

S'MORE 2025 CUB SCOUT ADVENTURES OVERNIGHTER



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FIRELANDS SCOUT RESERVATION INFORMATION

ADDRESS

52500 BATES ROAD

SCOUT SHOP HOURS

FRIDAY	3:00 PM – 7:00 PM
SATURDAY	9:30 AM – 8:30 PM
SUNDAY	9:30 AM – 6:00 PM

SCHEDULE:

	Friday	Saturday	Sunday
8:00 AM	Camp Closed	Campsite Breakfast	Campsite Breakfast
8:30 AM		Flags	Flags
9:00 AM		Program	Program
9:30 AM		Program	Program
10:00 AM		Program	Program
10:30 AM		Program	Program
11:00 AM		Program	Lunch
11:30 AM		Lunch	Lunch
12:00 PM	Check-In	Lunch	Lunch
12:30 PM	Check-In	Campsite Time	Campsite Time
1:00 PM	Check-In	Campsite Time	Campsite Time
1:30 PM	Check-In	Program	Program
2:00 PM	Check-In	Program	Program
2:30 PM	Check-In	Program	Program
3:00 PM	Check-In	Program	Program
3:30 PM	Check-In	Program	Program
4:00 PM	Check-In	Program	Firelands Tie Dye
4:30 PM	Check-In	Program	Firelands Tie Dye
5:00 PM	Check-In	Program	Firelands Tie Dye
5:30 PM	Campsite Set Up	Flags	Flags
6:00 PM	Campsite Set Up	Dinner	Camp Closed
6:30 PM	Campsite Set Up	Dinner	
7:00 PM	Campsite Set Up	Dinner	
7:30 PM	Campers on Own	Campfire Prep	
8:00 PM	Campers on Own	Campfire Prep	
8:30 PM	Campers on Own	Camp Fire	
9:00 PM	Campers on Own	Camp Fire	
9:30 PM	Campers on Own	Camp Fire	
10:00 PM	Lights Out	Lights Out	

DESCRIPTIONS OF EACH PROGRAM AREA

HIKES

TIGER, WOLF, BEAR: Explore wildlife while learning essential skills, conservation, and safety on hikes!

WEBELOS AND AOLS: Immerse in outdoor exploration adventures!

GAMES

SOCCER: Learn teamwork and rules through engaging activities.

DIGGING IN THE PAST: Explore dinosaurs through exciting games and activities!

BOARD GAMES: Bond over classic games in a Tiger-iffic Board Game Bash!

CUB SCOUT RELAY: Race, laugh, and bond in a fun relay game!

OPEN PLAY: Inclusive fun for all ages in an Open Play Extravaganza!

PATTERNS!: Decode and play with patterns in the Code of the Wolf program!

NATURE

REDUCE, REUSE, RECYCLE: Champion nature with the Champions for Nature program!

CONSERVATION PROJECT: Make a difference with the Conservation Crusade!

WATER, SOIL, AIR, FOOD: Dive into nature's elements in Nature's Elements Exploration!

TREES: Explore the forest in Into the Woods: Tree Exploration!

SYMMETRY IN NATURE: Discover nature's symmetry in Balancing Bear: Symmetry Safari!

EARTH ROCKS: Get hands-on with rocks and minerals in Earth Rocks!

MISCELLANEOUS

MAGIC: Learn and share magic tricks in Curiosity, Intrigue, and Magical Mysteries!

SECRET LANGUAGES: Crack codes and uncover mysteries in Mystery and Intrigue Adventures!

WHO LET OUT THE MUGGY WAMPUS: Who let out the Muggy Wampus: Solve mysteries in Forensics Explorers!

ESTIMATIONS: Sharpen guesswork skills in Estimation Expedition!

CAMP GENERAL

BUDDY SYSTEM GAME: Learn safety and teamwork outdoors in Buddy System Adventures!

SIX ESSENTIALS: Prepare for outdoor adventures in Essential Explorer: Let's Camp Wolf!

MAP CHALLENGE: Master map reading in Map Mastery: Outdoor Adventurer Challenge!

CAMPING: Learn camping essentials in Let's Camp Wolf: Camping Skill Adventure!

HIGH TECH OUTDOORS: Blend tech with nature in High-Tech Outdoors!

BIULD YOUR OWN STRUCTURE: Use your Scoutcraft skills to builf your own structure!

DESCRIPTIONS OF EACH PROGRAM AREA

SCOUT SKILLS

FIRE: Safely build and light fires in Fire Mastery: Let's Camp Webelos!

