

Cub Scout Summer Camp

Early Bird
Deadline April 1st
Registration Ends May 26th

Early Bird
Youth \$125
Adult \$55

Caddo Area Council

Knights & Castles
June 6th - June 9th
Scouts K to 5th Grade

Camp Preston Hunt

***Leaders and Parents Guide
Caddo Area Council
2024***



Camp Preston Hunt

can be used for your next Campout!

Call the Caddo Area Council
Scout Office to place your reservation at
903-793-2179!

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How to Register

Please register through www.CaddoBSA.org. This camp is for Cub Scouts entering 1st grade to those entering 3rd grade & Webelos entering 4th – 5th Grades. If your Pack as a whole is not attending, individual families can register to attend.

All adults attending, whether just for the day or overnight, must have current Youth Protection Training. This can be done for free at my.scouting.org. Once completed, please send the certificate to Lonna.Johnson@Scouting.org.

COST	YOUTH	ADULT
Early Bird (End 4/1)	\$125	\$55
Registration	\$150	\$70
Counselor in Training	\$50	*CIT Ages (14-18)

If you have any questions, please contact Lonna Johnson at the Caddo Area Council Office at 903-793-2179 ext. 1027 or email Lonna.Johnson@Scouting.org .

You will NOT be able to register on the day of camp. Registration closes May 23rd , 2024 at 11pm.

T-Shirts

If you register before 5/23, your Scout will get a camp t-shirt. Please submit the Scout's t-shirt size as part of the registration process. If you register after 5/23, a t-shirt is not guaranteed.

Refunds

Refunds will not be issued unless the camp is canceled. A refund will be given if a Scout is diagnosed with COVID or another severe illness. Full refunds will not be given after 5/23 because of the purchase of program supplies, food, and T-shirts for attendees.

Camperships

If your scout needs financial assistance to attend this camp, a campership application may be submitted for review. Applications for camperships need to be received before 5pm on 5/23/2024 by Barbra Scott at

Barbra.Scott@scouting.org or dropped off/mailed to the Scout Service Center, 24 Lynnwood Dr, Texarkana TX 75503, in order for them to be considered by the Campership Committee. Packs can also submit campership applications on behalf of a Scout.

Who Can Attend

All registered Cub Scouts who will be Tigers, Wolves, Bears, Webelos, or Arrow of Light in the Fall can attend (those entering first through fifth grade). Siblings who are not registered with the BSA cannot attend.

Scouts entering second grade (Wolves) in the Fall and up can attend with adult leaders provided from their Pack. Tigers can only attend with a parent or guardian present. There must be a ratio of one adult for every four Cub Scouts. The Pack must have at least two adult leaders always present. This also applies if there are less than four scouts attending from the Pack. This will allow them to maintain two deep leadership. If the Pack does not plan to attend, Scouts can attend with a parent or guardian who has completed Youth Protection Training and submitted the completion certificate to Lonna prior to the day of the event. If the Pack as a whole is not attending, Cub Scouts cannot be dropped off without an adult. Cub Scouts who are attending with leadership from the Pack cannot be dropped off until that leadership is present. If you are dropping off a Scout, please coordinate with your Pack leaders to arrange a time to meet two leaders from the Pack.

If you do not have enough adults able to attend, please let us know before the camp, as we may be able to combine you with another Pack to meet the adult/child ratios. Den Chiefs can attend with the Pack/Den they assist with.

Packs will be emailed periodically to let them know who from their Pack has registered to attend. If anyone appears to be registered without an adult attending, the family will be contacted.

Remind App Notifications

To improve communication, we have set up a Remind group. You do not need to download the app. If you text @CastleCamp to 81010, then you will receive notifications about the Knights and Castles Summer Camp as regular text messages. These will be sent out just before camp and at camp itself.

Accommodations

Cub Scouts 1st – 3rd Grade

When making cabin assignments, we will do our best to keep Packs together. All Cubs may sleep in a single gender cabin with other Cub Scouts within two years of their age. They may also sleep in a tent with a related adult or legal guardian. Scouts entering second grade (Wolves) and older may share a tent with other Cub Scouts of the same household or be in a tent on their own alongside the adult leaders. Cabins will be assigned by the council and the Packs will be informed the Monday before camp which cabin numbers their Scouts will be housed. These will also be available at check in.

Adults must sleep outside the cabins in tents. Only married couples can share tents.

There is no guarantee that one Pack will solely inhabit a cabin, but a cabin will be shared by Cub Scouts in the same cohort.

Webeles 4th – 5th Grade

For this camp Packs may choose to either camp on the back side, providing their own tents, or have the youth stay in cabins. If the Scouts are in cabins, adults will need to camp outside. If enough adults are available, Packs can do a combination of camping in tents and cabins.

Saturday Night Accommodation for Arrow of Light

On Saturday night, Arrow of Light Scouts will sleep under the stars at either the Adirondack shelters (shelters made by Scouts) or the pirate ship. One gender at one location and the other gender at the other location. Allocation will be done by tossing a coin, if necessary.

Check In

Packs will be informed of their cabins by the Monday before camp so that this information can be passed on to other members of the Pack.

Please park in the parking lot that is to the right of the main gate. Please check-in at the Camp Office upon arrival, and then head to your cabin/campsite and unpack/set up tents. Each Pack will be assigned a time between 4:30-6:15 pm to come to the Berry Health Lodge to submit Health Forms. If you have a member of your Pack who misses the group check in

time, please have them come to the Camp Office between 6:15-6.30pm to check in.

If you are attending without other members of your Pack, please come to the Camp Office to check in individually, between 6:15-6:30pm.

Please note that vehicles are not allowed on camp. A trailer to ferry items down to the cabins will be available. If you do not see the trailer upon arrival at the gate, please wait there for it to return. You are also free to carry your items down to your cabins/campsite.

What to Expect

THURSDAY NIGHT -

Check in 4:30 – 7:30 PM

Dinner at Camp Site 6:30 – 7:30 PM

Opening Ceremony 7:30 PM

***Units – Make sure to start working on your skits ahead of time!**

FRIDAY -

Flag Ceremony 8:00 AM

Breakfast 8:15 AM

Friday Activities – Time of activities will be adjusted based on groups.

<u>Cub Scout</u>	<u>Webelos/Arrow of Light</u>
<ul style="list-style-type: none">● BB Guns● Service Project● Water Activity● Archery● Swords & Shields● Fishing	<ul style="list-style-type: none">● Survive outside the Castle 101● Water Activity● Archery● BB Guns● Fishing● Noble Steeds

1. 9:00-10:00 AM
2. 10:00-11:00 AM

3. 11:00-12:00 PM

LUNCH 12:00 – 1:00 PM

Quiet Time 1:00-1:45 PM – Work on Table Totems, take a nap, work on a skit, or explore camp with a buddy. (Fishing poles can be checked out at the trading post.)

4. 1:45 -2:45 PM

5. 2:45-3:45 PM

6. 3:45-5:00 PM

Clean up 5:00-5:30 PM

Flag Ceremony 5:30 PM

Dinner 5:45-6:45 PM

Movie Night 7:00-8:45 PM

Lights Out 9:00 PM

SATURDAY -

Flag Ceremony 8:00 AM

Breakfast 8:15 AM

Saturday Activities – Time of activities will be adjusted based on groups.

<u>Cub Scout</u>	<u>Webelos/Arrow of Light</u>
<ul style="list-style-type: none"> ● Vest & Crown Craft ● Climbing Tower ● Canoe ● Water Activity ● Hike and Sling Shot ● Knight & Lady Games 	<ul style="list-style-type: none"> ● Survive outside the Castle 2.0 ● Water Activity ● Canoe ● Climbing Tower ● Hike & Sling Shot ● Knight & Lady Games

1. 9:00-10:00 AM

2. 10:00-11:00 AM

3. 11:00-12:00 PM

LUNCH 12:00 – 1:00 PM

Quiet Time 1:00-1:45 PM – Play, take a nap, work on a skit, or explore camp with a buddy. (Fishing poles can be checked out at the trading post.)

***Arrow of Light ONLY will gather up all gear to take camping on the backside of camp.**

4. 1:45 -2:45 PM

5. 2:45-3:45 PM

6. 3:45-5:00 PM

Clean up 5:00-5:30 PM

Flag Ceremony 5:30

Dinner 5:45-6:45

Closing Campfire 7:00-8:00 PM

***Scouts can participate in a skit of their choice!**

Arrow of Light - Head to Campsite 8:00-9:00 PM

Lights Out 9:00 PM

SUNDAY –

Flag Ceremony 8:00 AM

Breakfast at Campsite 8:15 – 9:15 AM

Vespers 9:15 – 9:30 AM

Pack up camp and Leave 9:30 – 10:30 AM

Awards

Awards Cub Scouts will Earn:
(subject to Change) (® = Required Adventure)

