

Simpsonville - Blue Ridge Council Invention Convention Camp 2025 Leader Guide & Resources

Advent United Methodist
2258 Woodruff Rd
Simpsonville, SC 29681
July 7 - 11, 2025



Dear Leaders, Staff Members and Other Volunteers:

Welcome to the Simpsonville Blue Ridge Council Cub Scout Day Camp. Let's stretch our imaginations as we invent together! As parents, leaders, and volunteers, you are an integral part of our camp program, so we want to offer you this resource to give you all the information you need.

This resource is for everyone: an introduction for those new to the program, a refresher for those who are day camp veterans, and the expectations for parents who cannot be onsite during camp hours. We want you to understand your role.

Our goals for camp are:

1. To provide a safe, educational, and FUN camp experience!
2. To promote Scouting and the use of the Cub Scout Core Values in all our activities.
3. To promote the theme Council has provided that will bind our program together and enhance the camper's experience.
4. To provide challenging activities while fostering new skills and completing requirements towards rank advancements or Cub Scout awards.
5. These goals will be accomplished through the camp program stations with activities which promote citizenship, positive character, and personal fitness according to the National Camp Standards and The Guide to Safe Scouting.

We would like to extend our sincere thanks for lending any amount of time to help with Day Camp operations. This is an all-volunteer program, and we feel confident that you will enjoy your time at the Invention Convention with us this year!

Yours in Scouting,

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SECTION I

Camp Overview

Security:

1. All Staff volunteers will be registered with Scouting America (BSA), and staff 14 years old and older will be trained in Youth Protection.
2. Scouts stay with their Den Engineers and/or Station Engineers unless permission is given to travel between camp stations for a specific purpose.
3. The Buddy System will always be utilized.
 - a. Scouts are paired together within their dens on the 1st day of camp,
 - b. Buddies should remain as consistent as possible to avoid confusion.
 - c. Staff will periodically call "Buddy Check!" and Scouts will hold their buddy's hand in the air to show they are together.
4. All Staff & Volunteers are required to sign in and out of camp daily at the Director's Office.
5. Five-day staff will be issued a T-shirt. Others will receive a colored bracelet. You are required to wear these at all times while on the property.
6. Visitors must sign in and out at the Director's Office and receive a colored bracelet.
7. Staff and Volunteers will continually monitor for unidentifiable persons.

Lunch:

Each Scout is expected to bring a packed lunch. All lunches should be placed in a Ziploc type bag to keep them dry and labeled clearly with the Cub Scout's name and rank. We will provide boxes for each den to place the lunches in upon arrival at camp, and the lunches will be stored in a refrigerator until lunch. Den Engineers will hand them out to their Scouts at lunch time. You may bring additional drinks such as Gatorade or juice with your Scout's name labeled on it. No soda or milk please! It is important to use a plastic storage bag to keep food items dry and to ensure there is enough space for storing lunches in the refrigerator. Insulated lunch bags will not be placed in the refrigerator. We will not have lunches available on site, so it is imperative you pack your child's lunch every day! Uneaten food will be disposed of at camp.

Arrival:

Please apply sunscreen and/or bug spray on your child before arriving at camp. You may pack extra of each in their daypacks, but leaders are not allowed to apply these to your child, they must be able to do this themselves.

Drop-Off and Pick-Up Procedures:

Drop-Off:

1. To make the system most effective, we will do drop-off in a vehicle line, just like schools.
2. Carpooling is strongly ENCOURAGED! Please make sure you fill in the appropriate form on registration day.
3. Scouts should be ready to leave the vehicle immediately upon arriving to the front of the line, if not sooner. There is only one way in and out of camp.
4. The Camp Director and helpers will escort your child from the parking lot to their Den Engineer at the gathering area (Invention Hub) for check in.

5. Please help us be efficient by coming to Orientation Day PRIOR to camp (see SECTION II).
6. Camp Director and additional volunteers will escort campers to their appropriate den for check-in.
7. Den Engineers will mark attendance sheets appropriately. Fill in ALL boxes.
8. Scouts will sit behind their Den signs/Den Engineers in the Invention Hub until all Scouts in their den have arrived.
9. At 7:55 am, all dens should be in the Invention Hub. Late comers will be escorted to their dens.
10. Turn in attendance sheets to the Camp Director at morning opening so that the Camp Director can call and verify all absences.

