

Cub Scout Summer Camp

Adventure & Camp Rising

Arrow



CUB WORLD ADVENTURE CAMP

DAN BEARD COUNCIL, SCOUTING AMERICA

2026 CUB WORLD CAMP GUIDE

Included Inside:

- Program Descriptions
- Instructions for Scouts
- Maps and schedules
- What to bring to camp
- Camp policies and procedures
- Dates and times
- Camp Fees
- Camp preparation tips

Thank you for choosing to be a leader at Cub Scout Summer Camp! It is only with the dedication of leaders/parents like you that our youth will have a fun and rewarding time at camp. At Cub Camp, you and your Scouts will enjoy the great outdoors, play fun games, learn essential Scouting skills, and create memories that will last a lifetime!

Resident Camp offers exciting and rewarding programs for all Cub Scouts. Every season we strive to improve our camp by offering exciting new activities and outdoor advancement opportunities. We encourage Packs to bring costumes or props that will fit in with the year's theme!

Your job as a leader/parent is the most rewarding one at camp. You will feel how rewarding your role will be as you experience the Scouting spirit of resident camp. You will find yourself laughing, singing, and playing right along with the Scouts. Our staff is trained to provide an exciting, action-packed program, as well as make your stay as comfortable as possible.

Be sure to review the *2026 Cub World Camp Guide* carefully to assist you in preparing for camp. This guide will help you understand some of the logistics of camp, answer some of your questions and concerns, and arrive at camp ready for fun and Scouting.

ONLINE REGISTRATION! To begin your adventure, log on to <https://scoutingevent.com/438-cubsummercamp> and click on the registration button for the camp you are interested in! If your Pack already has a registration, be sure to add participants through your Unit Registration.

An orientation meeting will be held very soon after your arrival at camp to inform you about everything you need to know about your stay. You are also encouraged to attend our mid-session "Cubmaster Connections" to hear about upcoming council programs and share your thoughts on the camp. Our goal at Cub World is to provide the very best possible camping experience, so your input is essential to improving our camp.

"DO YOUR BEST" to get ready for the fun and adventure that our highly enthusiastic staff has to offer. If you have any questions, please feel free to call the Scout Achievement Center at (513) 577-7700. We look forward to seeing you at Cub World!

Yours in Scouting,

Sarah Natvig

Cub World Camp Director



2026 Cub Camp Fees

Adventure Camp

Adventure Camp Session 1: June 14 – 16, 2026
 Adventure Camp Session 2: June 18 – 20, 2026
 Adventure Camp Session 3: June 21 – 23, 2026
 Adventure Camp Session 4: June 25 – 27, 2026
 Adventure Camp Session 5: June 28 – 30, 2026
 Adventure Camp Session 6: July 5 – 7, 2026
 Adventure Camp Session 7: July 9 – 11, 2026
 Adventure Camp Session 8: July 12 – 14, 2026

<u>Fee Description</u>	<u>Standard Fee</u>	<u>Late Fee (After 4/30)</u>	<u>Deposit</u>
Youth Fee	\$250	\$265	\$50
Adult Fee*	\$110	\$110	\$30

Camp Rising Arrow (Formerly Webelos Camp)

Camp Rising Arrow: July 19 – 22, 2026

<u>Fee Description</u>	<u>Standard Fee</u>	<u>Late Fee (After 4/30)</u>	<u>Deposit</u>
Youth Fee	\$310	\$325	\$50
Adult Fee*	\$125	\$125	\$30

- * Adventure & the Webelos Camps require 1 adult for every 4 Cubs with a min. of 2 (registered) adults per Pack/ Den.
- * If 2 or more youth from the same Pack are attending Cub Camp, they must provide their own adult supervision at the ratio given above
- * Adults attending the Webelos Camp must be a register leader with the BSA.

Discounts:

(Code must be used or discount requested before full payment; ***no refunds will be issued.***)

Second Adventure Discount- Code: **Adventure2** (receive \$25 off the second week of camp, any type)

Refund Policy*

The Dan Beard Council will refund all but 20% of fees paid per participant for those who fill out the 2026 Summer Camp Refund Request form, no later than 30 days prior to arrival at camp. The form can be found on the council website. You may replace the name and information on a registration at no additional fee, but they must be of the same participant type (youth for youth and adult for adult).

No refunds will be given after the 30-day cancellation deadline, except in cases of personal medical reasons as determined by the Council Camping Director. To be considered for reimbursement, a refund must be requested by the unit leadership within two weeks after the first day of your camp session. A doctor's note is required for refund requests.

Refunds are processed within six to eight weeks of receipt. Payments made within a Unit Registration will be refunded back to the Unit in the care of the Contingent Contact. Those who registered as Individuals will have refunds issued back to the payee.

Schedules

Adventure Camp is designed as a resident camp for ranks Tiger to Arrow of Light. Like Summer 2025, the schedule is structured for Packs to rotate together. Individual Scouts will rotate with their assigned Pack.

