

Cub A Rama Participant's **Guide**

September 12-13, 2026

**Camp Lutherdale
N7891 Us-12
Elkhorn, WI 53121**

Staff Contacts:

- District Executive: Anthony Malisch; (608) 320-6538
anthony.malisch@scouting.org
- Cub A Rama Chairperson: Jen Kienbaum (262) 903-4566,
kienbaum25@yahoo.com
- Camp Cook: John Gunyon (262) 745-2230 jgunyon@charter.net
 - Please notify John if you have any dietary restrictions/needs for dinner and/or breakfast

Cost:

	<u>Youth</u>	<u>Sibling</u>	<u>Adult</u>	<u>Volunteer</u>
Day only (half day)	\$10	\$5	\$5	Free
Day only (full day)	\$20	\$10	\$10	Free
Weekend (day & overnight)	\$30	\$15	\$15 + cost per tent	\$9 + cost per tent
Cost per Tent			\$40	\$40

* Day cost includes snack Saturday, patch, and supplies for activities.

**Overnight cost includes snack and dinner Saturday, breakfast Sunday, patch, supplies for activities.

***Lutherdale charges \$40 per tent

Schedule:

- Check in Saturday: 8:15am – 8:45AM
- Opening Ceremony: 8:45-8:55
- Morning Adventures 9:00-11:55
 - See Cub A Rama Adventure Flyer
- Lunch: 12:00-12:45
- Afternoon Adventures: 12:50-3:45
 - See Cub A Rama Adventure Flyer
- Closing Ceremony: 4:00 (day only participants leave)
- Free time / Tent setup: 4:15-5:30
- Dinner: 5:30-6:30
- Evening Activities: 6:30-7:30
- Evening Campfire: 8:00-8:45
- Quiet Time: 8:45-10:00
- Breakfast: 8:00
 - Buffet style
- Depart: 9:00-10:00

General Information:

We are pleased to again hold this year's Cub A Rama at Camp Lutherdale N7891 Us-12 Elkhorn, WI 53121

With all Scouting America activities, we request that you follow the principles of Leave No Trace:

- PLAN AHEAD AND PREPARE
- TRAVEL ON DURABLE SURFACES
- PACK IT IN, PACK IT OUT
- LEAVE WHAT YOU FIND
- RESPECT WILDLIFE
- RESPECT OTHERS

The Camp Staff have chosen to govern this event by three simple rules: the Scout Oath, the Scout Law, and the Outdoor Code. We will also insist that all participants live within the Guidelines of Safe Scouting (<http://www.scouting.org/scoutsource/HealthandSafety/GSS/toc.aspx>).

The Camp Chair will deal with all issues surrounding violations and deal with them on a case-by-case basis.

Camp staff are volunteers who have put in extra time to plan what we hope is a quality event. All participants are required to respect each other.

PARTICIPANT FORMS

- **Each youth participant is required to have**
 - copies of parts A, B1 & B2 of their Scout Health form.
 - Health and Medical Record form can be found online here: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf
- **Each adult Participant is required to have**
 - copies of parts A, B1 & B2 of their Scout Health form and
 - if staying overnight a copy of their Safeguarding Youth (formally known as Youth Protection) Training Certificate
 - Safeguarding Youth Training can be found at <https://my.scouting.org>

These forms will not be returned.

MEDICAL FACILITIES

A first-aid station, manned by a staff member, will be onsite for minor first aid. In the event of a medical emergency, Aurora Lakeland Medical Hospital is a nearby medical facility. First aid incidents need to be reported to the Event Safety Officer so that they can be logged on the proper incident report form.

EQUIPMENT

Each participant is responsible for providing all equipment required to participate in the event. An equipment list is provided as a guideline. Families should review equipment requirements with their youth.

LOADING AND UNLOADING EQUIPMENT, PEOPLE, AND PARKING

All vehicles will be parked in a designated area.

- Park where directed by event staff
- Gear will be carried to the campsite (short walk from the parking area)
- Loading vehicles for departure will be conducted in a similar manner.
- **The campsites are for tent camping only.**

If you have any participants in your unit that have a special need or mobility issue, please bring it to the attention of the Camp staff at check-in so that accommodations can be made.

UNIFORMS

Depending on weather, your Field uniform (Class A is preferred) but Activity Uniform (Class B) is acceptable. Rain gear may also be needed.

DRUGS AND ALCOHOL

Drugs and alcoholic beverages are not permitted at the camp. Standard rules from the Guide to Safe Scouting applies with respect to prescription medications.

FIREARMS

Use of or possession of any prohibited items will result in immediate dismissal from Camp and may result in a call to law enforcement.