FLAG: Honor the flag in Stars and Stripes!

KNOTS: Tie essential knots in Knots and Know-How!

KNIFE SAFETY: Whittle safely in Whittling Wonders for Bears, Webelos and AOLS

CRAFTS

FLOATS AND BOATS: Tigers explore model boat building, learning about buoyancy and recycling.

CONSTELLATIONS: Star Seekers craft homemade constellation models, unlocking creativity under the stars.

SHAPES AND ART: Shape Explorers unleash creativity with colorful art inspired by shapes.

DRAWING: Webelos dive into drawing techniques, igniting imagination with Pencil Power.

OPEN: Crafty Creations offers freedom to explore various arts and crafts activities at your own pace.

BUILDING

BUILDING: Build and create in DIY Adventure for different opening for all ranks.

FISHING

FISHING: Catch excitement in Hooked on Fishing!

AQUATICS

AQUATICS: Dive into swimming and boating skills!

FIRST AID

FIRST AID: Learn life-saving skills in Healing Hands!

SHOOTING SPORTS

SHOOTING SPORTS: Discover shooting sports in Cub Scout Shooting Sports!

LIONS AND SIBLINGS CORNER

LIONS AND SIBLING CORNER: Engage in games, nature, and creative crafts!

PROGRAM AREAS

All Program areas are open to all participants, even if it is not the rank the Scout currently is enrolled. The goal is always to have fun!

STATIONS

Stations are subject to change

GAMES: BASKETBALL COURT

- @ 9 – Soccer
- @ 10 – Cub Scout Relay
- @ 1:30 – Board Games
- @ 2:30 – Digging in the Past
- @ 3:30 – Open Play
- @ 4:30 – Patterns

NATURE: FISHING SHELTER/NIELSEN

- @ 9 – Reduce, Reuse, Recycle
- @ 10 – Conservation Project
- @ 1:30 – Symmetry in Nature
- @ 2:30 – Trees
- @ 3:30 – Water, Soil, Air, Food
- @ 4:30 – Earth Rocks

HIKE: FLAG FIELD

- @ 9 – Webelos and AOL
- @ 10 – Tiger, Wolf, and Bear
- @ 1:30 – Webelos and AOL
- @ 2:30 – Tiger, Wolf, and Bear
- @ 3:30 – Webelos and AOL
- @ 4:30 – Tiger, Wolf, and Bear

SCOUT SKILLS: TRAILBLAZERS

- @ 9 – Fire
- @ 10 – Flags
- @ 1:30 – Knots
- @ 2:30 – Fire
- @ 3:30 – Flag
- @ 4:30 – Knots

CAMP GENERAL: LAKE LODGE

- @ 9 – Buddy System Game
- @ 10 – Six Essentials Game
- @ 1:30 – Map Challenge
- @ 2:30 – Structure Building
- @ 3:30 – Camping
- @ 4:30 – High Tech Outdoors

BUILDING: JAROS

- @ 9 – Tiger
- @ 10 – Wolf
- @ 1:30 – Bear
- @ 2:30 – Webelos
- @ 3:30 – AOLs
- @ 4:30 – Open

CRAFTING: HANDICRAFT

- @ 9 – Floats and Bloat
- @ 10 – Constellations
- @ 1:30 – Open
- @ 2:30 – Shapes and Art
- @ 3:30 – Drawing
- @ 4:30 – Open

KNIFE SAFETY: OA RING

- @ 9 – Bear
- @ 10 – Webelos
- @ 1:30 – AOL
- @ 2:30 – BEAR
- @ 3:30 – Webelos
- @ 4:30 – AOL

STATIONS

*Stations are subject to change



MISCELLANEOUS: LAKE LODGE

- @ 9 – Estimations
- @ 10– Magic and Secret Languages
- @ 1:30 – Who let out Muggy Wampus
- @ 2:30 – Magic and Secret Languages
- @ 3:30 – Estimations
- @ 4:30 – Who let out Muggy Wampus

FIRST AID: BOAT HOUSE

- @ 9 – Webelos and AOLs
- @ 10 – Bear
- @ 1:30 – Webelos and AOLs
- @ 2:30 – Open
- @ 3:30 – Bear
- @ 4:30 – Tiger and Wolf

LIONS: LAKE LODGE

- @ 9 – Games
- @ 10 – Nature
- @ 1:30 – Crafts
- @ 2:30 – Games
- @ 3:30 – Nature
- @ 4:30 – Crafts

Fishing, Aquatics, Range and Target Activities*, and Climbing are all open all day to any rank.