Adventure Camp Sample Schedule

DAY 1		DAY 2	
		Start Time	
		7:30 AM	Optional Interfaith Chapel Service 7:30-7:45 (Campfire Bowl)
		7:45 AM	Morning Flags 7:45-8:00 (Parade Field)
		8:00 AM	Breakfast 8:00-8:50 (BBP)
Start Time			
9:00 AM	Check In 9:00-11:30 (Parking Lot / Big Boy Pavilion BBP)	9:00 AM	Morning Program 1 9:00-10:20
9:30 AM	Swim Tests 9:30-11:30 (Pool) / Check In 9:30-11:30 (Parking Lot / BBP)		
11:30 AM	Leaders Meeting 11:30-12:00 (Admin building)	10:30 AM	Morning Program 2 10:30 - 11:50
12:00 PM	Dining Hall Procedures and Lunch (BBP)		
1:00 PM	Pack Time / Move-In Time 1:00-1:50 (Living Areas)	12:00 PM	Lunch 12:00-1:00 (BBP)
		1:00 PM	Siesta 1:00-1:50 (Living Areas)
2:00 PM	Afternoon Program 1 2:00-3:20		
		2:00 PM	Afternoon Program 1 2:00-3:20
3:30 PM	Afternoon Program 2 3:30-4:50		
		3:30 PM	Afternoon Program 2 3:30-4:50
5:00 PM	Pack Time 5:00-5:35 (Pack's choice for location)		
5:45 PM	Evening Flags 5:45-6:00 (Parade Field)	5:00 PM	Pack Time 5:00-5:35 (Pack's choice for location)
6:00 PM	Dinner 6:00-6:50 (BBP)	5:45 PM	Evening Flags 5:45-6:00 (Parade Field)
6:50 PM	Fire Drill 6:50-7:00 (BBP)	6:00 PM	Dinner 6:00-6:50 (BBP)
7:00 PM	Camp-Wide Game 7:00-7:50 (Parade Field)	7:30 PM	Rank Specific Evening Program 7:30-9:00 (adventures by rank)
8:00 PM	Opening Campfire 8:00-9:00 (Campfire Bowl)	8:00 PM	Cubmaster Connections 8:00-9:00 (Admin Building)
9:00 PM	Dismissed to Campsites	9:30 PM	Return to Campsites
10:00 PM	Lights Out / Quiet Hours	10:00 PM	Lights Out / Quiet Hours
DAY 3			
Start Time			
7:00 AM	Pack up / Clean living unit 7:00-7:35		
7:45 AM	Morning Flags 7:45-8:00 (Parade Field)		
8:00 AM	Breakfast 8:00-8:50 (BBP)		
9:00 AM	Morning Program 1 9:00-10:20		
10:30 AM	Morning Program 2 10:30 - 11:50		
12:00 PM	Family Day Lunch / Trailer Pick Up 12:00-12:50 (BBP)		
1:00 PM	Open Programming (Shooting Sports, Gaga, Rank Specific Adventures) 1:00-2:35 Be there at 1:00PM for Adventures!		
2:45 PM	Flags 2:45-3:00 (Parade Field)		
3:00 PM	Closing Campfire 3:00-3:30 (Campfire Bowl)		
3:30 PM	Awards 3:30-3:50 (Campfire Bowl)		
4:00 PM	Head Home		

Camp Rising Arrow is a resident camp designed specifically for Webelos and Arrow of Light ranks. The activities and schedule include opportunities to explore Camp Friedlander (the adjacent Scouts BSA camp) and an expanded program that is better targeted towards 4th and 5th grade youth. This camp takes place at Camp Friedlander and not Cub World.