ADVANCEMENT

Each scout will have the opportunity to complete requirements to earn Adventure Loops towards their Rank advancement.

INCLEMENT WEATHER

In the event of severe weather, The Lower Commons and/or Dining Hall will be our shelter. We will also have several canopies and pavillions to hold some of the events if it is raining. Please dress appropriately for the weather.

Check- In

Each participant is required to check in when arriving at camp. Please have ready health forms for each participant (youth and adult) and Youth Protection Training certificate for each adult that is camping overnight. These forms will not be returned.

Upon check-in, please let the staff know of ANY intentions that you may have for early departure, so we may better prepare for you.

Camp Schedule

Our staff appreciates your participation in each event station and during campfire Saturday evening. It is our intent to provide an atmosphere for you to thrive and have fun.

Saturday Schedule

- Check in Saturday: 8:15am – 8:45AM
- Opening Ceremony: 8:45-8:55
- Morning Adventures 9:00-11:55
 - See Cub A Rama Adventure Flyer
- Lunch: 12:00-12:45
- Afternoon Adventures: 12:50-3:45
 - See Cub A Rama Adventure Flyer
- Closing Ceremony: 4:00 (day only participants leave)
- Free time / Tent setup: 4:15-5:30

- Dinner: 5:30-6:30
- Evening Activities: 6:30-7:30
- Evening Campfire: 8:00-8:45
- Quiet Time: 8:45-10:00

Sunday Schedule

- Breakfast: 8:00
 - Buffet style in the dining hall
- Depart: 9:00-10:00

**** ALL PARTICIPANTS MUST DEPART BY 10:00 A.M**

CAMPFIRE PROGRAM

Scouting families are welcome to provide skits and songs. You will need a camping chair for the campfire program.

BEHAVIOR

Campfires are for the enjoyment of attendees and should be run in observance of the Scout Oath and Law. All songs, skits, etc. will be pre-screened by the staff.

RECOMMENDED PACKING LIST

This list is provided as a guide.

What to Bring

Day only:

- Cub Scout Six Essentials
 - Water Bottle with your name on it (in case it gets misplaced we can find the owner)
 - First Aid Kit
 - Snack
 - Whistle
 - Sunscreen
 - Flashlight
- Bug Repellant (non-aerosol)
- Sack Lunch

- Proper Clothing i.e. jacket, rain-gear and so forth, keep an eye on forecast (No Open Toe Shoes, Be Prepared to Be in Woods)
- Extra clothes

Overnight:

- Tent
- Sleeping Bag, Sleeping Pad, Pillow
- Day Pack
- Cub Scout Six Essentials
 - Water Bottle with your name on it (in case it gets misplaced we can find the owner)
 - First Aid Kit
 - Snack
 - Whistle
 - Sunscreen
 - Flashlight
- Sack Lunch
- Bug Repellant (non-aerosol)
- Personal Camp Chair for evening campfire
- Proper Clothing i.e. jacket, rain-gear and so forth, keep an eye on forecast (No Open Toe Shoes, Be Prepared to Be in Woods)
- Extra clothes
- Toiletries
- Camp fire song/ skit

Some things NOT to bring!

- Trailers
- Firewood
- Cooking Utensils
- Camp Stoves
- Space Heaters
- PORTABLE GENERATORS ARE NOT PERMITTED.
- NO FLAMES IN TENTS NO FOOD IN TENTS

DOs AND DON'Ts FOR FAMILY CAMPOUT

- DO WEAR YOUR CLASS 'A' or 'B' UNIFORM. A SCOUTING SHIRT SHOULD BE WORN AT ALL TIMES DURING THE EVENTS
- DO USE THE BUDDY SYSTEM
- DO STAY ON TRAILS
- DO BRING CUB SCOUT SIX ESSENTIALS
- DO EXERCISE AND FOLLOW THE SAFETY GUIDELINES FOUND IN THE GUIDE TO SAFE SCOUTING.
- DO ENJOY YOURSELF AND HAVE LOTS OF FUN!
- DO NOT BRING STOVES OR MAKE CAMPFIRE
- DO NOT DIG HOLES FOR ANY REASON
- DO NOT BRING UNIT TRAILER
- DO NOT CLIMB ON STRUCTURES AND TREES OR CROSS OVER BARRICADE TAPE
- DO NOT DRIVE INTO THE CAMPING AREAS
- DO NOT BLOCK THE ROADWAYS. PARK ONLY IN THE DESIGNATED PARKING AREAS.
- DO NOT BRING FIREWORKS OR ARTIFICIAL NOISE MAKING DEVICES
- DO NOT - BRING DRUGS, ALCOHOL, OR FIREARMS.
- DO NOT BRING PETS No pets allowed in camp