



EAGLE DISTRICT TWILIGHT CAMP 2026 LEADER GUIDE

DINO CAMP

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CUB SCOUT TWILIGHT CAMP

We are extremely excited about this year's Twilight camp and hope you and your packs are equally excited. First and foremost, our primary goal for Twilight camp is for the cub scouts to have fun! While advancement in rank is an essential part of Twilight camp, we want to make sure the kids have an opportunity to engage in programs they find fun and enjoy.

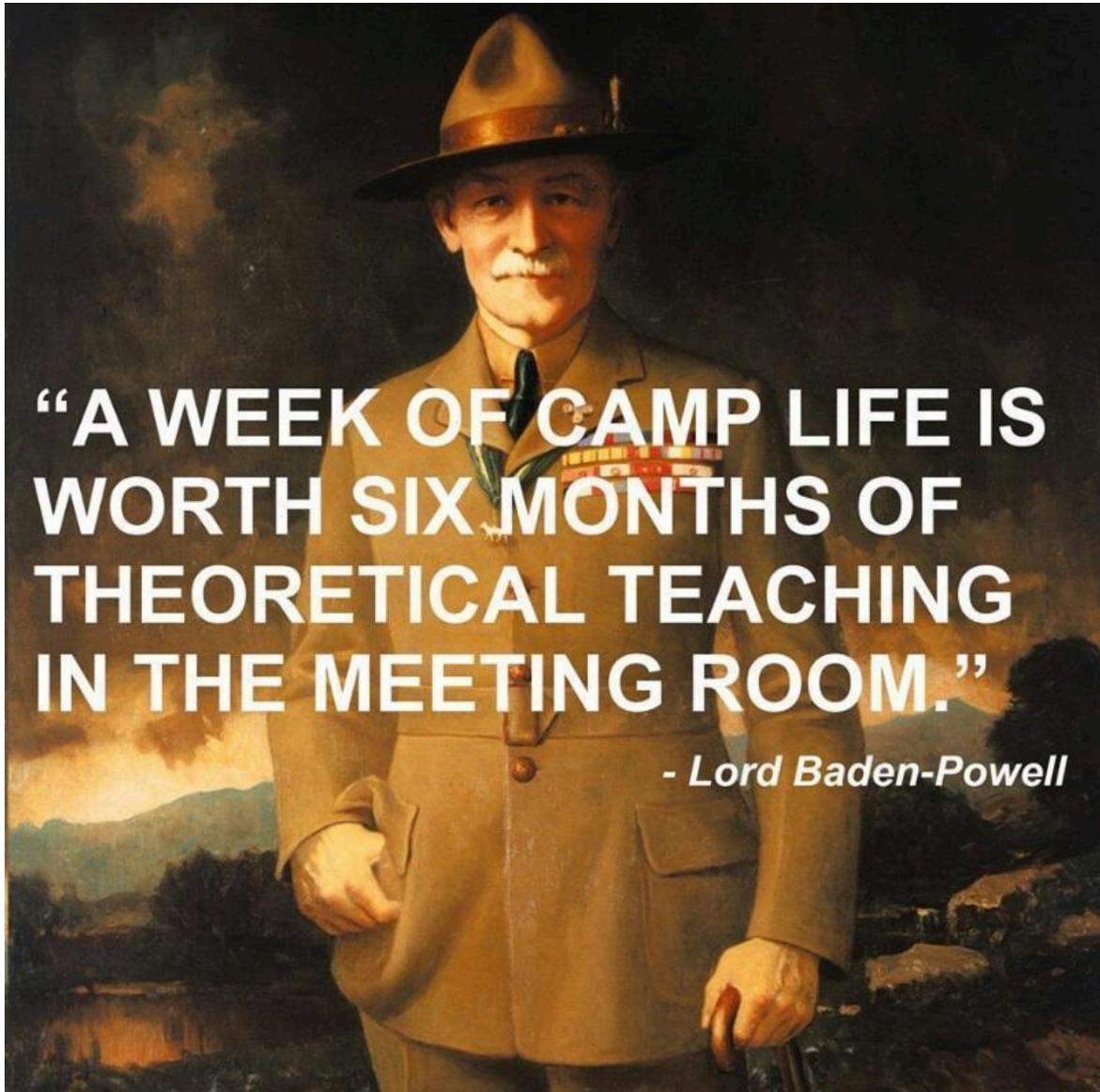
Our committed Camp Staff have worked continuously to make upgrades to our program, and we are proud of its direction. This guide contains all the necessary information for the Cub Scout Twilight Camp. Should any changes be made to this guide, they will be shared with all units during check-in on the first day of camp.

Thank you for all you have done and continue to do in scouting. I look forward to seeing everyone at camp! If you have any camp questions before the first day of camp, please don't hesitate to contact us!