Camp Rising Arrow Sample Schedule

DAY 1		DAY 2	
		Start Time	
		7:45 AM	Morning Flags 7:45-8:00 (Parade Field)
		8:00 AM	Breakfast 8:00-8:50 (Dining Hall)
Start Time			
9:00 AM	Check In 9:00-11:30 (Parking Lot / Admin / Admin Shelter)	9:00 AM	Morning Program 1 9:00-10:20
9:30 AM	Swim Tests 9:30-11:30 (Pool) / Check In 9:30-11:30 (Parking Lot / Admin)		
11:30 AM	Leaders Meeting 11:30-12:00 (Eagle's Nest)	10:30 AM	Morning Program 2 10:30-11:50
12:00 PM	Dining Hall Procedures and Lunch (Parade Field)		
1:00 PM	Pack Time / Move-In Time 1:00-1:50 (Living Areas)	12:00 PM	Lunch 12:00-1:00 (Dining Hall)
		1:00 PM	Siesta 1:00-1:50 (Living Areas)
2:00 PM	Afternoon Program 1 2:00-3:20	2:00 PM	Afternoon Program 1 2:00-3:20
3:30 PM	Afternoon Program 2 3:30-4:50	3:30 PM	Afternoon Program 2 3:30-4:50
5:00 PM	Pack Time 5:00-5:35 (Pack's choice for location)	5:00 PM	Pack Time 5:00-5:35 (Pack's choice for location)
5:45 PM	Evening Flags 5:45-6:00 (Parade Field)	5:45 PM	Evening Flags 5:45-6:00 (Parade Field)
6:00 PM	Dinner 6:00-6:50 (Dining Hall)	6:00 PM	Dinner 6:00-6:50 (Dining Hall)
6:50 PM	Fire Drill 6:50-7:00 (Trailblazer Shelter)		
7:00 PM	Camp-Wide Game 7:00-7:50 (Parade Field)	7:30 PM	Programming / Open Programming
8:00 PM	Opening Campfire 8:00-9:00 (Amphitheater)		
9:00 PM	Dismissed to Campsites	9:30 PM	Return to Campsites
10:00 PM	Lights Out / Quiet Hours	10:00 PM	Lights Out / Quiet Hours
DAY 3		DAY 4	
Start Time		Start Time	
7:30 AM	Optional Interfaith Chapel Service 7:30-7:45 (Chapel)	7:00 AM	Pack up / Clean living unit 7:00-7:35
7:45 AM	Morning Flags 7:45-8:00 (Parade Field)	7:45 AM	Morning Flags 7:45-8:00 (Parade Field)
8:00 AM	Breakfast 8:00-8:50 (Dining Hall)	8:00 AM	Breakfast 8:00-8:50 (Dining Hall)
9:00 AM	Morning Program 1 9:00-10:20	9:00 AM	Morning Program 1 9:00-10:20
10:30 AM	Morning Program 2 10:30 - 11:50	10:30 AM	Morning Program 2 10:30 - 11:50
12:00 PM	Lunch 12:00-1:00 (Dining Hall)	12:00 PM	Family Day Lunch / Trailer Pick Up 12:00-12:50 (Dining Hall)
1:00 PM	Siesta 1:00-1:50 (Living Areas)		
		1:00 PM	Programming / Open Programming
2:00 PM	Afternoon Program 1 2:00-3:20		
		2:45 PM	Flags 2:45-3:00 (Parade Field)
		3:00 PM	Closing Campfire 3:00-3:30 (Amphitheater)
3:30 PM	Afternoon Program 2 3:30-4:50	3:30 PM	Awards 3:30-3:50 (Amphitheater)
		4:00 PM	Head Home
5:00 PM	Pack Time 5:00-5:35 (Pack's choice for location)		
5:45 PM	Evening Flags 5:45-6:00 (Parade Field)		
6:00 PM	Dinner 6:00-6:50 (Dining Hall)		
7:30 PM	AOL Outpost or Webelo programming 7:30-end of activity		
8:00 PM	Cubmaster Connections 8:00-9:00 (Eagle's Nest)		
9:30 PM	Return to Campsites (Webelos)		
10:00 PM	Lights Out / Quiet Hours		

Registration

SUMMER CAMP COORDINATOR

Once your Pack has selected a summer camp coordinator, that person should be responsible for submitting all payments and registration forms by the deadlines. Make sure that the coordinator is listed as a contact on your unit registration so that they are included in all camp communications.

PAYMENT PROCESS

To make paying for camp easier for our campers and their families, the payment process is divided into installments. Payment can be made all at once or in the two installments.

ONLINE REGISTRATION SYSTEM

All registrations and payments are managed through an online system. Summer camp coordinators are the administrators for the Pack's registration account and can view and edit their registration at any time. All payments should be made prior to arriving at camp.

UNIT AND PARTICIPANT REGISTRATION

The summer camp coordinator should create a Unit Registration. Participants attending with the Pack should be registered into the Pack registration. The estimated number of youth and adults entered during Unit Registration will reserve space in that session until March 31st. **After March 31st, only registered youth and adults will reserve space in that session.**

INDIVIDUAL CAMPER

It is our goal at Cub World to make sure every Scout has an opportunity to attend Resident Camp. Some Scouts may find that they cannot attend Resident Camp at the same time as the rest of their Pack, or perhaps they want to attend a second week of camp. Scouts can attend without their Pack, but they are required to have an adult registered with them. However, **if 2 or more youth from the same Pack are attending Cub Camp together, they must provide their own adult supervision.** Those registered as Individuals will not be able to reserve their sleeping accommodation during registration, though they can indicate their preference.

SECONDS!

What could be better than a second session of camp? How about a second session of camp for a discounted rate! With Cub Camp's "Seconds! Program," your Scouts can get just that. Campers that attend a Cub Camp session can attend a second session for a discounted rate (this applies for all types of Cub Camp offered through the Dan Beard Council). Please see page 3 for the discount rate and code. The second's discount is **ONLY** for the individual. Families cannot get a Seconds discount for another child if one child is already attending.

Adults at Camp

We would like to thank you in advance for all that you will do before and during camp to ensure that the Scouts have a great time. Parents and Pack leadership will share in one of the most unique experiences of your youth's lives. You are vital in the operation and success of Cub World Camps.

Please be sure that **all visitors and new adults** arriving at camp check in with the Camp Office Manager at the Administration Building, where meals can also be purchased for visitors. Breakfast \$6, Lunch \$7, Dinner \$8.

We do ask that your Den/Pack assist in clean up at meal times and in the program areas; this is a great service to the camp. We encourage you to talk to your Camp Commissioner to choose the service projects that will be available to you and your Scouts. These projects provide a great opportunity for you and your Pack in helping us keep the camp looking great and providing a quality camping experience for future campers. It will also help your pack earn the honor unit award!

