

Cub Scout Summer Camp- Under the Big Top Camp Guide

July 9 - July 12, 2026

Camp Coker

2056 Camp Coker Road Society Hill, SC 29583

Thank you for choosing to participate in our Cub Scout Summer Camp at Camp Coker in the Indian Waters Council.

Our camp leadership has been working for the past several months preparing to offer a fun, quality program for scouts and families.

This Camp Guide gives you detailed information you will need to know to prepare for your camping experience. If we can be of any assistance before camp starts, please do not hesitate to contact Lori Ard at 843-446-9980.

On behalf of the entire Camp Staff, we look forward to seeing you in July!

Yours in Scouting,
Lori Ard & Julie Harrington
Summer Camp Coordinators/Directors

General Information

Welcome to the greatest show in Scouting! Scouts will step right up into a circus-themed adventure packed with excitement , skill-building, and outdoor fun.

Who May Attend

All registered Tiger, Wolf, Bear, Webelos, and Arrow of Light scouts and siblings may attend. Registered leaders and parents may serve as Pack leadership at camp.

Leaders in Camp

Adults attending must be registered leaders or parents in the Pack. Every scout pack that attends must always be under the supervision of its own adult leadership. A minimum of two-deep leadership is always required.

Camp Refund Policy

Refunds will only be made in the case of illness, injury, or family emergency when requested by email to Adam Riedel @ adam.riedel@scouting.org

All refunds will be assessed a minimum \$100 for fixed costs already incurred.

Please note that we cannot offer refunds for Scouts who leave camp early and refunds may not be carried to the next summer.

Medical Forms (required for all campers)

Every participant must complete an Annual Health and Medical Record prior to camp.

Parts A & B will be required for all participants. Anyone arriving at camp must have this form to be allowed to participate in camp programs.

Web Link to BSA Annual Health Form:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf?

Medical Treatments and Medication

A medic is on duty at all times. Every Scout and adult must have an annual health form completed prior to camp. All treatments are given at the health lodge except in an emergency. All injuries and illnesses, minor or severe, are to be taken to the health lodge. Serious injuries or illnesses must be reported immediately to the camp director. If a scout becomes sick (cold, flu, virus, etc.), we will ask that they be sent home, to prevent others from becoming sick. Scouts who are attending without a parent must give all medications to the unit leader. Exceptions must have prior approval of the medic. All youth medications must be accompanied by written permission from a parent or legal guardian. All participants using inhalers and/ or epi-pens must have them on their person at all times. Youth participants must have written permission from their parent or guardian to carry an inhaler and/or epi-pen themselves; otherwise, it must be carried by an adult who must accompany that youth at all times while on camp.

Buddy System

The buddy system should always be used while at Camp. Buddies can be fellow Scouts, a Scout's parent, or the den. NO ONE should ever go anywhere alone.

Check-In

Check in begins at 2:00 on Thursday, July 9. Please do not plan on arriving before this time. Campers will need to come to Stallworth to check-in before going to the campsite. If you are arriving after 4, please contact the number posted on the sign at Stallworth.

Safety and Security

Several measures are used at Camp Coker to ensure the safety and security of all campers. Everyone is issued a wristband at check in. All campers and guests who enter Camp Coker **MUST** wear this wristband at all times. If a wristband falls off, please find a camp coordinator to receive a new one. If you see anyone suspicious in camp, please report it to Camp Staff immediately.

Check-Out

Before leaving camp, please take time to clean your campsite and your assigned bathhouse or bathrooms to your campsite. *All campers are requested to check-out by 10:00 AM on Sunday, July 12, and must check out with a camp coordinator.* Please remember to get Health forms before leaving camp.

Dining Hall and Special Needs

Before breakfast and dinner, Packs line up in formation at the flagpole in front of the dining hall. Scouts and leaders should wear their Class A (field uniform). Any necessary announcements will be made during the assembly or at the dining hall. Scouts will be assigned dining hall clean up, bathroom clean up, and flag lowering. More details will be given at the leader meeting.

Special dietary needs should have been submitted when registering for camp. We will do our best to accommodate these needs if substitutions are noted. For specific dietary requirements, some supplements may need to be brought from home.

Menu:

Our Camp kitchen staff has put together a great menu, but please keep in mind that adjustments may be made. We will be sure to update any changes in the attachment section on the event page.