Pick-Up:

1. Dens will assemble in the gathering area (Invention Hub) behind their den flags/Den Engineers by 4:00 pm
2. Attendance sheets will be returned to Den Engineers before closing so they can mark departure time upon pick-up.
3. Parents will pull forward as far as possible and announce the name of the Scout to be collected.
4. Assistants will escort the child to the vehicle.
5. Den Engineers will mark on their attendance sheets the time the child was picked up.
6. Den Engineers will remain in the Den Meeting area until all Scouts in their den have departed from camp.
7. If a child is not picked up within dismissal time, the Den Engineers will notify the Camp Director who will take custody of the child and dismiss the Den Engineers.
8. The parent or guardian of the child will be contacted to arrange pick-up.

SECTION II

Planning and Arrival

Preparing for Camp:

All parents, Scouts and Den Leaders must attend orientation day on Sunday July 6th from 2 pm to 4 pm. Dens will be placed in various time slots which will be assigned as soon as registration is closed. The Camp Director will notify you via email of the time you should arrive.

- ◆ Provides your child an opportunity to be more comfortable for the 1st day and for you both to tour the camp
- ◆ Receive any last-minute information
- ◆ Meet Invention Convention Camp Staff: Directors, Den and Station Engineers, etc.
This is your opportunity to discuss any concerns you may have. The first day of camp is too hectic for us to be able to do that.
- ◆ Meet the Camp Health Officer and turn in your BSA Medical Forms Parts A & B dated within the last 12 months. EVERY camper and staff member MUST have a form on Camp property at all times or they cannot attend.
 - Discuss medical concerns with the Health Officer at this time.
 - Discuss with the Health Officer if medications need to be brought to camp and you will be directed on how to do so.
- ◆ Pick up your Camp shirts

Gear for Camp: Label ALL items with Scout's name

- Refillable water bottle (water coolers will be available throughout camp all day)
- Wear tennis shoes or boots...NO open toed shoes
- Hat (recommended)
- Rain gear (weather permitting)
- Sunscreen
- Bug spray
- Towel
- LUNCH-we will not have any food available for Scouts who do not bring their lunch
- A bag or daypack to carry everything
- Any medication must be brought in ORIGINAL prescription bottles and turned into the Health Officer at check-in.

Early Departure/Late Arrivals:

In the event of leaving early or arriving late: All Cub Scouts MUST be signed in or signed out at the Director's Office located at the front of the camp with the Camp Director. NO EXCEPTIONS! We must know who and who is not on the property at all times for camper safety.

Camp Visitors:

ALL Camp Visitors MUST sign in at the Director's Office with the Camp Director and receive a colored wristband. Again, this is for camper safety.

SECTION III

Activity Schedules and Summaries

Monday through Thursday Daily Schedule

7:00 - 7:15	Staff Arrival
7:30 - 8:00	Camper Drop Off
8:00 - 8:10	Opening Ceremony
8:15 - 9:00	Area Station Rotation 1
9:05 - 9:50	Area Station Rotation 2
9:55 - 10:40	Area Station Rotation 3
10:45 - 11:30	Area Station Rotation 4
11:35 - 12:25	Lunch & Rest
12:30 - 1:15	Area Station Rotation 5
1:20 - 2:05	Area Station Rotation 6

2:10 - 2:50	Area Station Rotation 7
2:55 - 3:40	Area Station Rotation 8
3:45 - 4:00	Closing Ceremony
4:00 - 4:15	Pick-Up
4:15 - 4:30	Staff Sign out

Area Stations

Codes and Ciphers

Design Den - *Arts & Crafts*

Games Arena - *Games*

Skills Lab - *Scout Skills*

Bio Lab - *Nature*

Adventure Workshop - *Rank adventures*

Target Tinker - *Range (Archery/BB)*

Friday Morning Rotation Stations

Den Time

Games Arena

Design Den

Skills Lab

Friday Special Schedule

7:00 - 7:15	Staff Arrival
7:30 - 8:00	Scout Drop Off
8:00 - 8:10	Opening Ceremony
8:15 - 9:00	AM Rotation 1
9:05 - 9:50	AM Rotation 2
9:55 - 10:40	AM Rotation 3
10:45 - 11:30	AM Rotation 4
11:35 - 12:25	Pizza Party and Camp wide Cleanup
12:30 – 1:00	Campfire Program
1:00 – 1:35	Pick-up
1:20 - 1:45	Staff Sign out

Dens

Rank

Den Engineers

Tigers & Wolves
Bears
Webelos
AOLs

Area Engineers:

Rangemaster: Eric Moss
Scout Skills :
Arts and Crafts: Steph Burton

Area Stations:

Archery Range (Aiming Lab):

Attendees: ALL Cub Campers and Den Engineers

Only a Certified Range Master is permitted to run this station. The Range Master has total and complete authority over the range while in use. NO EXCEPTIONS!

