**Chisholm Trail Day Camp Handbook**

Cub Scout Day Camp

June 6-9, 2022

“Thank you for your dedication to the Scouts”

-Key Staff

**Day Camp Director – Stephen Dreger**

Email: ChisholmTrailCubCamp@gmail.com

Phone: 469-668-5262

**Day Camp Program Director – Casey DeLatte**

Email: eagle1295@gmail.com

Phone: 214-930-6453



NOTES

**CAMP RULES**

Be at least 20 minutes early. This is a good time for Walking Den Leaders to go through their Den Baggies for name tags and other information. It is also a good chance for Station Staff and other areas to get ready.

Late Scout arrivals and early Scout departures must be sent to Camp Headquarters before the Scout can join his den or leave Camp.

No Scout twill leave camp during the day without permission of the Camp Director and will be released only to the person or persons as directed by his parents IN WRITING. ***Please note that a phone call from the parent will not be sufficient to release the Scout to another person!***

**All visitors must check in at camp headquarters as soon as they arrive.** Visitors will receive a unique name tag denoting that they are a visitor.

Walking Den Leaders are not to leave their den unless they still have 2-deep leadership.

All Scouts must follow the “Buddy System” from the time they check in until they leave Camp for the night. **NO ONE IS TO BE UNACCOUNTED FOR AT ANY TIME DURING CAMP.**

Any and all injuries, regardless of severity, must be reported to the First Aid Station immediately.

All medicine must be in the original pharmacy-labeled bottle. Scouts with inhalers or other medicine that must accompany them during Camp must check in with the First Aid Station each day.

The 2022 Camp T-shirt is the official uniform and must be worn at all times by everyone in Camp.

Sneakers, hiking boots or other closed-toe shoes and socks must be worn at all times. **No open–toe shoes in any camp including Lil’ Scout Buddy Camp.**

**No running or throwing objects in camp,** except as part of an organized activity or game.

Hiking shorts, blue jeans or pants are to be worn. Please: no tight clothing, very short shorts or cutoffs.

Personal toys, radios or similar electronic devices must be left at home. All such items will be confiscated and returned to parents at the end of the day’s activities.

Scouts may **NOT** bring knives, including pocket knives, to Camp. Knives will be confiscated and only returned to the Scout’s parent or guardian.

Only registered Scouts 11 or older may be Red Shirts. Red Shirts will be assigned to specific duties by the Camp Director.

Jr. Volunteers are siblings of Scouts and who have completed the 5th grade. A Jr. Volunteers is 10-13 years old and will staff alongside of a registered adult (Walking Den Ldr/Station Staff) With parental and Lil’ Scout Buddy Director’s permission, Jr. Volunteers may work in Lil’ Scout Buddy Camp.

10

1

Give a YELL!

**CAMP RULES Continued**

Younger siblings will **not** be allowed to walk or rotate with the dens. They must be checked in at Lil’ Scout Buddy Camp. No strollers are allowed in camp.

All participants, regardless of role, must be registered in advance of Camp.

Adults and Jr. Volunteers will **NOT** be allowed to do the crafts. Supplies are bought for the registered Scouts ONLY. Please do not ask to take supplies to someone. If a Scout misses an activity, he may have the supplies when he returns.

Packs should try to have at least one full-time adult per den (Wolf/Bear, Webelos) per session who can be a Walking Den Leader. It can be very confusing for Scouts if adults keep changing.

As leaders, remember that things are to be **FUN**! Do not make games into win-all competitions. Encourage Scouts to do their best and have fun.

As a volunteer at Camp, please help the Scouts show respect for our flag by reminding them to remove hats, stand quietly at attention and salute when asked.

Please do not allow Scouts to stand on their buckets or climb trees. This can be very dangerous.

Help Scouts to understand that “Signs Up” means to be quiet. Please lead by example.

Scouts will remain with their Walking Den Leaders at the end of the day until their ride arrives and signs the Scout out.

Good behavior is a must for **EVERYONE** at Camp. No littering, bad language or inappropriate behavior will be tolerated. Be respectful of Bob Woodruff Park, its facilities and other people’s property.

Remember that we are at camp as a scouting family, do your best to include everyone in your den during activities and or if snacks are provided (not required)

No swearing, obscene, or abusive language is permitted at the Camp.

No smoking is permitted at Camp.

No firearms or alcoholic beverages are permitted at Camp.

Remember to follow the Outdoor Code:

As an American, I will do my best to:

Be clean in my outdoor manners,

Be careful with fire,

Be considerate in the outdoors, and

Be conservation-minded

HAVE FUN!!!!

United we stand

Divided we fall

Den\_\_\_\_\_\_\_ is the

best of all

Show us some action!

Show us some spark!

All for Den \_\_\_\_\_\_\_\_\_

Stand up and bark.

We are \_\_\_\_\_, we couldn't be prouder!

If you can't hear us now,

We'll yell a little louder!

Do Your Best! Be Prepared!

Shout! Shout! Shout!

Wolf Cub! Bear Cub!

Webelos Scout!

Stand ‘em on their hands

Stand ‘em on their feet,

Our \_\_\_\_\_ Den

Can’t be beat

North, South,

East or West

This \_\_\_\_\_ den

Is the Best!

9

2

**Walking Leaders Survival Guide**

**Survival Technique #1 – Make up a Den Yell!**

The Den yell can be a short rhyming yell or anything else you and the boys can think up!

Let the boys’ imaginations go and have fun! At opening, closing, and surprise visits, your

Den will be asked to give their Den yell.

**Survival Technique #2 – Remind them of “THE RULES”!**

Buddy System - Don’t go ANYWHERE without your buddy!

No running in camp unless it’s part of a scheduled activity.

If you’re not “going”, you’re not drinking enough water!

**Survival Technique #3 – Play Games!**

**I SPY:** One child chooses an object located within their field of sight. The remaining Scouts

try to guess the object selected. Each Scout gets to ask one question, such as “Is the object

green?” The person to correctly guess the object gets to choose the next object.

**DOGGY DOGGY WHERE’S YOUR BONE:** Your group forms a circle. One person is chosen

to be the “person”. All other scouts are “doggies”. Give the “doggies” a stick. They pass it

around and hide it behind their backs. The “person” must guess which “doggy” has the

bone after closing his eyes and counting to 10. When the “person” locates the bone, the

scouts switch places.

**BUZZ:** Your group forms a circle. The object of the game is to say “BUZZ” instead of the

multiple of 5 (1, 2, 3, 4, BUZZ, 6, 7, 8, 9, BUZZ, 11, 12, 13, 14, BUZZ, 16, etc.) Pick the

starting point. The first scout says 1, the 2nd says 2, the 3rd says 3, the 4th says 4, the 5th

says “BUZZ”, etc. The play continues around the circle. When a scout misses saying

“BUZZ” or repeats a number, he is out of the circle. The last scout remaining is the winner.

(This can be made harder by using “BUZZ” for a multiple of 7, etc.)

**Survival Technique #4 – Hiking/Walking Activities!**

Look at the world of nature through a Cub Scout’s eyes and see wonder and delight in the

small scenes around us. These activities can be done while walking to the stations, walking to

lunch, etc.

**SNOOP HIKE:** Explore, be aware, notice unusual things, be snoopy. Look for the natural

things and man-made things. Pick up litter.

BABY HIKE: While walking, see how many nature babies can be seen, such as bird, leaf,

fern, snail, etc.

**HOME SWEET HOME:** Look for animal and insect homes

**LISTENING HIKE:** Walk quietly and listen for sounds of nature – wind, rustling leaves,

birds, crickets, etc

**Survival Technique #5 – Quiet/Resting/Cool-Down Activity!**

**SOUND AND COLORS**: Have the children lie down on their backs with both fists held up in

the air. Every time someone hears a new bird song he lifts one finger. Who has the best

hearing? (This is a wonderful way to make children aware of sounds and the stillness of

nature.) For fun, see if you can count to ten without hearing a bird song.

Vary the game by listening for general animal sounds or a sound like wind in the grass,

falling leaves, etc.

To get children to concentrate more deeply on any natural setting, ask them how many

different colors and shades of colors they can see in front of them without moving from

where they are standing or sitting.

**Survival Technique #6 – Sing songs!**

**Emergency Procedures Continued**

**Heat-Related Illness**

Heat-related illnesses, such as heat cramps, heat exhaustion and heat stroke, are caused when an individual is subject to extreme temperature and humidity and is unable to cool down. Children, the elderly, people with chronic medical conditions, people taking certain medications, and obese or unconditioned individuals are at increased risk.

Walking Den Leaders and other Camp volunteers should be aware of the signs of early illness including headache, dizziness, nausea, fatigue and muscle spasms. All youth should have unrestricted access to water and/or sports beverages. Timing and intensity of activities should be adjusted according to the time of day and heat/humidity.

Individuals who are showing early signs if a heat-related illness should be brought to the First Aid Station and be allowed to lie in a cool place, remove excess clothing and drink cool water. Gentle fanning or cool misting may also be applied to allow for evaporative cooling. Most people will respond to these measures within the hour.

The First Aid Officer or Camp Director will call 911 if the individual’s condition does not improve, there is a progression of symptoms, or there are signs of heat stroke including altered mental status, elevated core body temperature, hot/dry skin, shallow breathing, weak pulse, seizures or loss of consciousness.

**Other Emergencies**

Radios/walkie talkies will be used to notify Camp Headquarters or the First Aid Station of other emergencies. Calls should be repeated until acknowledged by the Camp Director or First Aid Officer who will then respond to the area.

It is the responsibility of the Camp Director or First Aid Officer to summon further help, if needed. If the emergency warrants, the Camp Director will notify the Scout Executive to inform him/her of the circumstances of the incident. If appropriate, the Scout Executive will notify the individual’s parents or emergency contact.

Walking Den Leaders will maintain order in their areas and continue with camp activities.

If necessary, a staff member will accompany the injured individual to the hospital.

The Camp Director will compile a complete written report of the incident.

The Scout Executive is solely responsible to speak for our Council.

3

8

**Emergency Procedures**

**Weather**

A weather radio will be stationed at Camp Headquarters and be monitored at all times.

The warning sound for thunderstorms is an intermittent blast on the air horn. If this type of weather appears, we will meet at the flag pole and then proceed to the Park Pavilion.

Once at the Park Pavilion, the Camp Director will communicate to all leaders whether the storm will be waited out or whether camp will be called.

If camp is called, Walking Den Leaders (WDLs) will begin to contact the Scouts’ parents to pick up their Scouts. The Camp Director will have the camp rosters for use in calling parents and signing out the Scouts. All Scouts in each camp den must be signed out before that camp den’s WDLs may leave.

**Lost Boy**

If a Scout appears to be missing and does not appear to be in the immediate area:

Conduct a buddy check to be certain that the Scout is indeed missing.

Immediately notify the Camp Director.

Have the Scout’s name and any identifying information available.

The Camp Director will enlist the aide of staff to do the following if the Scout is indeed missing:

Check all areas of interest to the Scout.

Conduct buddy checks in all areas to determine if there is an extra Scout.

Check all latrines, inside and out.

Check parking area carefully, including inside, around and under all vehicles.

If the Scout is still missing, the Camp Director will talk with the Scout’s Walking Den Leaders (WDLs) to determine:

If the Scout was upset about something.

If the Scout is known to wander off or shown a special interest in a particular area of camp.

If a parent might have picked up the Scout without notifying one of the WDLs or HQ.

In this way, the Director can ascertain if the Scout’s absence is voluntary or involuntary (unlawful custody resulting from a divorce action and the Scout leaves with a parent/guardian or other adult without telling anyone).

If the Scout is still missing, the Camp Director will:

Gather all dens at the flag pole.

Have a WDL or other adult who knows the Scout conduct a check of each Camp den.

Notify the District Director (Michael Lugo)

Divide the staff and assign areas to continue search, starting with the areas nearest where the Scout was last seen.

Notify the Scout’s parents. Ask for any insight into the situation (e.g., if the Scout known to wander off).

Notify local law enforcement as instructed by the Scout Executive.

**Emergency Procedures Continued**

**Heat-Related Illness**

Heat-related illnesses, such as heat cramps, heat exhaustion and heat stroke, are caused when an individual is subject to extreme temperature and humidity and is unable to cool down. Children, the elderly, people with chronic medical conditions, people taking certain medications, and obese or unconditioned individuals are at increased risk.

Walking Den Leaders and other Camp volunteers should be aware of the signs of early illness including headache, dizziness, nausea, fatigue and muscle spasms. All youth should have unrestricted access to water and/or sports beverages. Timing and intensity of activities should be adjusted according to the time of day and heat/humidity.

Individuals who are showing early signs if a heat-related illness should be brought to the First Aid Station and be allowed to lie in a cool place, remove excess clothing and drink cool water. Gentle fanning or cool misting may also be applied to allow for evaporative cooling. Most people will respond to these measures within the hour.

The First Aid Officer or Camp Director will call 911 if the individual’s condition does not improve, there is a progression of symptoms, or there are signs of heat stroke including altered mental status, elevated core body temperature, hot/dry skin, shallow breathing, weak pulse, seizures or loss of consciousness.

**Other Emergencies**

Radios/walkie talkies will be used to notify Camp Headquarters or the First Aid Station of other emergencies. Calls should be repeated until acknowledged by the Camp Director or First Aid Officer who will then respond to the area.

It is the responsibility of the Camp Director or First Aid Officer to summon further help, if needed. If the emergency warrants, the Camp Director will notify the Scout Executive to inform him/her of the circumstances of the incident. If appropriate, the Scout Executive will notify the individual’s parents or emergency contact.

Walking Den Leaders will maintain order in their areas and continue with camp activities.

If necessary, a staff member will accompany the injured individual to the hospital.

The Camp Director will compile a complete written report of the incident.

The Scout Executive is solely responsible to speak for our Council.

**PARKING**

**NOTE**: There is ***NO*** parking on San Gabriel Dr or any surrounding streets. You run the risk of getting a parking ticket or bring towed for parking on these streets.

We realize there is limited parking in the parking lot near Bob Woodruff Park, however Parents ***MUST*** walk in and drop off/ pick up campers from the designated parking area.

Thank you for your understanding, cooperation, and continued support of Day Camp and our Scouts!!

**FOR THE SCOUTS!**

7

4

**Schedule**

**AM**

**8:45-9:00** *Check – In*

**9:00-9:15 Opening ceremony**

**9:15-9:20** *Travel to first station*

**9:20-10:00 First station**

**10:00-10:05** *Switch stations*

**10:05-10:45 Second station**

**10:45-10:50** *Switch stations*

**10:50-11:30 Third station**

**11:30-11:35** *Switch stations*

**11:35-12:10 Lunch/Dinner and Quiet Time**

**12:10-12:15** *Travel to next station*

**12:15-12:55 Fourth station**

**12:55-1:00** *Switch stations*

**1:00-1:40 Fifth station**

**1:40-1:45** *Back to Den Area*

**1:45-2:00 Closing ceremony**

5

6

Q: What do you call a cub scout holding a Frisbee?  
A: A cub and saucer!

Q: What do you call a cub scout who carries another cub scout on his shoulders?  
A: A taxi cub!

Q: What did the cub scout bake den treats?  
A: Cub-cakes!

Q: Why did the turtle cross the road?   
A: To get to the Shell station.

Q: Why did the sheep cross the road?   
A: To get to the Baa Baa Shop for a haircut

Q: Why didn't the skeleton cross the road?   
A: Because he didn't have the guts

Q: Why is the little ant always confused?   
A: Because all his uncles are ants.

Q: Which is the quietest sport?   
A: Bowling - you can hear a pin drop.