Meal times:

- Breakfast - 7:45 AM
- Lunch - 12:00 PM
- Dinner - 6:00 PM

- Thursday Dinner - Pasta, Meatballs, and Sauces
- Friday Breakfast - French toast sticks, Bacon and Eggs
- Friday Lunch - Hot dogs, Macaroni and cheese, Veggie
- Friday Dinner - Tacos
- Saturday Breakfast - Scrambled eggs, Sausage and Biscuits
- Saturday Lunch - Pizza and Mozzarella sticks
- Saturday Dinner - Chicken fingers and French fries
- Sunday Breakfast - Breakfast tacos

To ensure that everyone stays happy, healthy, and fed,

- Salad will be available during all lunch and dinners
- Desserts/snack will be served with each lunch and dinner
- Fresh fruits will be available during all meals
- Popcorn at tables to snack on during meals

Uniform in Camp

The official BSA summer uniform is suggested for Scouts and leaders. This uniform will be worn at breakfast, dinner, and campfires.. During the day Scout shorts and camp T-shirts are appropriate.

Trading Post

Visit our Trading Post for cool camp merchandise, drinks, and snacks. Campers should bring cash for the trading post. Hours will be posted at camp.

Swimming & Paddle Craft

Any Scout or adult participating in any swimming or paddle craft activity must first take a swim test. Swim tests will be given Friday during scheduled times. It is recommended that campers wear aqua shoes during swimming and Paddle Craft sessions. Swimming and Paddle Craft are restricted to times listed on the itinerary.

Camp Patch

An embroidered patch is provided to each registered scout, adult, and leader. Patches will be distributed at check out.

Camp T-shirt

A Summer Camp T-shirt is provided for all Scouts who attend. Additional shirts for adults and siblings may be purchased when registering. Shirts will be distributed at check-in.

Important Numbers

Lori Ard	843-446-9980
Julie Harrington	843-315-9556
Adam Riedel	843-283-5969
Nick Newton (Ranger)	843-339-0173

Camp Communication

Hand held radios will be distributed at the leader meeting. We will also set up a group messaging system using each leader's cell phone. We will send out texts with important information as well as emergency alerts. We will collect cell phone numbers at the leader meeting.

Rules and Safety Information

Leave No Trace

- Leave your campsite better than you found it.
- Dispose of trash properly
- Respect Nature and Wildlife

Behavior & Courtesy

- Be respectful of other packs sharing your site.
- Maintain quiet hours after 10 PM.
- Walk- don't run-in camp.

Tents

Each camper must provide their own tent. We encourage scouts to help set up tents as part of the camping experience.

Campsites/Electricity

- Campsites have electricity. Bathrooms and shower houses are located in near proximity to each campsite.
- Campsites are assigned at check-in.
- Packs will be sharing campsites. Bring an extra campfire ring if available.

Firearms and Liquid Fuels

Personal firearms and fireworks are strictly prohibited. Liquid fuel lanterns/stoves are restricted to adult use only. They are not allowed in tents under any circumstances.

Smoking and Alcohol

The use of any tobacco product by a youth is prohibited. Adults are prohibited from smoking in any location where they can be observed by youth. The use of alcoholic beverages and/or controlled substances at camp is prohibited.

Trucks, Trailers, and Campers

The beds of a truck or a trailer must never be used for carrying people. Units may have a supply/storage trailer in the campsite. **Vehicles are not allowed to stay in the campsite overnight.**

Bicycles

Personal bicycles are allowed at camp. **Helmets are always required with no exceptions.** Riders must be courteous to walkers. After dark, bicycles are not to be ridden and must be walked back to campsites. It is the responsibility of all adult leaders to ensure Scouts are courteous and follow these directions. Remember, the use of a bicycle on camp by an individual is a privilege which if abused will be revoked. **NO electric bikes.**

General Cleanliness and Sanitation:

A Scout is clean. Showers and toilets are available to Scouts and leaders. Units will be assigned duties to help keep our camping facilities clean.

Scouts Leaving Camp Property

Campers are not to leave camp during the camping period. Any Scout leaving with a parent must also be checked out with a camp coordinator, regardless of the circumstance. Please make sure that you provide the names of adults/leaders to whom you give permission to take your scout to and from camp on the first page (Part A) of health and medical Record.

First Aid

First aid for injuries is provided by our full-time medic on staff at our Med Lodge.

Vehicles in Camp

All vehicles are to be parked in the camp parking area. Equipment trailers can be towed to and left in the campsite. Towing vehicles must be returned to the designated parking area immediately. **No vehicles will be allowed to stay in campsites.** Only clearly marked camp service vehicles are allowed to travel camp roads. Under no circumstances should passengers ride in the back of pick-up trucks or trailers!

Valuables

The Indian Waters Council is not responsible for lost or stolen items. The lost and found will be at the Dining Hall.. It's always a great policy to label your name and unit number on personal gear.

Diversity Policy

All campers will treat others by the Scout Oath and Law. Adult Unit Leaders are responsible for making sure that this policy is followed at all Scouting events.