Archery Range Operation Rules:

1. Never operate a range without a Range Master's supervision.
2. LISTEN to your range master(s) and assistant(s) at ALL times.
3. Be sure that all SAFETY RULES are UNDERSTOOD and FOLLOWED.
4. Range Flags must be flown while the range is in use.
5. Arrows must be kept Body Side.
6. Never cross the firing line until told to do so by Range Staff.
7. After retrieving arrows, WALK back to the shooting line with both hands on the arrows.
8. Follow all range commands.
9. NO RUNNING is allowed on the range AT ANY TIME.

***WARNING:** Failure to adhere to the above will result in an immediate dismissal from the Archery Range. This includes adults and Scouts USA/Venture Crew Volunteers too.*

BB Range (Target Tinker Zone)

Operation Rules:

1. Never operate a range without range master supervision.
2. LISTEN to your Range Master at ALL times.
3. Be sure that the SAFETY RULES are UNDERSTOOD and FOLLOWED.
4. KEEP YOUR FINGER OFF THE TRIGGER until the range officer gives the command to fire.
5. Always keep the gun unloaded until ready to use.
6. Treat every gun as if it is loaded. At the Range Master's direction, engage safety and open action to ensure the chamber is empty.

7. ALWAYS WEAR EYE PROTECTION. Remember BB's may ricochet.
8. Use the safety.
9. Know your target and what is behind the target. Think first; shoot second.
10. No loud talking, yelling, or HORSEPLAY. The shooters on the line need to hear the range officer, and the officer needs to hear the shooters.

***WARNING:** Failure to adhere to the above will result in an immediate dismissal from the Archery Range. This includes adults and Scouts USA/Venture Crew Volunteers too.*

Scout Skills (Skill Lab):

Scouts will learn various outdoor skills and complete various adventure requirements according to their rank. The Scout Skills engineer is in charge of the area at all times. Den Engineers stay to assist unless permission is given by the Scout Skills leader is provided to excuse a Den Engineer, and 2 deep leadership is in place.

Den Time (Adventure Workshop):

Den Wranglers will use this time to help fulfill adventure requirements that do not fit into area stations. Also, use this time to take a mini-hike, work on den cheers, songs, and skits for the campfire program. A book will be provided to help you with requirement information and fun activity ideas.

Arts and Crafts (Design Den):

Scouts will make various crafts pertaining to the adventure requirements planned in this year's program. Tigers & Wolves, and Bears will have invention themed crafts while Webelos and AOLs will have more difficult scout-related crafts.

Other Program Components:

Opening/Closing Ceremonies:

1. Each den will report to the gathering area (Invention Hub) in numerical formation with their den flag.
2. Dens will take turns leading ceremonies (Pledge of Allegiance, Scout Oath & Law).
3. Den Cheer contest.
4. Learn and sing theme related songs.

Fabulous Friday

We will have special morning rotation activities including a pizza party, invention fun, camp wide cleanup, Special Scout Spirit and Webelos/AOL ceremonies, AND campfire program with songs/skits/awards.

SECTION IV

Policies

Camper Rules:

1. Always adhere to the Scout Oath and Scout Law .
2. LISTEN to Area Engineers and Den Engineers .
3. Honor "Signs Up!"

4. Follow the 4-C's
 - a. Cautious-use the buddy system at ALL times.
 - b. Control-be in control of your body and your actions.
 - c. Courteous-be respectful to your friends and leaders.
 - d. Clean-Leave No Trace
5. DO NOT cross the orange safety fence at ANY TIME! These are to keep campers away from potential danger.
6. When using the bathroom, flip the sign to show "Youth".
7. Wear your camp T-shirt every day. This is your Scout uniform during day camp.
8. Discipline Policy:
 - a. Scout will be given a verbal reminder if not following the 4-C's
 - b. If the reminder doesn't result in better behavior, the Den Engineer will refer to the Program and/or Camp Director.
 - c. Discussions with the directors usually prevent further action.
 - d. If necessary, the Camp Director will discuss the situation with the Scout's guardian at the end of the day.
 - e. The Camp Director makes the final decision on whether the Scout may continue attending day camp. No refunds are issued upon dismissal from camp.