Those entering Tigers:

- Tigers in the Wild ®
- Team Tiger ®
- Archery Tiger
- Fish On
- BB Gun Tiger

Those entering Wolves:

- Paws on the Path ®
- Running with the Pack ®
- Archery Wolf
- A Wolf goes Fishing
- BB Gun Wolf

- Slingshot Tiger
- Let's Camp Tiger

- Slingshot Wolf
- Let's Camp Wolf

Those entering Bears:

- Bear Habitat ®
- Bear Strong ®- Requirement 5 will need to be done before coming to camp
- Archery Bear
- A Bear Goes Fishing
- BB Gun Bear
- Slingshot Bear
- Bears Afloat
- Let's Camp Bear

Those entering Webelos:

- Webelos Walkabout ®
- Stronger, Faster, Higher ®- requirement 5 will need to be done before coming to camp
- Archery Webelos
- Catch the Big One
- BB Gun Webelos
- Slingshot Webelos
- Let's Camp Webelos
- Paddle Onward-Requirement 5 will need to be done outside of camp

Those entering Arrow of Light:

- Outdoor Adventure ®
- Personal Fitness ®- Requirement 4 will need to be done before coming to camp & Requirement 2 will need to be done after camp
- Archery Arrow of Light
- Fishing
- BB Gun Arrow of Light
- Slingshot
- Paddle Craft- Requirement 5 will need to be done outside of camp

***Summer Camp will also fulfill one of the three Cub Scout activities required to earn the Summertime Fun Adventure for all ranks**

Table Totems, Skits, & Pack Flags

Each Pack can show their Scouting Spirit by building a table totem. A table totem is used to represent all aspects of your Pack. You may build it beforehand or Saturday during quiet time.

Bring your flag if available to represent your Pack or build/make a new one before camp. We will use the Pack flag every morning when lining up for roll call and the flag ceremony.

Check Out

A Scout is clean. Please ensure that the cabins are swept and tidy when you are ready to leave (broom and dustpan provided inside the cabin). Please take the trash out of the trash cans and deposit it in the main trash can outside. Then take that black trash bag out of the trash can outside and leave it tied up on the porch of the cabin for collection later.

When you are ready to leave, please have the Cubmaster, or whoever is in charge of your Pack, meet with the Camp Ranger to inspect the cabins before departure.

Food

Thursday dinner will need to be brought or provided by the Pack. All other meals, starting with Friday's breakfast through Sunday morning breakfast, will be provided in the dining hall. An exact menu will be posted at the Camp Office.

If you have any special dietary requirements, please let us know when you register by 5/23/2024. Please be prepared to work with us to accommodate you.

Trading Post

There will be a trading post open at times to purchase snacks, drinks, and other items. Please ensure that if your child has allergies, they know what they can and cannot eat from the trading post. The Trading Post accepts cash or credit card.

Behavior

We ask that all adults at camp help us in maintaining high standards of personal behavior. If, at any time, you see a camper, staff member, or adult leader acting in any way that is contrary to the Scout Law, please report them to Camp Director, Program Director, or other member of council staff for action. One warning will be issued and documented. If the behavior does not cease, or further causes for concern arise with the same individual(s), then it will be documented again. The Cub Scout and any accompanying adults will be asked to leave the camp. No refund will be issued for any individual asked to leave because of their behavior.

Camp Policies

The use of our camp is subject to the posted rules and regulations of Camp Preston Hunt. Please ensure that your Scouts and Leaders understand and abide by the posted rules and regulations. A copy will be posted at your housing location and may also be reviewed at the Camp Office. Thank you for being a good steward of our camp.

These general rules are for the safety of all campers:

- Packs must have two-deep leadership at all times while at camp. No exceptions!
- No fireworks of any kind are permitted on camp property.
- No flames, fires, or fuels of any kind are permitted inside tents.
- Liquid fuels of any kind are not permitted.
- Throwing rocks is strictly forbidden.
- Personal firearms and bows are not permitted, leave them at home.
- All vehicles must be parked in the designated camp parking areas. Only authorized vehicles are allowed in campsites or on the roads.
- No alcoholic beverages or illegal substances are allowed on camp property.
- Smoking by adults is only allowed across the road out of sight from youth campers.
- Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides.
- Sheath Knives – Camp policy prohibits the possession of sheath knives.
- No LASER (pens/pointers) of any kind are permitted in camp.

Buddy System

Please take note that Scouts use the buddy system to stay safe. Please make sure that all Scouts know who their Buddy is and that they should stick with them and notify an adult if their buddy gets lost or injured.

Camp Safety and Health Care

We have a well-equipped Berry Health Lodge and certified medical personnel always standing by. This is the green building near the parking lot and is marked with a red cross outside. Emergency procedures are established with the local hospital and ambulance service. All registered Scouts are covered under Health and Accident insurance at camp. It is secondary insurance only. Every Scout needs to provide a copy of their family insurance card with their health forms. All injuries or illness must be reported to the Health Lodge.

Medication

All medication must be brought to check in, in its original bottle to be shown to the medic. Depending on the Pack, and the family's preference, it can be retained by an adult leader or parent (or by the adult, if it is an adult's medication). It must be kept controlled by the adult responsible for administration and dispensing of the medicine where no child can access it. It can also be submitted to the camp medic for dispensing according to the dosing instructions on the container or written instructions by the parent. If bringing medicine for a child that will be dispensed by a non-related adult, please ensure that the Part B of the health form that deals with medicines is completed. There you will indicate who will be administering the medicine to the child.

Footwear

Closed toe and heeled shoes must be worn at all times within camp (no crocs). Sandals may be worn in the showers only.

Health Forms

All attendees of the camp whether youth, adults or staff are required to have their BSA Medical form (Part A & B) completed and turned into council at check in. This health form can be found at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf. All medical forms must include a copy of the medical insurance information stapled to the back of the form.

Sick Child at Camp

If a child becomes sick at camp, the emergency contact supplied on the health forms will be contacted to collect the child. This is to ensure the child's comfort, as well as to ensure that the child does not share the sickness with anyone else.

Health and Sanitation

Living in a communal setting such as camp can promote the transmission of illnesses more readily than when at home. Therefore, every camper should:

- ✓ Wash hands regularly
- ✓ Not share towels
- ✓ Cover mouth and nose when sneezing

- ✓ Practice high standards of personal hygiene
- ✓ Visit the health lodge at first sign of illness

Mobility Needs

Camp staff will be able to provide cart transportation to Scouts with special mobility needs. Please contact the Camp Administration prior to your arrival to make these arrangements.

Special Needs

If a Scout or adult needs some extra help to enjoy their camp experience, please let us know. Cub Masters should contact the Camp Administration prior to arrival regarding campers with special needs that require assistance from the camp staff. Most arrangements should be made in writing so the preparation can be accurate and complete. The staff will work diligently to make accommodations wherever possible.

Sun Protection and Bug Spray

Please ensure that your child brings sunscreen, a sun hat, and bug spray with them. Please ensure that your child knows how to apply this sunscreen and bug spray. In the interests of Youth Protection, adults will not be able to apply sunscreen to a child who is unrelated to them.

Vehicle Traffic

Vehicle traffic in camp will be confined to camp vehicles and those designated for emergency use within Camp Preston Hunt gates. All others must remain parked outside, in the parking lot to the right-hand side of the gates of Camp Preston Hunt. There will be NO access to camp to unload personal vehicles at the camp sites. Instead there will be a trailer at the main gate to Camp Preston Hunt, where you can place your belongings for them to be transported to camp site by the camp ranger, or you can carry your belongings from the parking lot to your tent location.

At no time will any scout or adult ride in the back of a pick-up truck, Golf Cart or Side by side. This is considered a major infraction of BSA safety regulations. Camp gates will be kept locked.

Inclement Weather

Our Camp Emergency Plan is located at the scout office. Camp Management makes every reasonable effort to monitor weather conditions that may pose a threat to the health and safety of the camp. Cub Masters are ultimately responsible for the safety of their Scouts. Below are the highlights of the plan:

Camp Siren: In the event of an emergency in camp, the camp siren will be sounded in one of two ways. Each way will direct you to a specific location.

1. Long blasts (30 seconds or more) - when this alarm is sounded all persons in camp will assemble in the parade field, quickly and safely, by unit, including all staff. Each leader will account for all the members of his or her group and then await direction.

2. Short blasts (10 seconds each) - when this alarm sounds it indicates severe weather and everyone should move to their assigned location, quickly and safely, as follows:

a. Anyone camping in a cabin needs to remain in the cabin

b. Anyone primitive camping needs to assemble at the Dining Hall

Once in the location, the Cub Master should account for everyone and report to the Camp Director via a phone call.