Yours in Scouting,

Lauren Ice
Program Director
405-819-2520

Bryan Newton
Camp Director
405-245-4720



EAGLE DISTRICT TWILIGHT CAMP

Cub Scout Twilight Camp is a five-day program that introduces Cub Scouts to fun hands-on outdoor activities. Activities will engage their minds and relate to rank advancement and award requirements. The scouts will participate in all program areas, complying with safety and quality standards set by the Boy Scouts of America. With age and cub safety in mind, accommodations are made to provide the scouts with the “whole camp experience.”

The primary focus of Cub Scout Twilight Camp is **FUN!** The scouts will rotate through the thematic program areas, enjoying each experience in hopes they continue to love all things Scouting America. The Cubs will fully participate in the program, including BBs, nature, crafts, STEM, a Huge Water Slide, sports, games, and songs. Please see the schedule when you check in for the final program guide for more detailed information.

Twilight camp is held daily between 4:00-8:30 pm. Check in begins each afternoon at 3:30. Please arrive early so we can begin program on time. Included with the camp fee, campers will receive a patch, a t-shirt, some take-home stem/crafts, and lots of exciting fun! Lunch is not provided; each camper must bring a brown bagged lunch daily. Twilight Camp is 100% volunteer-led.

2026 TWILIGHT CAMP THEME

We are excited to announce that the 2026 Twilight Camp theme is Dino Camp! Campers will participate in various STEM-themed activities as they rotate through the Twilight Camp’s Jurassic themed areas. Twilight Camp will offer an exciting Prehistoric Adventure for all!

Twilight Camp Schedule and Fees

Schedule for Registration Fees

On or Before April 26	\$80
On or Before May 24	\$90
After May 24 (no shirt)	\$100
Leaders & Walking Guides	\$10

Registration Information

To Register:

Each scout attending must complete the online registration form on Black Pug. The early bird special is to encourage packs to register with the required number of walking leaders. Tigers must have an adult partner present at all times. Every five Cub Scouts above Tiger need one walking Leader. Don't worry we have Scouting America volunteers to help the adult walking leaders at stations. Packs are encouraged but not required to register together.

Payment:

Unit collects all camp fees and remits full payment at the time of registration. If you are trying to make the deadline and need additional time, please contact the Council office. BSA Medical Forms A and B - Required to attend camp. Medical forms cannot be older than one year. You will receive them back on Friday with your patches.

Cancellation/Refund Policy:

Camp fees are NOT refundable.

Camperships:

\$45 NON-REFUNDABLE deposit is required for all Campership applications. You must complete a Campership application as well as a food service form and submit them to the council service center on or before May 14, 2026. Camperships do not exceed 50% full camp fees.

Family Day: Friday will be family day. Please let your leaders know by Wednesday If you plan to attend and if there are any allergies.

Contact Us:

Last Frontier Council

3031 NW 64th St

Oklahoma City, OK 73116

Office: 405-840-1114

Fax: 570-387-4074

Leader Information

Check-In: Please have all medical forms, including immunizations, for all persons checking into Twilight Camp. They will be turned in as a unit and given back on Friday with all the unit's patches.

Attendance Sheet: Attendance Sheets will be turned in at the first rotation for each group. If you check-in late, please let the staff at check-in know which group you are in so you can be added to the attendance.

Visitors: Each visitor must check-in at the registration area to receive their identification as a camp visitor. They also must check out when they leave. Walking leaders must wear a Twilight Camp t-shirt or another camp-approved indicator that lets everyone know there are sufficient walking leaders for each group.

Opening and Closing Ceremonies: We will have roll calls, pertinent weather or daily station updates. Please try to be on time. This will enable the Scouts and the walking leaders to get excited and up-to-date on any daily special guests or activities.

Driving: No one drives in camp unless expressly given permission by Vox Printing, the Camp Director or due to a medical emergency. If accommodations need to be made, please let us know before camp or at check-in.

Lost and Found: Located at the Check-in counter. Please let the leaders know immediately on Monday if there are missing t-shirts.

Station rotation: Please be on time for each station. Please do not leave the station early. Please ask the staff if there are any questions regarding your schedule. Schedules will be given out each day.