All Engineers:

1. Model the Scout Oath and Law and encourage Scouts to follow the 4-C's.
2. When using the bathroom, flip the sign to "Adult". Do not enter if the sign says "Youth". Call into the bathroom to check if any campers are in the bathroom.
3. Implement the discipline policy if necessary (verbal warning, call camp director).
4. Notify Camp Director if you cannot fulfill your normal schedule (be late; leave early) as we will have to find a substitute for you.
5. Familiarize yourself with camp emergency procedures outlined in this guide.
6. Report all injuries to Camp Health Officer so they can be documented.
7. Notify the Camp Director as soon as possible in the case of any emergency.
8. Report any Youth Protection issues to Camp Director immediately.
9. Wear Camp Uniform at all times (Official camp t-shirt, appropriate shorts or pants, and closed toed shoes.
10. Sign in and out every time you come into or leave camp.
11. Drink LOTS of water and encourage Scouts to also.
12. HAVE FUN!

Den Engineers and Den Chiefs:

1. Sign in every morning by 7:15 at the Director's Office in the Invention Hub.
2. Be in the gathering area (Invention Hub) by 7:30 am every morning with your Den flag (sign on the first day).
3. Wear your Camp uniform everyday: Day Camp Leader t-shirt, jeans/appropriate shorts, tennis or walking shoes...NO open toed shoes.
4. Check in the Scouts as they arrive and take attendance. Give out name tags.
5. Escort your group from station to station in an orderly fashion. Keep the Cubs together at all times.

6. Serve as an assistant at each station. Please, do not wait to be asked to help. If your help is not needed, enjoy a break, but stay within the station area to help with crowd control.
7. Maintain control of your den at all times. If you cannot keep a Cub Scout from misbehaving and disrupting the group, bring the Scout to the Program and/or Camp Director.
8. Help build group spirit by teaching the Cub Scouts a group cheer, yell, or song. Have them sing it while marching between stations (remember we want to hear you!).
9. Ensure the 4-C's (Cautious: Buddy System, Control: body and actions, Courteous: Be respectful, Clean: Leave No Trace)
 - a. Remind the Scouts each day about the 4-C's
 - b. Give verbal reminder to any Cub Scout not following the 4-C's
 - c. If the Cub Scout violates the 4-C's again, please contact the Camp Director.
10. Remind Scouts in your den to reapply sunscreen and drink LOTS of WATER.
11. If you finish a station early, you may use the time to play a game, take a short hike, etc.
12. Have your den at opening and closing on time.
13. Sign out Scouts during pick-up and collect all name tags.

Area Station Engineers:

1. Help the Program Director organize your activities daily by den.
2. Sign in at the Director's Office upon arrival to camp.
3. Have your station organized and ready to go daily PRIOR to your first group arriving.
4. Ensure you know your curriculum - practice crafts, games, etc. PRIOR to executing them with Scouts.
5. Clean and pack up your area at the end of every day.
6. Sign out at the Director's Office upon leaving camp.

SECTION V

Emergency Procedures

ALL FIRST AID MUST BE ADMINISTERED BY THE MEDICAL STAFF AT THE FIRST AID STATION

General Guidelines:

1. Medical treatment must be given no matter how slight the injury or illness
2. Health Officer should be available at drop-off/pick-up to collect and return medications.
3. Always use the Buddy System and/or 2 deep leadership.
4. Have ALL participants at camp (Scouts & Volunteers) drink plenty of water throughout the day.
5. Always be aware of exhaustion, fatigue and stress levels of your Cub Scouts, other volunteers, and yourself!
6. Any special medications should be delivered to the medical staff upon arrival each morning in a Ziploc type bag with the Scout's name clearly written on it. Medication should be in original prescription bottles provided and then picked up each afternoon. All medications will be distributed at the medical area.
7. Return any unused medication upon pick-up.