*Range and Target Activities – Lions may NOT participate at the BB range.

PROGRAM AREAS

Program Areas	9:00 AM	10:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Games	Soccer	Cub Scout Relay	Board Games	Digging in the Past	Open Play	Patterns
Nature	Reduce, Reuse, Recycle	Conservation Project	Symmetry in Nature	Trees	Water, Soil, Air, Food	Earth Rocks
Fishing	Fishing	Open	All	Day	Any	Rank
Camp General	Buddy System Game	Six Essentials Game	Map Challenge	Shelter Building	Camping	High Tech Outdoors
Scout Skills	Fire	Flags	Knots	Fire	Flags	Knots
Scout Skills, Knife Safety	Bear	Webelos	AOL	Bear	Webelos	AOL
Hike	Webelos/AOLs	Tiger/Wolf/Bear	Webelos/AOLs	Tiger/Wolf/Bear	Webelos/AOLs	Tiger/Wolf/Bear
MISC	Estimations	Magic/Secret Languages	Magic/Who let out Muggy Wampus	Magic/Secret Languages	Estimations	Magic/Who let out Muggy Wampus
Building	Open	Wolf	Bear	Webelos	AOLs	Open
Crafts	Floats and Boats	Constellations	Open	Shapes and Art	Drawing	Open
Lions	Games	Nature	Crafts	Games	Nature	Rank
Aquatics	Boating	Boating	Boating	Swimming	Swimming	Swimming
Shooting Sports	Shooting Sports	Open	All	Day	Any	Rank
First Aid	Webelo's / AOL	Bear	Webelo's / AOL	Open	Bear	Tiger/Wolf
Climbing	Climbing	Open	All	Day	Any	Rank

UPCOMING CUB SCOUTS EVENTS:

WELCOME, FOOLISH MORTALS TO CUB HAUNTED

We are dying for you to join us at Cub Haunted inspired by the Haunted Mansion, where 999 happy haunts are dying to meet you for a weekend of spooky fun!

Join us for a ghostly adventure filled with the haunted trail, pumpkin carving, shooting sports, climbing, and so much more—all designed for Cub Scouts and their families. So grab your costumes and prepare for a weekend of ghoulish delights and Scouting fun—just beware of hitchhiking ghosts!

THREE EERIE WEEKENDS

October 3–5, 2025 | October 10–12, 2025 | October 17–18, 2025

Beaumont Scout Reservation

Doom Buggies Not Required!

IS THIS HAUNTED CAMP ACTUALLY HAUNTED? OR IS IT YOUR IMAGINATION?



EVENT BY PROGRAM AREA:

HIKE:

TIGER:

- Tigers in the Wild
 - With your den, pack or family take a walk outside spending at least 20 minutes exploring the outdoors with your cub scout Six Essentials. while outside identify things that you see with your tiger adult partner that are natural and things that are man made
 - Identify the Cub Scouts Essentials, Show what you do with each item

WOLF:

- Paws on the Path
 - Identify the Cub Scout Six essentials. Show what you do with each item
 - Learn about the buddy systems and how it works in the outdoors pick a buddy for your walk
 - Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk
 - With your den pack or family take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild that you could see on your walk

BEAR:

- Bear Habitat
 - Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather-appropriate clothing and shoes
 - Know you before you go Identify the location of your walk on a map and confirm your one-mile route
 - Choose the Right path learn about the path and surrounding area you will be walking on
 - Trash your Trash–Make a plan for what you will do with your personal trash or trash you find along the trail
 - Respect Wildlife from a safe distance identify as you look up down and around you six signs of any mammals birds insects reptiles

WEBELOS, AOL:

- Webelos Walkabout
 - Prepare for a 2-mile walk outside. Gather your Cub Scout Six Essentials and weather-appropriate clothing and shoes
 - Plan a 2-mile route for your walk
 - Check the weather forecast for the time of your planned 2-mile walk
 - With your den, pack or family fo on your 2 mile walk while practicing the leave no trace principles for kids and outdoor code
 - After your 2 mile walk discuss with your den what went well and what you would do differently next time

EVENT BY PROGRAM AREA:

GAMES:

SOCCER

TIGER:

- Team Tiger
 - Play a game with your den or family members that has a set of rules. Discuss why rules are important to the game you are playing
 - Play a game that requires at least two teams with your den or two other family members. Afterward, discuss what it means to be part of a team and what makes a good team member
- Tiger Tag
 - Play an active game with your den. Share with your target adult partner or your den why you like these games
 - Discuss what it means to be a good sport in a game with your tiger adult partner or other tigers

DIGGING IN THE PAST:

WOLF:

- Digging in the Past
 - Play a dinosaur game that shows what you know about them
 - Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.
 - Be a paleontologist and dig through a dinosaur dig
 - Build a fossil layer

BOARD GAMES:

TIGER:

- Tiger-iffic!
 - Play a board game or another inside game with one or more members of your den or family

CUB SCOUT RELAY:

TIGER:

- Tiger Tag
 - Play a relay game with your den and share with your tiger adult partner or your den why you like this game

OPEN PLAY: All games will be available for all ages, not structured towards advancement

PATTERNS:

WOLF:

- Code of the Wolf
 - Build and play a game that requires the use of codes or patterns

EVENT BY PROGRAM AREA:

NATURE:

REDUCE, REUSE RECYCLE

TIGERS:

- Champions for Nature
 - Discover the difference between renewable natural resources and nonrenewable natural resources
 - Learn about the 3Rs–Reduce Reuse and Recycle
 - Discover what happens to the garbage in your community

WOLF:

- Champions for Nature
 - Discover the difference between renewable natural resources and nonrenewable natural resources
 - Learn about the three R's reduce reuse and recycle
 - Discover what happens to the recyclables in your community

CONSERVATION PROJECT:

TIGER, WOLF, BEAR, WEBELOS, AOL:

- Champions for Nature
 - Participate in a conversation service project

WATER, SOIL, AIR, FOOD:

WOLF:

- Spirit of the Water
 - Discover where the water in your home comes from
 - Discuss how water can become polluted
 - Share some ways you can conserve water in your home
 - Discover how water in your community is treated to become safe to drink

BEAR:

- Champions for Nature
 - Discover Natural Resources
 - Discover what happens to the waste water in your community
 - Investigate soil
 - Investigate air pollution

WEBELOS:

- Champions for Nature
 - Discover the four components that make up a habitat: food, water, shelter, space

AOL:

- Champions for Nature
 - Identify food grown or processed in your state
 - Determine the benefits of purchasing food that is locally grown or processed
 - Explore the concept of food oasis
 - Learn how individual can reduce food waste

EVENT BY PROGRAM AREA:

NATURE:

TREES

AOL:

- Into the Woods
 - Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the remaining requirements based on that tree
 - Determine if your tree is deciduous or evergreen
 - Identify a tree and determine if the tree is native or was introduced to your area
 - Find out how your tree deals with wildfire
 - Learn how wildlife uses your tree

SYMMETRY IN NATURE:

BEAR:

- Balancing Bear
 - Find examples of bilateral symmetry in nature
 - Find examples of radial symmetry in nature

EARTH ROCKS:

WEBELOS:

- Earth Rocks
 - Examine the three types of rocks, Sedimentary, igneous and metamorphic
 - Find a rock, safely break it apart and examine it
 - Make a mineral test kit and test minerals according to the *Mohs Scale of Mineral Hardness*. Using the rock cicle chart or one like it discuss how hardness determine which materials can be us in homes, In Landscapes or for recreation
 - Grow a Crystal

EVENT BY PROGRAM AREA:

MISCELLANEOUS:

MAGIC – 30 MINUTES

TIGERS:

- Curiosity, Intrigue and Magical Mysteries
 - Learn a magic trick, practice the trick, and share the trick with your den or family members
 - Demonstrate how a magic trick works to your den, family, or Tiger adult partner

SECRET LANGUAGES – 30 MINUTE:

TIGER:

- Curiosity, Intrigue, and Magical Mysteries
 - Write your name in a secret code
 - Write a message with the code. Challenge your den, family, or tiger adult partner to read your coded message
- Stories in Shapes
 - Learn how to spell your name in braille and sign language

WOLF:

- Code of the Wolf
 - Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code

WHO LET OUT THE MUGGY WAMPUS:

BEAR:

- Forensics
 - Explore the term forensics and how it is used to help solve crimes
 - Analyze your fingerprint
 - Make a show imprint
 - Do an analysis of four different substances: salt sugar baking soda and cornstarch
 - Learn about chromatography
 - Find out how officers collect evidence

ESTIMATIONS:

WOLF:

- Code of the Wolf
 - Using a package that contains a number of different colored items, discover the most common color

AOL:

- Estimations
 - Estimate food measurements
 - Estimate the time of day
 - Estimate the height of a distant object
 - Estimate the distance between two points

EVENT BY PROGRAM AREA:

CAMP GENERAL:

BUDDY SYSTEM GAME

LIONS, TIGER, WOLF, BEAR:

- Let's Camp
 - Learn about the buddy system and how it works in the outdoors

SIX ESSENTIALS:

WOLF:

- Let's Camp Wolf
 - Know the Cub Scout Six Essentials

MAP CHALLENGE:

AOLS:

- Outdoor Adventure
 - Locate the campsite where you will be camping on a map

CAMPING:

WOLF:

- Let's Camp Wolf
 - Learn a camping skill

HIGH TECH OUTDOORS:

AOL:

- High Tech Outdoors
 - With an adult use a weather app or website to see the forecast for an outdoor activity and discuss any preparation needed to accommodate the weather
 - With an adult find a knot tying app. Select one knot to learn and tie it using the app
 - Discuss how technology has improved camping gear
 - Think of a way technology can improve camping gear used on one of your outdoor activities.

EVENT BY PROGRAM AREA:

SCOUT SKILLS:

FIRE

WEBELOS:

- Let's Camp Webelos
 - Using Tinder, Kindling and fuel wood, properly build a teepee fire lay. If the Circumstances permit and there is no local restrictions on fires, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site.

FLAG:

WOLF:

- Council Fire
 - Learn how to properly care for and fold the United States flag. With your den or pack participate in a flag ceremony

BEAR:

- Paws for Action
 - Familiarize yourself with the flag of the United States of America including the history demonstrating how to raise and lower the flag, how to properly fold and display and United States etiquette

KNOTS:

WEBELOS:

- Knots
 - Show how to tie a bowline. Explain when this knot should be used and why.

POCKET KNIFE:

BEAR:

- Whittling
 - Read, understand, and promise to abide by the Cub Scout knife Safety Rules
 - Demonstrate the knife safety circle
 - Demonstrate that you know how to care for and use your pocket knife safely
 - Make two carvings with a pocketknife

KITCHEN:

WEBELOS:

- Chefs Knife
 - Read understand and promise to follow the Cub Scout knife safety Rules
 - Demonstrate the knife safety circle
 - Demonstrate that you know how to care for and use a kitchen knife safely
 - Choose the correct cooking knife and demonstrate how to properly slice, dice and mince

EVENT BY PROGRAM AREA:

SCOUT SKILLS, KNIFE SAFETY:

COOKING:

AOL:

- Knife Safety
 - Read, understand, and promise to follow the Cub Scout Knife Safety Rules
 - Demonstrate the knife safety circle
 - Demonstrate that you know how to care for and use a knife safely
 - Demonstrate the proper use of a pocketknife to make a useful object on a campout
 - Choose the correct cooking knife and demonstrate how to properly slice, chop, and mince

FISHING:

LION:

- Go Fish
 - With your lion adult partner learn the rules of fishing safety
 - Draw a picture of the type of fish you think lives in the water where you are going fishing
 - Go fishing with your adult partner

TIGER:

- Fish On
 - With your den or tiger adult partner, identify the body of water where you will go fishing
 - With your tiger adult partner, learn the rules of fishing safely
 - Draw a picture of the type of fish you think lives in the water where you are going fishing
 - Go fishing with your tiger adult partner

WOLF:

- A Wolf Goes Fishing
 - Identify the type of water you will be fishing in and what type of fish live in the water
 - Learn about the different types of bait used to attract fish
 - Demonstrate a proper cast for the pole or rod you are using
 - Learn the rules of fishing safely
 - With your den, pack or family go fishing

EVENT BY PROGRAM AREA:

FISHING:

BEAR:

- A Bear Goes Fishing
 - Learn about three types of fish in your area
 - Learn about your local fishing regulations with your den leaders or an adult
 - List three of the regulations you learned about and one reason each regulation exists
 - Become familiar with the safe use of the fishing equipment you will be using on your outing
 - Learn the proper way to attach the hook, lure or fly to the line
 - Go on a fishing adventure and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment

WEBELOS:

- Catch the Big One
 - Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch all of the following requirements are to be completed based on your choice
 - Use the BSA SAFE checklist to plan what you need for your fishing experience
 - Describe the environment where the fish might be found
 - Make a list of the equipment and materials you need to fish
 - Determine the best type of knot to tie your hook to your line and tie it
 - Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear
 - Using what you have learned about fish and fishing equipment spend at least one hour fishing following local guidelines and regulations

AOL:

- Fishing
 - Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice
 - Use the BSA SAFE checklist to plan what you need for your fishing experience
 - Describe the environment where the fish might be found
 - Make a list of the equipment and materials you will need to fish
 - Determine the best type of knot to tie your hook to your line and tie it
 - On your own, choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear
 - Using what you have learned about fish and fishing equipment, spend at least one-hour fishing following local guidelines and regulation

EVENT BY PROGRAM AREA:

AQUATICS:

LION:

- Time Swim
 - Learn about the swimming safety rules that you need to follow
 - Demonstrate how to enter the swimming area properly
 - With your lion adult partner as your buddy be active in water depth matching your ability for 20 minutes
 - Place your face in the water and blow bubbles
 - Demonstrate how to exit the swimming area properly

TIGER:

- Floats and Boats
 - Identify five different types of boats
 - Identify five things that float and five things that do not float
 - Learn about the swimming safety rules that you need to follow
 - Demonstrate how to enter the swimming area properly
 - With your tiger adult partner as your buddy be active in water depths matching your ability for 20 minutes
 - Place your face in the water and blow bubbles
 - Demonstrate a flutter kick
 - Demonstrate how to exit the swimming area properly

WOLF:

- Paws for Water
 - Learn about the swimming safety rules that you need to follow
 - Demonstrate how to enter the swimming area properly
 - Using the buddy system and staying within your ability group go swimming with your den or family for 30 minutes
 - Attempt at least one swimming stroke: Front crawl, restful backstroke, or breaststroke
 - Jump feet first into water that is chest-high or deeper
 - Demonstrate how to exit the swimming area properly

BEAR:

- Bears Afloat
 - Pick a paddle craft you'll use to complete all requirements: canoe, Kayak, or stand-up paddleboard
 - With your den or an adult, discuss the role of qualified adult supervision at a paddle craft activity
 - Explain the safety rules to follow when safely using a paddle craft
 - Discover how to tell if a life jacket is the correct size and approved for your paddle craft activity. Demonstrate how to wear it
 - Explore how your paddle craft responds as you move your paddle through the water from different places
 - Explore how your paddle craft responds as you move your paddle through the water from different places
 - Have 30 minutes or more of canoe kayak or stand-up paddleboard paddle tie

EVENT BY PROGRAM AREA:

AQUATICS:

BEAR:

- Salmon Run
 - With your den or an adult, identify the attributes of qualified adult supervision at a swimming activity
 - Learn the three swimming ability groups for the BSA and water depth appropriate for eating
 - Demonstrate the use of the buddy system, buddy checks, and ability groups with your den or an adult
 - Attempt the BSA beginner swim test
 - Demonstrate both a reach rescue and throw rescue

WEBELOS:

- Aquanaut
 - State the safety precautions you need to take before doing any swimming activity
 - Explain the meaning of the order of rescue and demonstrate the reach and throw rescue techniques from land
 - Learn how to prevent and treat hypothermia
 - Attempt to tread water
 - Have 30 minutes or more of free swim time where you practice the Buddy system and stay within your ability group. The qualified adult supervisor should conduct at least three buddy check per half-hour of swimming
 - Attempt the BSA swimmer test
- Paddle Onward
 - Pick a paddle craft for which to complete all requirements: Canoe Kayak or stand-up paddleboard
 - Review safety afloat
 - Demonstrate how to choose and properly wear a life jacket that is the correct size
 - Jump feet first into water over your head while wearing a life jacket then swim 25 feet wearing the life jacket
 - Demonstrate how to enter and exit a canoe or kayak or a stand-up paddleboard
 - This what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard
 - Learn how to pick a paddle that is the right size for you. Explore how the paddle craft responds to moving the paddle
 - Have 30 minutes or more of canoe, kayak, or stand-up paddleboard paddle time

EVENT BY PROGRAM AREA:

AQUATICS:

AOL:

- Paddle Craft
 - Before attempting requirements 5,6,7,8 and 9 for this adventure you must pass the BSA swimmer test
 - Pick a paddle craft you'll use to complete all requirements: Canoe, Kayak, or stand-up paddleboard
 - Review Safety Afloat
 - Demonstrate how to identify and properly wear a life jacket that is the correct size
 - Jump feet first into water over your head while wearing a life jacket. Then swim 25 feet wearing the life jacket
 - Discuss how to enter and exit a canoe or kayak or stand up paddle board safety
 - Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard
 - Learn two paddle strokes: power stroke and sweep
 - Have 30 minutes or more of canoe, Kayak, or stand-up paddleboard paddle time
- Swimming
 - Review Safe Swim defense
 - Explain the meaning of the order of rescue and demonstrate the reach and throw rescue techniques from land
 - Attempt the BSA swimmer Test
 - Have 30 minutes or more of free swim time during which you practice the buddy system and stay within your ability group the qualified adult supervision should conduct at least three buddy checks per half-hour of swimming

EVENT BY PROGRAM AREA:

CRAFTS:

FLOAT AND BOAT

TIGER:

- Floats and Boats
 - Build or create a model boat and float it on the water. This can be made from recycled materials or other items

CONSTELLATIONS

TIGER:

- Sky is the Limit
 - Create a homemade model of a constellation

SHAPES AND ART

WEBELOS:

- Stories in Shapes
 - Create a piece of art using shapes

DRAWING

WEBELOS:

- Art Explosion
 - Create a piece of art by exploring drawing techniques using pencils

BUILDING:

TIGER:

- Designed by Tiger
 - Think about something you would like to build. Draw a picture of what the final project should look like
 - Using your drawing as a guide, build the project
 - When completed Discuss with your tiger adult partner what could be done to improve your project
 - Make the Improvement to your project
 - Make a drawing of your final project

BEAR:

- Baloo the Builder
 - Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools
 - Practice using four of the tools you learned about in the requirements
 - Choose a Project to builder
 - Determine the tools and materials needed to build your project in requirement 3
 - Build your project

EVENT BY PROGRAM AREA:

BUILDING:

WEBELOS:

- Build It
 - Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools
 - Demonstrate how to check for plumb, level, and square when building
 - With the guidance of your Webelos den leader, parent, or legal guardian select a carpentry project that requires it to be either plumb, level, and or square.
 - Create a list of materials and tools you need to complete the project
 - Build your carpentry project

FIRST AID:

TIGER AND WOLF:

- First Aid
 - No Requirements but we will begin to teach Scouts First Aid needs

BEAR:

- First Aid
 - No Requirements but we will begin to teach Scouts First Aid needs

WEBELOS:

- Webelos Walkabout
 - First aid for a blister, sprained ankle, sunburn, dehydration and heat-related illness

AOL:

- First Aid
 - Explain what you should do if you encounter someone in need of first aid
 - Demonstrate what to do for hurry cases of first aid: serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
 - Demonstrate how to help a choking victim
 - Demonstrate how to treat shock
 - Demonstrate how to treat the following: cuts and scratches, burns and scalds, bites and stings of insects and animals, and nosebleeds.
 - Make a personal first kit. Demonstrate the proper use of each item in your first aid kit.

LIONS AND SIBLINGS CORNER:

GAMES

- On Your Mark
 - Play a game with your den
 - Participate in an Obstacle course relay
- Pick My Path
 - Learn the basic rules of a game

NATURE

- Champions for Nature
 - Discover the difference between natural resources and man made items

CRAFTS

- Build it up, Knock it Down
 - Build something designed to be knocked down
- Count on Me
 - Make a lion using only squares triangles and circles



OTHER INFORMATION

VISITORS:

We love having visitors out at camp to see what's happening! **We do ask that visitors ALWAYS check in at the office and get a wristband so that we have an accurate count of who is in camp in case of emergency.**

PETS:

Pets are not permitted in camp at any time during the camping season in compliance with the Ohio State Health and Safety Codes. This policy does not pertain to pets of the Ranger or service animal.

VEHICLES IN CAMP:

All Pack and personal vehicles must be parked in the main parking lot. In the event of a camp service vehicle or camp ranger vehicle traveling through camp, all people should stop and step off to one side of the road and face the driver until the vehicle passes. We have plenty of scouts, but none to spare – Please be safe when transporting Pack equipment to the site or from the site. The speed limit on all camp roads is 10 mph. If you need to take supplies back to your site after Friday contact Sarah Williamson or Danny Thomas.

TRASH:

The dumpsters are located in the parking lot. ***Please make sure all bags are tied tightly!* Do not leave your trash sitting out over night!**

LATRINES

The latrines at your campsite are your Pack's responsibility. If you need cleaning supplies or toilet paper, please ask and we will do our best to accommodate you.. Remember to keep the lids down when not in use, as this allows the smelly gases to escape out the chimney and not into your latrine.