ADULT LEADER REQUIREMENTS & YOUTH PROTECTION

Cub Camp requires 1 registered adult (over 21) for every 4 Cubs with a minimum of 2 registered adults (over 21) per pack.

For those bringing female youth, BSA policy requires you have at least one female registered adult (over 21).

Rising Tigers/Incoming 1st Graders **MUST** have an Adult Partner with them.

All adults (leaders and parents) at camp must have current Safeguarding Youth Training (SYT). (Please note this training was formerly called Youth Protection Training.) Upon arrival at camp, adults will be asked to provide proof of registration and Safeguarding Youth Training.

Packs are free to rotate leaders or parents on a prearranged schedule to accommodate those that cannot stay the whole session. **Please note:** when rotating leaders who will be spending the night, you must replace female leaders with female leaders and male leaders with male leaders. This is necessary for the camp in making room assignments to ensure all leaders have a place to sleep.

Camp Facilities

SLEEPING AREAS

Cub World has four sleeping areas, each with its own unique layout. The Fort and Castle have four- and eight- person rooms while the Mountain Man Village and Riverview have two-person canvas tents. Scouts can also choose to bring their own tents and will be told where to set up these tents upon arriving at camp.

Fort

This location offers four- and eight-person sleeping rooms with screened windows, bunk beds with mattresses, and an indoor plumbing facility. Each room has electric outlets for a box fan on hot nights, and there is a fire ring behind the Fort for campfires. The shower house facility will be shared with the Castle.

Castle

Like the Fort, this location offers four- and eight-person sleeping rooms with screened windows, bunk beds with mattresses, and an indoor plumbing facility. Each room has electric outlets for a box fan on hot nights, and there is a fire ring next to the Castle for campfires. The shower house facility will be shared with the Fort.

Mountain Man Village

This is a unique camping experience in canvas tents on large wooden platforms up in the hills of Cub World. Each tent can sleep two and includes cots and mattresses. A large pavilion at the bottom of the hill serves as an assembly area. The shower house shared with Riverview is only a short walk away from the village.

Riverview

The Riverview campsite is quiet and has lots of room to for tents and plenty of trees to hang up hammocks. The tents are setup on wooden platforms and each tent sleeps two. They include cots and mattresses, and the area has a pavilion and fire ring. A shower house shared with the Mountain Man Village is a short walk from the camp.

FOOD SERVICE

Meals are served in the Frisch's Big Boy Dining Pavilion by a contracted food service. Grace will be said before all meals, and you'll have plenty of opportunities to warm up your vocal cords with some great camp songs. Hats should be taken off while dining. We will provide three meals a day for full days at camp, and your first meal begins with lunch. Adults are encouraged to volunteer to serve Seconds for meals!

If you have campers with food allergies, religious, or other special diet requirements, you will be asked to fill out a "Special Diet Request Form" at least three weeks in advance of your arrival. Our cooks need time to prepare a menu that meets your needs.

TRADING POST

We invite you to come enjoy our Trading Post located in the front of the Fort. The Trading Post offers a variety of things such as: Camp t-shirts, patches, craft items, camp souvenirs, camp supplies, candy, snacks, soda, juice and the ever-popular Slush Puppies. The Trading Post is open daily, except during meals, and after the final campfire; look for hours posted on the front door. It is also air-conditioned and perfect for a mid-day break!

ADMINISTRATION BUILDING

The Camp Administration Building is home to the camp office, health lodge, management office, and the staff and leader lounge. At the camp office, you can send and receive mail, get copies of schedules and maps, sign in and out

of camp, and locate any camper or leader – the camp office manager is available to assist you with any administrative needs that might arise during your stay.

You are welcome to come relax in the staff and leader lounge to take a break or chat with the staff. It's also a great place to "cool off," as it is one of the few areas in camp that is air-conditioned! Campers are not permitted in the administration building without a leader, and the lounge is for staff and leaders only.

Camp Policies & Procedures

CHECK-IN PROCEDURES

Our friendly staff will greet you as you arrive in the parking lot and assist you with check-in procedures.

Please be prepared to complete the following as indicated.

- Check-in begins at 9:00am and ends at 11:00am. (Swim tests run from 9:30AM – 11:30AM and will not be offered during regular swim times.)
- **Parking Lot**
 - Assemble your group in the parking lot. If you are camping as a Pack, please plan for your Pack to arrive at the same time.
 - All gear should be stowed on the appropriate trailer for your campsite. The Camp Rangers will transport your gear to your campsite. ***These same trailers will be used to take all of your gear back to the parking lot on the final day for check-out.***
 - Your Pack will then receive a “Pack Guide” that will walk you through check-in.
 - Follow directions from the staff. They will assist you to smoothly complete the rest of the check-in process.
- **Frisch’s Dining Pavilion**
 - One Unit Leader should be prepared to go to the Frisch’s Dining Pavilion to complete the following check-in steps: (sending multiple leaders and parents creates a very crowded space and slows down the process)
 - Verify the Pack Roster (youth and adults)
 - Verify that the Adult Leaders and Parents have Safeguarding Youth Training.
 - Pick up wristbands
 - Provide contact information for the Unit Contact that will be onsite in case of emergencies
 - Answer any questions you may have.
- **Medical Review**
 - While one leader goes to the Dining Pavilion, the rest of the unit will proceed to the Medical Review.
 - Please have everyone’s medical forms ready for review, preferably in alphabetical order.
 - Please note that the BSA Medical form has been updated and the following vaccinations are now required:
 - Tetanus/ Diptheria
 - Pertussis (Whooping Cough)
 - Measles/mumps/rubella
 - Polio
 - Chicken Pox
 - You Can download the updated BSA medical form here:
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
 - If you have a religious, philosophical, or medical reason to request an immunization exemption, please print and fill out the following form:
https://scoutingevent.com/Download/52716221/OR/Immunization_Exemption_Form.pdf
- **Campsite**
 - Once registration is complete, a staff member will escort your group to your campsite and direct you to the pool for swim tests.