Emergency Procedures

- The bell at the dining hall will be rang by a Camp Coordinator in case of emergency. Please have everyone in your unit report to the dining hall immediately.
- A text system will be sent to the primary leader of each unit and must always be kept on their person for immediate communications and notifications.
 - We will notify by radio and text to inform campers if you need to seek shelter under the campsite pavilion or report to the dining hall.
 - Leaders are asked to keep all families updated in your unit and campsite as you receive information from the Camp Coordinators and Camp Director.
- Emergency procedures will be reviewed at the first leaders meeting along with alternative instructions and options for extreme situations.
- Camp emergencies include tornado watch, tornado warning, severe weather, lost camper, or other serious situations as deemed by the Camp Director.
- In the event of an emergency the Camp Director will issue each primary leader an “**EMERGENCY IN THE CAMP**” text page, and ring the camp emergency bell whereby all youth and adults are required to assemble at the Dining Hall without exception and remain until dismissed by the Camp Director.
- Leaders will group their youth and adults and give an accurate accounting when called on.

What to Bring

Personal Equipment

Each Scout and leader are responsible for his/her own personal gear. A suggested checklist follows:

- 1 complete Scout uniform
- Class B uniform- (1 Camp Shirt is provided for Scouts)
- Day backpack with 6 essentials
- Water bottle
- Flashlight
- sunscreen/hat
- Toiletries: toothbrush & toothpaste, shampoo, soap, towel, wash cloth, deodorant, comb/brush
- Extra tshirts
- extra shorts/pants
- Extra underwear
- Extra socks
- Fishing pole & tackle box
- 2 pairs of shoes (no open toe shoes)
- Scout Handbook/ Pencil and paper
- sleeping gear (sleeping bag/cot/air mattress/ hammock, sheets/blankets)

- pillow and case
- Spending money
- Insect repellent
- Raingear
- Watch
- Swimwear
- Aqua shoes
- Tent

DO NOT bring pets, firearms, fireworks, sheath knives, or other electronic games!

Leader Information

Leaders Leaving Camp

Leaders who must leave camp for any reason must sign in and out with the Camp Coordinators at the time of departure and return. A check-out sheet is available. Two-deep adult leadership must be always maintained.

Leader's Meeting

- Thursday @ 7:15 - Dining Hall
 - Please make sure at least one leader from each unit (or campsite) is present. This will ensure that your pack has all the necessary information for your camping experience.

Parent/ Leader Training

Safety Afloat and Safe Swim Defense Training will be offered immediately following the Leader's meeting on Thursday. We encourage all adults to attend who are not currently certified with this training. It is essential for our Aquatics and Paddle Craft Activities to have adults who have this training to ensure the safety of all who are participating in these activities.

Leader Responsibilities

- Ensure 2-deep leadership at all times.
- Safeguarding Youth Training must be current.
- Encourage Scouts to bring their 6 essentials and stay organized.
- Help guide older Scouts (Webelos & Arrow of Lights)- let them lead wherever possible.
- Attend all leader meetings and communicate updates to your pack/ campsite
- Please bring your Pack flag for the opening and morning flag ceremonies.

Program Overview

The program is designed to give Scouts and families an adventure in the outdoors and encourage fellowship among our campers. Each activity area is themed as part of a traveling circus, giving Scouts an immersive experience while delivering core Cub Scout program elements.

Purpose of the Program

Our goal is to:

- Deliver a safe, exciting, and themed outdoor experience
- Build confidence, independence, and teamwork
- Introduce and strengthen Cub Scout Skills

Scouts will get to enjoy Camp Coker while experiencing a variety of fun activity areas:

- The Great Range Arena- BB Rifles, Slingshots, Archery
 - Focus: Safety, Skill development, responsibility, self-esteem
- Fishing Under the Big Top
 - Focus: Fishing skills, outdoor ethics
 - Please bring a fishing pole and bait to use during free time.
- Ringmaster's Trail
 - Focus: Outdoor Skills, nature awareness
- Aquatics Spectacular- Swimming and Paddle Craft
 - Focus: Water safety, Swimming Skills, Building confidence, Paddle safety
- Juggling Challenge
 - Focus: Creativity, Perseverance
- Carnival games
 - Focus: Teamwork, Fun competition, Scout spirit

A detailed itinerary with activities and times will be posted on the event page under attachments by Tuesday, June 30. Group assignments and Camp Site Assignments will be assigned at check in.

Evening programs

- Thursday- Opening Show- "Welcome to the Big Top"
- Saturday- The Grand Finale- Council Campfire
 - Packs perform songs/skits
 - Please have skits/songs submitted to Lori or Julie by dinner on Friday.

Here is the link for the event page where you will find helpful Camp information in the Attachment section.

<https://scoutingevent.com/553-cubfamilysummercamp2026>

Closing Camp Guide Message

"Step right up, Scouts! The spotlight is yours. Whether you're hitting the target, catching the big one, or performing under the stars, this is your time to shine... Under the Big Top!"