Serious Accident or Illness:

1. If serious injury or illness befalls a camper under your responsibility, a fellow staff member, or volunteer, REMAIN CALM.
2. Reassure the victim and assess their level of consciousness.
3. If the injury involves a fall, a potential broken limb, or unconsciousness, do not move the person unless his position puts him/her in further danger.
4. IMMEDIATELY send runners for the Camp Health Officer and report it to the Camp Director.
5. If the victim is not breathing, determine if anyone in the immediate vicinity is CPR certified. If so, this person takes charge and administers resuscitative procedure with the assistance he/she deems necessary until the Camp Health Officer arrives.
6. If the victim is conscious, but in imminent danger, any 1st Aid trained staff should assist in life-saving measures as necessary until the Camp Health Officer arrives.
7. If, in the judgment of the staff members present, the injury is serious enough to warrant emergency intervention, the staffer may call 911, but should still notify the Camp Director and Camp Health Officer IMMEDIATELY after.
8. Once the Camp Health Officer has evaluated the victim, he/she may:
 - a. Seek the advice of the physician with whom the camp has a Letter of Agreement to render medical instruction, or
 - b. Initiate a 911 call if necessary and not already called.
9. The Camp Director will:
 - a. Inform the District Executive.
 - b. Inform the parent/guardian of the Scout or the emergency contact of the staffer/volunteer.
10. Efforts to aid the victim should be continued by the Camp Health Officer with assistance he/she deems necessary until the victim is stabilized and/or emergency personnel arrive.

Missing Person:

Whenever a Cub Scout is missing, the following procedures must be followed:

REMAIN CALM AND EVALUATE THE SITUATION.

1. Notify the Day Camp Director IMMEDIATELY. Please use the closest staff cell phone to relay this information. Relay the following information to the Camp Director:
 - a. Name of missing Cub Scout
 - b. Their rank
 - c. Where the missing Cub Scout was last seen and by whom
 - d. What physical description and color shorts the missing Cub Scout was wearing
 2. Using your Pack Roster, account for all other children under your supervision.
 3. Make sure 2 buddies didn't leave to the bathroom without telling a responsible adult.
 4. Remain where you are (station, den area, etc.) as this is where a wandering Cub Scout is apt to return.
 5. Maintain control of the remaining children. Have them sit where they are and give them a job to do.
- In the meantime, the Camp Director will form a search party of available volunteers. Search will be as follows:
1. Last known location
 2. All station areas
 3. Restrooms and port a potties

4. Other units after Den Engineers perform headcounts
5. The Camp Director will check to see if a medical condition may be responsible for the missing Cub Scout and notify “finders” as appropriate.

IF THE PERSON IS STILL MISSING:

1. The Camp Director will issue a camp wide alarm.
2. When a camp wide alarm is heard, all Dens and Staff should stay where they are.
3. All Den Leaders need to count heads to ensure that all Cub Scouts are present and accounted for. Further instructions will be given at that time. Everyone should remain QUIET and CALM. It is very important that everyone be able to hear instructions as they are given.

In the meantime: The Camp Director will

1. Notify the Scout Executive with all pertinent information
2. Have a search party conduct a thorough grid search of the entire camp, starting at the western end and moving across the eastern end.
 - a. In every building, container, under furniture, etc.
 - b. Call the child’s name frequently
 - c. Look for child’s belongings
 - d. If the child is not found, Scout Executive will notify parents and law enforcement.
 - e. Camp Director and staff will fully cooperate with search and investigation.
3. Camp Director Duties:
 - a. Stay near a phone.
 - b. Direct operations from one location.
 - c. Continue staff search until the scout is found or large-scale search is mobilized.
 - d. Refer all media contacts to Scout Executive.

Stranger on Site:

All participants at Day Camp MUST BE IDENTIFIABLE. The Day Camp Staff cannot be everywhere on site at one time, so we need every volunteer to be our “eyes and ears.” Participants at Day Camp can be identified as follows:

Cub Scouts	Day Camp t-shirts and Name tags
Camp Staff	Staff t-shirts
Visitors	Colored wristbands

ALL VISITORS MUST SIGN IN WITH CAMP DIRECTOR

If you suspect there is a stranger on site, immediately contact the Day Camp Director.

Inclement Weather:

1. If it begins to rain heavily, go to the Invention Hub (gym / CLC area).
2. If thunder is heard or lightning is close by - 3 long blasts followed by an announcement of “Inclement Weather!”
 - a. Report to the Invention Hub (gym / CLC area).
 - b. Perform a headcount to ensure all Scouts are present.
 - c. Encourage Scouts to stay with their buddy.
 - d. Perform another headcount upon arrival in the building.

3. Entertain them by teaching or singing a group song, do skits, play a brain game, etc.
4. The Camp Director and Program Director will decide when to resume normal activities or issue a rainy-day activity plan.
5. If the weather situation is unlikely to improve, the Camp Director may decide to dismiss camp early and enlist the aid of staffers to initiate calls to parents.