Any late arrivals should park in the parking lot and walk to the Administration Building for check-in and for a camp ID bracelet.

YOUTH PROTECTION

The protection and privacy of our campers is taken very seriously at Cub World. All adult leaders and camp staff must follow BSA Youth Protection guidelines. Bathroom facilities are separated, with a large youth side and individual shower stalls for adults and females. Sleeping arrangements are assigned based on SYT guidelines and as a result Pack members may be rooming with other packs. Youth may not bunk in the same room or tent as an adult unless the adult is their parent or guardian.

Safeguarding Youth Training must be taken by all adults online prior to your arrival at camp and proof of completion must be brought to check-in.

MEDICAL FORMS

Every Scout, adult, and visitor staying overnight or participating for more than one day is required to submit an official "BSA Annual Health and Medical Record." A parent or guardian must sign all Cub Scouts' Health and Medical Forms and be dated within a year prior to camp. **We strongly recommend bringing a COPY of the form and not the original.** This form was recently updated. The new form can be found here:
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Adventure Camp (3 day/2 night): requires Parts A & B.

Webelos Camp (4 day/ 3 night): requires Parts A, B, and C. Note that Part C of this form must be signed annually by a certified health-care provider.

Prescription and non-prescription medication:

All medications, prescriptions and non-prescription, brought to camp by campers and leaders are REQUIRED to be secured in a locked storage container. This may seem too strict for adult over the counter medications; however, if a child consumes medication that is not meant for them, it has the potential to be deadly. There will be certain exceptions for lifesaving medications to be carried at camp. This decision will be made during the medical record overview given by our health officer.

A designated Pack Leader should be named responsible for storing and distributing medications to their Pack. The camp can provide lockable storage and medication logs upon request. Medication requiring refrigeration will be stored at the Health Lodge.

MEDICATION MUST BE IN THE ORIGINAL CONTAINER and contain the following information:

- | | | |
|----------------------------------|------------------------|-----------------------|
| 1. Camper's Name | 3. Prescription Number | 5. Name of Medication |
| 2. Name of Prescribing Physician | 4. Date Prescribed | 6. Directions for Use |

We have a qualified health officer that is on duty at all times. A recheck of your medical form is required for all campers on the first day of camp.

EMERGENCY PROCEDURES

An air-horn system can be heard throughout the camp to alert campers and staff of an emergency. Emergency numbers are posted on bulletin boards in every area. In the case of an emergency, staff are trained to respond only to the Camp Director or, in case of absence, the Director's appointed fill-in. We ask that you do not take matters into your own hands, as it may conflict with the camp procedures. If there is an injury that is not life-threatening, do not call 911 unless given instruction by the Camp Director.

VISITORS AND LATE ARRIVALS

All campers and leaders arriving at camp at some time other than check-in **must** sign-in at the Administration Building and get a camp ID bracelet. It is also important that any leader being replaced checks out. We must know who is at camp at all times. Everyone in camp will be given a camp ID bracelet to be worn at all times.

All **visitors** must sign in and sign out. Any visitor who has not registered may be asked to leave camp. It is important for safety that we know who is visiting our camp and when. Visitors who intend to eat a meal at camp must purchase a meal ticket at the camp office. Meal rates are as follows: Breakfast - \$6; Lunch - \$7; Dinner - \$8.

CAMPER EARLY RELEASE

For the safety of all campers, any camper that expects to leave camp at any time before the scheduled camp closing must check in with their unit leader to make sure that they are being released to an approved adult. When the adult picking up the child arrives, they will be expected to present a photo ID to be matched to what is on file. If there is an emergency release, then a parent or guardian must be the person picking the child up and must show a picture ID. Any emergency release should be made known to the Camp Director as soon as possible and before the youth leaves the camp. Anyone who leaves camp before the scheduled camp closing must sign out on the form in the admin building.

SWIM CHECKS

As a camp operated under Scouting America, we follow aquatic safety standards as specified by Scouting America's National Camping School. These standards call for a swimming ability check to be conducted for every person who enters the pool and buddy tags to monitor who is in the pool area, whether in the water or not.