No one is to leave either the parade field or designated shelters until an all clear is given by either the Camp Director.

Severe Weather/Tornadoes: A Severe Weather Alert will be issued by short blasts of the camp siren. If severe weather approaches, and/or the alarm is sounded, immediately and safely evacuate to your cabin or the Dining Hall as assigned and take attendance. If the severe weather happens in the middle of the night, the Cub Master will ensure that all members are awoken and travel to the correct location. If moving to the correct location is not possible, take shelter in the closest building possible. No one should remain in tents during severe weather due to the potential for falling trees.

Lightning/Thunderstorms: When thunderstorms approach, any outdoor classes will shut down and report to the Camp Office at which time all areas will secure their areas and report to their designated secure location. The camp office will also constantly monitor these conditions.

Encounters with wildlife: Please respect the wildlife and do not capture, touch, corner or harass any animals. In some cases, it is a crime to do so. Keep in mind that having food of any type in your tent or in your campsite is an invitation for animal guests. If you encounter any wildlife, please slowly recede from their environment. Report any dangerous wildlife to the camp

office. If you are bitten by an animal, report to the health lodge.

Lost Camper: Report the lost camper to the camp office immediately. Camp staff will check the camper sign out sheet. The camp office will first put a BOLO out on the radio for the scout (first name+ Troop #). Camp staff will first check all the tents in the camper's campsite AND his schedule. The camp staff will then, if necessary, enact the siren. Camp will assemble at the flagpole (long blasts). Packs will take attendance. Cub Masters are responsible for reporting to the Camp Director at the flagpole that their Pack is completely accounted for. If the lost camper has not assembled, the staff will be mobilized for a camp-wide search. All Packs must stay in place until the Scout is located. The Health Officer will report to the flagpole and then be directed from there.

Service Animals

Caddo Area Council is happy to accommodate fully trained service animals, per the ADA. Please let us know a week in advance if you plan to bring one. Caddo Area Council will not provide food for the Service Animal.

Suggested Camp Packing List:

Mark your name on everything!!!!

- At least three changes of clothes, preferably four in case one gets wet, including underwear and socks. We will have water activities on Friday and Saturday.
- Closed toed and closed heeled shoes - sandals, crocs, flip flops, slides or similar may not be worn around the campgrounds. However, they may be used in the shower stall
- Rain gear
- Sweater (yes, I know it's June, but just in case)
- Bag for dirty clothes (garbage bag works)
- Sleeping bag/blankets
- Pajamas or other clothes to sleep in
- Clothing that can get wet
- Towel for showers and toiletry items
- Sunscreen and Bug Spray – please ensure that your child knows how to apply it themselves
- Pen or Pencil
- Money for the Trading Post
- Camp chair
- Medical Form (required) and any Medication in the original bottle with the original dosing instructions.

- Snacks
- Fishing pole
- The 6 Cub Scout Essentials (**These are to fulfill a requirement- please make sure you send them with your Scout**)
 - Flashlight
 - First-aid kit
 - Water bottle
 - Trail food
 - Sun protection
 - Whistle

Any item that is lost is not the responsibility of the camp staff or camp. Lost and found will be placed in the trading post for the duration of the camp and then moved to the Scout Service Center. If not collected from there, after a month it will be disposed of.

Things to Leave at Home

- No electronic games/radio/televisions.
- No youth cell phones (adults are expected to respect the instructors and other adults and keep use to a minimum)
- No pets
- No axes, hatchets, saws, or big knives (no Cub Scout may carry a pocketknife until they have earned the whittling chip card, which they must have on them when carrying a pocket knife).
- No fireworks or liquid fuels are allowed at Camp. This includes lantern fuel, Propane, and other flammable substances. Fuel powered lanterns are allowed, but the fuel needs to be stored with council staff.
- No illegal drugs, medical marijuana and alcohol are permitted on the Camp Property or Parking Lot. If found and not removed from Camp Property, the authorities will be notified.
- Personal firearms are not allowed. Please do not bring personal air rifles, bb guns, or archery equipment to camp.
- There is no smoking on camping property. If you need to smoke, please do so at Tennessee Rd.

HAVE FUN!

For many Scouts and Scouters this might be their first experience at camp. For those of you that have experienced camp. Lend a hand, show them the ropes, and don't forget to have FUN!