Bring It

CUB SCOUTS

Rain Gear
Towel
Snacks
Refillable water bottle
Approved Swimsuit (on water slide days) **NOTHING SHARP**
Sunscreen
Bug/Tick spray
Hat
Brown bag lunch
Money for Trading Post (Souvenirs and snacks available)
Provided Camp T-shirt (needs to be worn daily)
Sneakers (**NO** sandals or opened toed shoes)
All belongings labeled with scouts name



Leave It



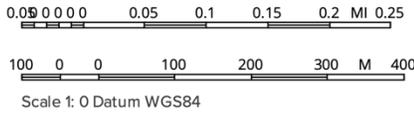
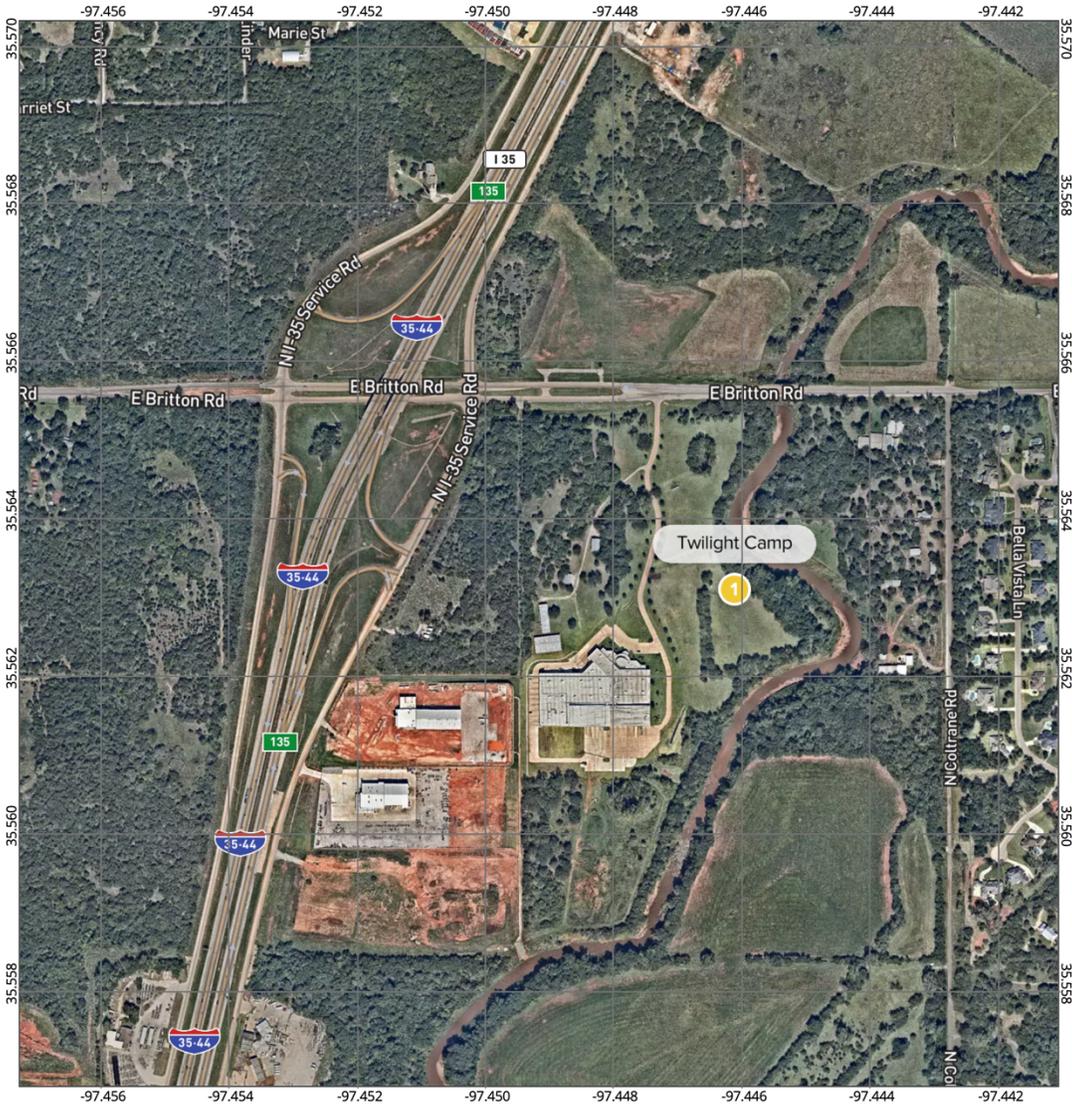
Electronics (i.e. Radios/CD players/IPods)
Computer games of any kind
Cell phones
Hunting Knives
Fireworks
Matches, lighters or anything with a flame
****NO FLAMES!**

PACKING SUGGESTIONS

Items should come in one daypack.
If raining, pack extra pair of socks and shoes.
Mark all Belongings!!

Getting to Camp

Twilight Camp is located at Vox Printing, 4000 E Britton Rd, Oklahoma City, OK 73131, just East of I35. See the map below.



Eagle District Twilight Camp
 Vox Printing
 4000 E Britton Rd
 Oklahoma City, OK, 73131

Volunteer Opportunities

Twilight Camp is 100% volunteer led. Although our summer camp staff volunteer their time and talents, our program relies on your support. Whatever your interests or abilities are, we welcome you to volunteer. There's a place for everyone!

Required Forms and Trainings:

Scouting America Registration (if not already a member).

Youth Protection Training is required bi-annually.