To allow Scouts more time to play in the water, we will only perform swim tests immediately after check in on the day of your arrival from 9:30AM until 11:30AM. Ability swim checks can be conducted in advance of arriving at camp with the [BSA Swim Classification Record](#). With limited pool time available during camp, completing swim checks in advance will keep you from taking one trip up to the pool that will be for swim checks only. Bring the completed form with you to registration when you arrive at camp. Check with the local YMCA, high school, community center or some hotels. A qualified instructor must certify all advance ability swim checks. See the form for details.

We will be hosting our "Wake Up the Blob" event at Camp Friedlander. Here you will be able to take your swim test, as well as jump on The Blob! This event will be posted on the Dan Beard Council calendar.

PARKING

In accordance with BSA policy and safety regulations, **PERSONAL VEHICLES ARE NEVER PERMITTED IN CAMP.** However, a handicap accessible pass can be requested. The parking lot is clearly marked and is located just outside the entrance to camp. Only emergency and maintenance vehicles will be allowed to park at the Administration Building and all others will be immediately towed. Camp staff will haul gear to your campsite upon your arrival at camp. This policy is for the safety of all campers. Please make parents who might be visiting camp during the week aware of this important policy. We appreciate your cooperation in parking only in designated areas.

MAIL AND TELEPHONE SERVICES

Mail is always encouraged at Cub World. Campers love to receive a letter from home. Mail service usually takes two days; please consider this when getting a letter prepared. The envelope should include:

Scout Name – Campsite, Pack #, Session #

*Cub World Resident Camp
6035 Price Road
Loveland, Ohio 45140*

Some parents prefer to send mail along with the camp leader to be distributed throughout the week. These items can be dropped off at the camp office and will be delivered on the appropriate day during the evening camp “mail call.”

The emergency telephone number at Cub World is (513) 831-8311. A clerk staffs this phone during program hours.

UNIFORMS

You will notice that our camp staff sets a good example by wearing their uniform correctly and with pride. While not required, we encourage all Scouts to wear the official Cub Scout uniform during all evening flag ceremonies, dinner, and campfire programs. Scouts participating in a flag ceremony before the camp are strongly encouraged to wear their Field uniform shirt.

SMOKING, VAPING, AND ALCOHOL

Cub World is a non-smoking facility. Smoking, vaping or any tobacco use in front of any camper, leader, or staff member is strictly prohibited. One designated smoking and vaping area is available at the bridge closest to the river in the tree-line between the parking lot and the dining pavilion. Alcoholic beverages are never permitted on any Boy Scout property. Please help the camp enforce these rules by making sure all leaders and parents in your Pack are aware of this policy.

HOMESICKNESS

For a few Scouts, 2-3 nights away from home can be an intimidating experience. While most find themselves too busy with the fun and adventure of camp, homesickness can be a reality for those who are new to the outdoors or unfamiliar with being away from home. We encourage every youth who experiences homesickness to stay at camp, as overcoming homesickness often results in a strong sense of pride and achievement.

We have found that one of the worst cures for homesickness is the cell phone. *Leaders/Parents are strongly discouraged from allowing Scouts to use cell phones to call home.* When one youth sees another calling, they will usually feel the need to call home as well. This can quickly become a homesickness epidemic. Instead, Scouts should be encouraged to write a letter home, talk about the fun they are having at camp, and challenge themselves to stay another night before deciding to leave camp. Parent/guardians should talk to their youth before they come to camp about their feelings on leaving home and make a plan about how to handle homesickness.

WHAT TO BRING TO CAMP

PLEASE BRING:

- Annual Health & Medical Record (Must be signed by a physician for Camp Rising Arrow)
- Personal medications
- Scout age handbook (to prevent damage place in a plastic bag)
- Flashlight
- Sleeping bag
- Pillow
- Towel
- Personal toiletries
- Close toed Boots/shoes (suitable for hiking.)
- Raincoat or poncho
- Clothing including uniform (field uniforms are encouraged at flag ceremonies, but not required)
- "Creeking" clothes – an extra change of clothes, shoes, and socks. These will get WET.
- Swimsuit
- Laundry bag
- Pocketknife (Scouts must have completed the knife safety adventure for their specific rank AND have adult permission to carry a knife during Cub Scout Activities.)

OUTPOST (for AOLs during Adventure Camp and Camp Rising Arrow):

- Bedroll
- Backpack
- Water bottle
- Pocketknife
- Flashlight

LEADERS ALSO BRING:

- Handbooks
- Matches
- A watch
- Clothesline and pins
- Song and skit books

RECOMMENDED ITEMS:

- Sunscreen
- Bug repellent
- Canteen or water bottle,
- Fanny pack or utility belt
- Sunglasses
- Hat with visor
- Spending money for the Trading Post
- Frisbee, football or other like equipment.

PROVIDED IN THE FORT AND CASTLE: Bunk beds and mattresses, four- and eight-person bunkhouse style rooms, picnic tables, activity rooms, running water, nearby shower-house, rake, shovel, brooms, bulletin board and campfire ring.

PROVIDED IN THE MOUNTAIN MAN VILLAGE AND RIVERVIEW CAMPSITES: Cots and mattresses, two-person wall tents, picnic tables, shelter, running water, nearby shower-house, rake, shovel, brooms, bulletin board and campfire ring. One power outlet is available at the pavilions.