SHOWER HOUSE/RESTROOMS

Flush toilets and hot showers are available as a convenience to campers. Shower houses are located by the Dining Hall. Occasionally unsanitary conditions require us to temporarily close the facilities until the responsible parties correct the situation.

LOST AND FOUND

Articles found should be deposited in the box at the Dining Hall. Unclaimed items will be either thrown away or donated to a clothing bank at the end of the camping season. We will make every attempt to return a well labeled item to its rightful owner. Valuable items (knives, watches, etc.) should be turned in to the Health Office or Office. Please remind your scouts to check the Lost & Found box often, or check with the Office if they are missing an item.

EMERGENCY INFORMATION

Avery Hand, Firelands Scout Reservation as a siren that can be heard from the entirety of camp. If you hear the the siren please report to the dinning hall as quickly and efficiently as possible. Most likely it is due to severe weather or we are in need of a head count.

EMERGENCY CONTACT INFORMATION

SARAH WILLIAMSON S'More's Event Administrator	440-541-3199
DANNY BURRESS S'Mores Program Administrator	440-371-8174
JENN BOHANNON Health Officer	978-618-1259
DANNY THOMAS Senior Ranger	440-669-0440
DAN GOERNDT Council Program Executive	440-376-9010
HEATHER MCMILLAN Council Camping Administrator	216-861-6060
ANTHONY DWORNING Director of Camping Service	440-251-9368
CAMP AVERY HAND Camp Host Cabin	440-965-7025

If you take awesome pictures this weekend we would love to see them! Please share them on our Social Media Follow us on Social Media to get daily updates on awesome adventures happening at camp!



CUB SCOUT CAMP RULES

GENERAL CAMP RULES

1. Always have a buddy
2. Always wear closed-toe shoes
3. Stop for vehicles
4. Stay with your group
5. Use your trash pocket
6. No bullying
7. Only use what you need
8. Stay out of staff row, it's our home. We'll always ask permission to enter your campsite too!
9. Stay out of program areas when there's no staff there
10. Only go to the Trading Post when you have your Buddy and permission from your Den Leader
11. HAVE FUN

The Scout Oath, Law, Motto & Slogan

Scout Oath

On my honor I will do my best to do duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake and morally straight.

Scout Law

A Scout is trustworthy, loyal, helpful friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

Scout Motto

Be prepared.

Scout Slogan

Do a good turn daily.

LAKE ERIE COUNCIL SMOKING POLICY

It is not the intent of the Lake Erie Council to take issue with the smoking preferences of individuals. Lake Erie does acknowledge its responsibility to demonstrate a healthy lifestyle and personal responsibility and concern for the health of others and to the youth served by the Council.

Therefore, the following guidelines have been implemented at all Lake Erie council offices, stores, and camps.

- Smoking is prohibited in all offices, stores, and enclosed spaces at all offices and camp areas owned or operated by the Lake Erie council.
- At both camps, a designated smoking area will be identified in an outside area and in a location sufficiently apart from areas utilized by youth attending camp activities.
- The designated smoking areas for Camp Wyandot and Camp Avery Hand at Firelands Scout Reservation are the parking lots. Smoking in the campsites is strictly forbidden.
- Please “Field Dress” and dispose of butts appropriately in the trash receptacles.

The success of this policy will depend largely in part on the voluntary support and cooperation of all Lake Erie Council employees, volunteers, and guest.



UPCOMING CUB SCOUT EVENTS:



Holidays at Camp

DECEMBER 6 & 13, 20245
FIRELANDS SCOUT RESERVATION

Come celebrate the winter weather and holidays with your whole family! This year the winter wonderland will take place in the afternoon to evening a dinner will be provided.

ACTIVITIES INCLUDE:

- Natural Wreath-Making
- Do It Yourself Santa Shop
- Make Your Own Snow
- Snowmen Challenges
- Shooting Sports
- Spatula Throwing
- Hot Chocolate Hike & Scavenger Hunt
- Snacks and Crafts
- Cookie Decorating
- Ginger Bread Houses
- Elven Games
- Pictures with Santa
- Snow Painting
- Wagon Ride with Caroling
- & more!

NOTES:

NOTES:

THANK YOU FOR CAMPING WITH THE LAKE ERIE COUNCIL!