Hazardous Weather Training (available online)

BSA Medical Form parts A & B –

Volunteer Agreement, signed (available first day of camp)

Alcohol & Tobacco

Alcoholic Beverages and controlled substances are prohibited from camp at ANY time. Violators will be asked to leave camp, and the appropriate authorities will be contacted.

Scouts may not use or possess tobacco products. Adults are asked only to use the designated areas when smoking for role modeling, fire safety, and health reasons. Scouting America policy states that no adult may use or possess tobacco in the presence of a scout.

Designated tobacco area: North of the parking lot, along the road between the tree line.

Daily Overview

Campers will arrive and report to the **Ranger Check-In Station**, where a staff member will take them to their **Outpost** to meet with their Den. Following Check-in, all of the camp will report for an opening flag ceremony every afternoon. Throughout the week, different dens are off to enjoy exciting activities in all of the camp's program areas. Dens rotate through a series of activities, so no two days will be the same. Activities will be listed in **Dino Camp Adventure Guide** posted daily.

Campers will bring their own brown bag lunches. This half-hour time frame is built in as a break from the hustle and bustle of their busy day. Scouts can talk with friends, relax, get a drink, visit the trading post, etc. They continue through the program area's activities until the Songs/Skits and Closing Flag Ceremony at the end of the evening.

ADVANCEMENT POLICY

Twilight camp leaders will announce what advancements or awards can be earned or partially earned by participating.

The purpose of Cub Scout Twilight Camp is to be FUN!

A complete program will be offered, including BBs, nature study, STEM and so much more!



Camp Policies

Medication

You are required to give the Health Officer all medication.

All medication should be in original container properly labeled.

Health officer needs to know:

- How medication is to be administered

- Dosage amount

- Time medication needs taken

Special Accommodations

Allergies including food must be noted on the online registration.

Hazing/Initiations

NO hazing or initiations are tolerated at camp. Unit leaders are expected to enforce this policy.

Buddy System

The “Buddy System” is used at all times. Scouts should NEVER travel alone.

Media

What if media arrives at the scene?

- Do NOT make any statements to media.

- Refer all media to the Council Executive.



Restricted areas

The forested area east of the main field.
The grassy area around the VOX building
Any stations, including BBs, Archery, and the Water Slide when staff is not present
Behind the Trading Post counter
Restricted areas in shooting sports
Staff Areas



Youth Protection



“Two-Deep leadership required at ALL times.
No one on one contact – must be in view of others.
No secret organizations are recognized by the BSA.
Constructive discipline that reflects scouting values.
ANY REPORT OF ABUSE MUST BE BROUGHT TO THE CAMP DIRECTORS ATTENTION IMMEDIATELY.”

Emergency Procedures

In the event of an emergency, please contact a staff member to communicate the following to the medical/emergency tent:

- Location of the emergency
- Type of emergency
- Severity of the emergency
- Any other injuries

Extreme Heat – In the event of extreme heat, the camp director will issue a heat alert and all activities will be adjusted accordingly.

Severe Storms – Scouts, adults and staff will meet in the open field and will be directed to a secure location provided by VOX.

IF EMERGENCY CALL IS SOUNDED, ALL SCOUTS, LEADERS AND VISITORS MUST REPORT TO THE OPEN FIELD FOR A HEAD COUNT.



Emergency Procedures Cont'd

Lost Camper – Unit leader will immediately report any suspected lost camper to the camp staff. All campers and leaders report to the Parade Field at the sound of the alarm. Staff institutes the lost camper search until all personnel are accounted for.

IF EMERGENCY CALL IS SOUNDED, ALL SCOUTS, LEADERS AND VISITORS
MUST REPORT TO THE PARADE FIELD FOR A HEAD COUNT.

Dino Camp Guide Preview

Water Slide - subject to staff availability – Campers will have the opportunity to cool off at camp. Only approved swimsuits and swim trunks are allowed. No buttons, zippers, or anything sharp, but cloth can be on the clothing if the scout or adult does not have swim gear approved by the water slide Leader, they will not be allowed to slide that day.

BB Gun/Sling Shot Rang/Archery – subject to staff availability - teaches proper safety techniques and precautions when using a BB gun/slingshot. After scouts learn these essential skills, they will have an opportunity to shoot at our range.

Crafts – campers will have multiple opportunities to make something crafty, usually a memento of the week or a valuable handicraft.

Sports/Games – offers scouts the opportunity to participate in organized games such as relay races, obstacle courses, capture the flag, etc.

Nature – allows scouts to go on hikes around camp while learning about the outdoors. The Cubs will learn to increase their ability to pay attention to their surroundings and the importance of the Leave No Trace principles.

STEM – the outdoor theme allows many cool STEM activities to be explored.

Special guests – come ready to learn from individuals who specialize in prehistoric times!