PROHIBITED IN CAMP:

- **Personal radio, portable game systems, tablets or other portable electronic devices**
- **Cell phones (for youth)**
- **Televisions**
- **Air Conditioning Units (these frequently trip breakers)**
- **Firearms, bows, sheath knives, or knives with a blade over four inches long**
- **Alcoholic beverages**
- **Fireworks**

- **Liquid fuel**
- **Pets**

**Service animals are permitted. We may inquire about the nature of the animal's service. We reserve the right to ask the owner to remove their service animal from activities or areas if it becomes disruptive to other guests.*

Programs

ADVANCEMENT

The focus of the Cub World Camp Program is FUN! However, we do offer advancement opportunities that will be part of the fun. Please note that it is the leader's responsibility to track advancement at camp. The camp does not file advancement reports or keep a record of each Scout's advancements.

CAMP-WIDE GAMES

On select evenings of camp, everyone will come together to play a camp-wide game. These gigantic games will surely be the highlight of the week as the entire staff and all the campers will take part in a massive game that will cover the entire camp grounds. As with all activities, leaders are encouraged to take part in the fun.

CAMPFIRES

What would camp be without a campfire? One of camp's most memorable moments is the opening staff-led campfire on your first night of camp. Not only will you get a chance to meet the staff, but you'll get to see them at their silliest. There will be enough skits, songs, and nonsense to keep you laughing until you come back next summer!

FAMILY AFTERNOON

On the final afternoon of Resident Camp, parents and families of Cub Scouts attending camp are welcome to come experience Cub World for our end of the session finale. Family Afternoon begins at noon. Lunch is available for guests that pay for the meal when they arrive. Our closing campfire will be after lunch and each Den/Pack will have an opportunity to perform a skit or song before the camp, followed by an Awards Ceremony.

LEADERS' MEETINGS

Resident Camp holds a Leaders' Meeting on the first morning of camp following check-in. It is imperative that at least one representative from your unit attend this meeting. Important information and schedules are shared here.

Input from leaders/parents is critical to continually improving the Cub World experience. A "Cubmaster Connections" meeting will be held mid-session to evaluate camp and to offer leaders an opportunity provide feedback, ask questions, hear about upcoming council events and to socialize with other leaders. Please make every effort to have a representative from your pack attend.

OUTPOST

For Arrow of Light Scouts, Resident Camp is a perfect time to prepare for the crossover into Scouts BSA. On the last night, all AOL Scouts will have the unique opportunity to follow the staff up into the hills of Cub World and experience Camp Craig. Following this exciting hike, the youth will settle into their own campsite in Camp Craig, playing games, learning real Scouting outdoor skills, cooking over a fire, and sleeping out under the stars. This activity is meant to prepare Scouts for the more challenging experiences in the older program, Scouts BSA. We will

ask for a small number of leaders to assist in the oversight of this event. The campers will be supervised by camp staff, who will remain in constant contact with the camp management. **Arrow of Light Scouts will need to bring a backpack, bedroll, water bottle, pocketknife, and flashlight. The AOLs will be hiking to Camp Craig so they will need to be able to carry their items.** Camp will provide ground tarps.

SWIMMING & SHOOTING SPORTS

Complying with National Camp Standards through the BSA, our camp hires a director for both the Pool and the Shooting Ranges (Archery and Aquatics Director), as well as qualified staff for both to meet required ratios. We are excited for your Scouts to participate in these activities! **We do encourage adults who have the proper training to assist us with ratios and administering of program/running ranges.**

Adults (over 18) can take Safe Swim Defense training online before arriving to assist with aquatics ratios. The more trained leaders present at the pool, the more swim time Scouts receive. Safe Swim Defense training is offered anytime online through My.Scouting.org, Scouting America's online training portal. Adults (over 18) who are Rangemaster Trained for Archery or BB guns are welcome to volunteer to help run the ranges.

CAMP STAFF

A summer camp program is only as good as its camp staff, and at Cub World, our staff is top-notch. For two months of the year, staff members call Cub World "home" and dedicate themselves to providing an excellent camping experience to every Scout. We hire only high-quality staff members who have a strong interest in making a positive impact on our young Scouts.

During your time at camp, the staff will become quite familiar to you. They are there to lead games and activities for the youth, make sure your expectations are met and exceeded, and to generally help leaders however they can. If you have any questions or issues, feel free to ask a staff member for help.

Each program area is managed by an Area Director (A.D.) who plans, creates, and supervises the area staff to run the program. Your A.D. will also make sure that your lodging area is clean and stocked for all your needs.

