

Pathfinder District
2018 Call of the Wild



Saturday - Sunday

October 20 - 21

Beaumont Scout Reservation - Vollmar Campsite

Date: October 20, 2018 (with an optional overnight - October 21, 2018)

Location: Beaumont Scout Ranch (*New this year*)
6480 Beaumont Reservation Dr
High Ridge, MO 63049

Campsite: Vollmar at Beaumont Scout Reservation

Check-In: 8:30 AM

Early Pricing: \$18 Per Scout - \$9 Per Adult
Early Pricing Starts Now - September 21st

Late Pricing: \$21 Per Scout - \$11 Per Adult

Objective: Call of the Wild is a program designed to kick start the advancement of our Cub Scouts.

Contacts:

Name: Tom Oliver

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Email: scouting@eVirtualHome.com

Registration: <https://scoutingevent.com/312-cotw18>

Camp Rules and Guidelines

Camp Code

The Scout Oath and Law is the camp code at all times. Violating the Scout Oath or Law may result in an individual, or there entire Den, being asked to leave the event.

Parking

Parking is allowed only in parking areas designated by the staff. You are only allowed to park in the Call of the Wild designated parking area. It is District policy to leave room for a walkway in the grass. This is to allow Scouts to move from campsite to campsite safely. Please keep this grass easement open after your camp is completely set up.

Garbage

All trash must be put into trash bags and disposed of properly away from the Campsite. Pack out all trash! You may only use the dumpsters at the Ranger Maintenance Area if they are not already full and/or overflowing.

Fires

Ground fires are allowed, but should be placed in existing fire pits if possible.

Pressurized Fuel

Pressurized fuel lanterns and stoves are allowed, but may only be used by by Adult's with the proper training. All fuel must be properly stored and kept away from tents.

Alcohol

Alcohol and illegal drugs are simply not allowed. Period.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

Session Schedule

Saturday

8:30 AM: Registration, Opening Ceremony

9:00 - 12 AM Morning Sessions

9:00 - 10:00 AM: Session 1

10:00 - 11:00 AM: Session 2

11:00 - 12:00 PM: Session 3

12:00 - 1:00 PM Lunch will be provided (Please bring your own cup)

1:00 - 3:00 PM Afternoon Sessions

1:00 - 2:00 PM: Opportunity to view Search and Rescue equipment

2:00 - 3:00 PM: Pack Games

4:00 PM: Closing Ceremony, and Evaluation Form Turn-In

Overnight Pack Campout

4:30 PM Pack Campsite Setup

5:00 PM Dinner will be provided (Please bring your own cup)

7:00 PM Religious Services (Please attend in Class A uniform)

8:30 PM Join Troop for Campfire (Class B is acceptable)

11:00 PM Lights Out / Quiet Time

Sunday

6:30 AM Reveille and Breakfast at Pack Campsite

7:00 AM Pack Campsite Breakdown

All Packs Must Leave the Camping Area before 10:00 AM!

Lion Adventure Sessions

1. **Elective:** Build it up, Knock it Down
 - This Adventure will teach Lion Scouts about learning to be leaders who lead by example.
2. **Elective:** On Your Mark
 - This Adventure will teach Lion Scouts new games, following rules.
3. **Elective:** Ready, Set Grow
 - This Adventure will teach Lion Scouts basic gardening skills.

Tiger Adventure Sessions

1. **Elective:** Floats and Boats
 - This adventure will teach Tigers about different types of boats, how to build a boat using recycled materials, and how to stay safe on the water.
 - Requirements Completed: 1, 2, 3, 4, 5, 6, 7

2. **Required:** Tigers in the Wild
 - Tigers will learn to put the “outing” in Scouting with this outdoor adventure. They will start to develop an understanding of the Outdoor Ethics program as they are introduced to many skills that will be important throughout their Scouting careers.
 - Requirements Completed: 1, 2, 3a, 3b, 3c, 4, 5

3. **Required:** My Tiger Jungle (Backyard Jungle)
 - In this adventure, Tigers will learn that there are many types of living things that share the places we live. All animals, plants, and insects have a purpose in our environment. It is everyone’s duty to be mindful of other creatures’ habitats. Regardless of their age, