Painting -

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4:00-4:10	Flags & Opening				
4:10-4:50	Spiders	Ants	Moths	Grasshoppers	Bees
4:55-5:35	Ants	Bees	Spiders	Moths	Grasshoppers
5:40-6:20	Bees	Grasshoppers	Ants	Spiders	Moths
6:25-7:05	Grasshoppers	Moths	Bees	Ants	Spiders
7:10-7:50	Moths	Spiders	Grasshoppers	Bees	Ants
7:55-8:00	Closing				

Friday

BB Guns –

Sound Bingo –

Squiggle Bugs –

Spider Web Challenge –

Yarn Butterflies -

	BB Guns	Sound Bingo	Squiggle Bugs	Spider Web Challenge	Yarn Butterflies
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6:25-7:05	Grasshoppers	Moths	Bees	Ants	Spiders
7:10-7:50	Moths	Spiders	Grasshoppers	Bees	Ants
7:55-8:00	Closing				

Note: We will “Do our Best” to adhere to the above schedule and activities. However, these charts are subject to changes to best meet the needs of the camp and the enjoyment of those attending.