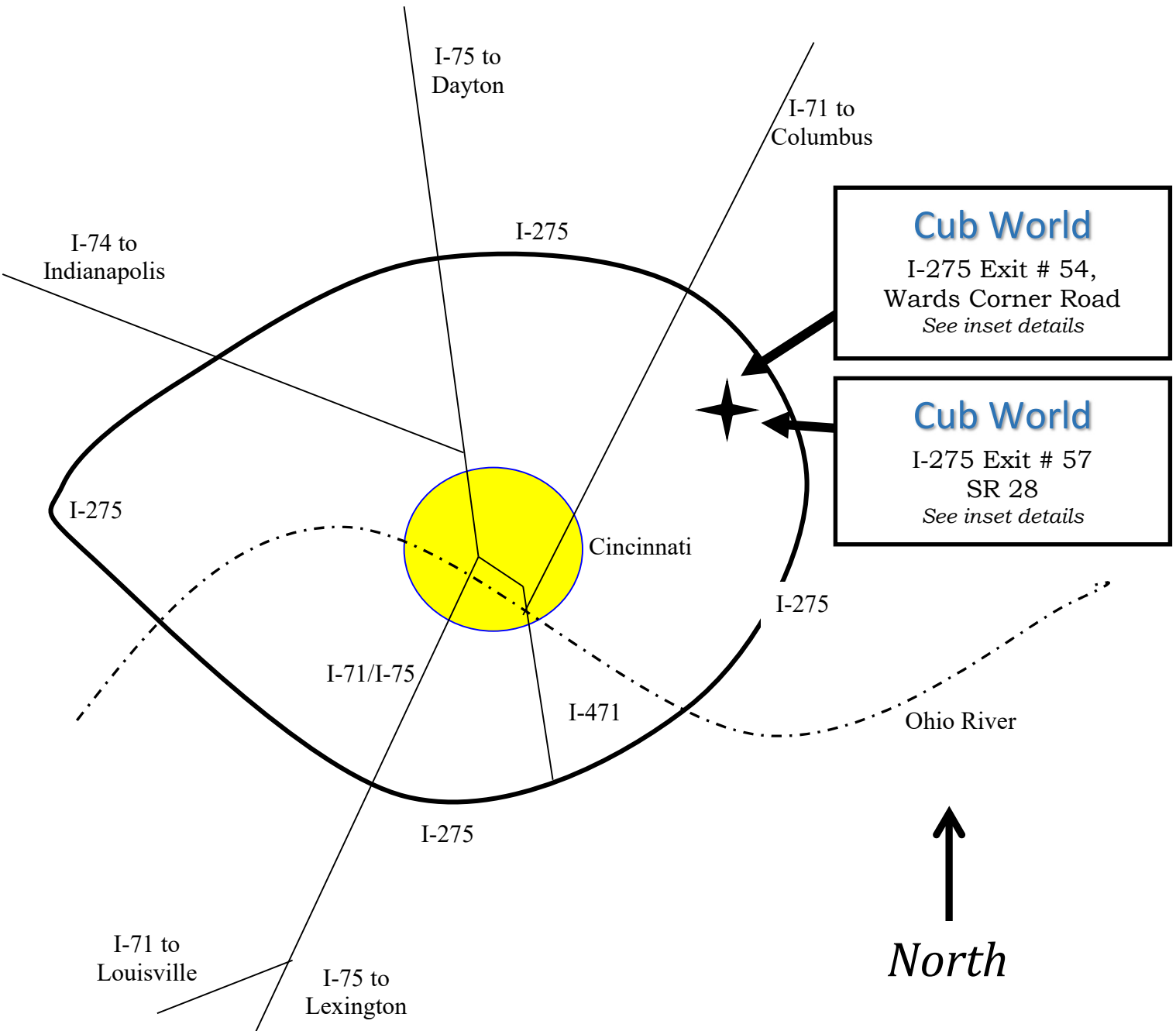
Your Program Director will work hard to make sure that each area is successful in providing a quality program and will also lead exciting activities while the entire camp is together.

Your Camp Director is there to make sure that every operation of camp is as successful as possible, including managing the staff, meeting food needs, ensuring safety in camp, and working with leaders in creating a quality experience.

Your Assistant Camp Director is available for you to approach them at any time to talk about your experience, share any issues that may arise, or just to chat. They will assist in all areas of managing staff, ensuring safety in camp, and making sure you have a quality experience.

Your Commissioner is there to make sure that all the units and areas have what they need.

Interstate Map to
Cub World
6035 Price Rd., Loveland, Ohio 45140



Highway Map to
Cub World

FROM I-275 NORTH OR WEST:

Use Exit # 54 -
Wards Corner Road

Loveland-Miamiville Rd.

SR 126

Price Rd.

Ibold Rd.

Entrance to
Camp Friedlander
581 Ibold Rd.

Parking

SR 126

Little
Miami
River

Price Rd.

Entrance to
Camp Craig
6113 Price Rd.

Parking

Parking

Camp
Lower
Craig

Price Rd.

**Entrance to
Cub World**
6035 Price Road

McClelland Dr.

FROM I-275 EAST OR SOUTH:
Use Exit # 57, SR 28, Milford -
Turn right on McClelland Dr. -
Turn right on Price Rd.

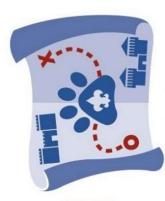
SR 28



To
Camp Friedlander

SINCE

1972



CUB WORLD ADVENTURE CAMP

DAN BEARD COUNCIL, BSA

Legend

- Woods
- Fire ring
- Building
- Trail



DAN BEARD COUNCIL
BOY SCOUTS OF AMERICA

6035 Price Rd.
Loveland, OH 45140
(513) 831-8311
WWW.danbeard.org

Little Miami River