Tornado Warning:

1. Three long blasts followed by the announcement, “Tornado Warning!” will be issued.
2. Den Engineers perform headcount.
3. Encourage Scouts to REMAIN CALM.
4. Proceed, using the buddy system to the Invention Hub (gym / CLC area).
5. Recount all Scouts.
6. If possible, personnel will remove any materials that could present blowing hazards.
7. The Camp and/or Program Director will confirm with Den Engineers that all Scouts are present and accounted for.
8. If the Camp Director deems necessary, staff and Scouts will assume Tornado Safety Position (sitting/kneeling FACING the wall with his/her hands over the back of his/her head and neck, tucked into a ball).

Fire Plan:

1. If a fire has been spotted, notify the Day Camp Director immediately giving the exact location of the fire.
2. Onsite personnel should intervene if a fire extinguisher is nearby and appropriate to the fire.
3. If the Camp Director deems it necessary, the emergency signal of 3 long blasts followed by the announcement “Fire!” will be issued.
4. Staff and Den Engineers are to gather the Den at their station together quickly, take a headcount and move to the parking lot behind the Invention Hub (gym / CLC area).
5. Cub Scouts should be lined up by den and in the buddy system so that all can be accounted for.
6. Take another headcount.
7. Camp Director will call 911 if necessary and inform the Program Director and Scout Executive.
8. Program Director will verify all Staff and Scouts are accounted for.
9. Should fire trucks come, continue to keep the Cub Scouts together in this area.
10. The Day Camp Director and Program Director will let everyone know when the programs can be resumed, or if camp must be canceled.
11. Camp Director will initiate phone calls to parents.

SECTION VI

Engineer Tips and Guidelines

1. Be enthusiastic-it’s contagious!
2. Support the theme-wear a costume, use the theme lingo: Invention Hub (Office), Den Engineers, Station Engineers, Design Den (Arts & Crafts): ETC.

3. Perform headcounts to and from every station.
4. Promote Den Unity
 - a. Have den cheers/yells ready by closing ceremonies on Monday.
 - b. Have Scouts take turns carrying the den flag and teach flag etiquette.
 - c. Perfect a song or skit for Friday's campfire---use of the theme is greatly appreciated!
5. Keep everyone hydrated with mandatory water breaks-water coolers are provided at each station.
6. Keep focused on camp - minimize phone usage.
7. Maintain 2 deep leadership at all times.
8. Ask for relief from Invention Hub if necessary.
9. Be aware of allergies or medical concerns of Scouts in your den.
10. Teach and utilize the buddy system at all times
11. Supervise clean-up of the den area or station areas before your den leaves.
12. Collect name tags at drop-off. DO NOT let the Scouts take them home. They are NEEDED each day at Invention Hub for check in.
13. Report any emergency to the Camp Director.

Food Storage/Disposal Procedures:

Scouts will bring lunches from home in Ziploc type plastic bags. If they have insulated bags, do not put them in the box if you do not have room. We will have extra bags at the Director's Office in case you need them.

1. Collect lunches from Scouts at morning drop-off: place in boxes. Bring to your den area after opening ceremonies.
2. Report any lost/missing lunches to the Camp Director before 9 am.
3. Lunches will be placed in the refrigerator in the kitchen of the Invention Hub.
4. Have Scouts dispose of refuse in a manner consistent with Scouting Outdoor Ethics.
5. All uneaten food is to be discarded in appropriate trash receptacles after lunch/snack.
6. Do not allow Scouts to keep partially eaten food for later, and do not send food home.

Outdoor Ethics:

1. Teach and follow Leave No Trace Guidelines at den areas, stations and during travel from areas. (Trash your trash, stay on the path)
2. Friday, we will hold a camp wide grid sector cleanup.
3. Utilize a portion of Den Time on Thursday to instruct the Scouts how to participate in a grid sector clean-up.
4. Secure trash bags and gloves from Invention Hub prior to the clean-up.
5. Report with Scouts to your clean-up area at the designated time with trash bags and gloves.
6. Direct Scouts in the clean-up effort until the Camp Director has indicated stop of activity.

SECTION VII

Conclusion

THANK YOU!

Without adult leadership, there would be no Cub Scout Day Camp. We need your help to ensure a safe and fun program that will benefit the Cub Scouts attending our camp.

Thank you for your dedication, time, and energy!! We hope that you enjoy this week as much as our Cub Scouts!

Please keep in mind that anyone wanting to volunteer their time and talents are encouraged to do so by contacting the Camp Director listed on the first page of this Day Camp Leader's Guide.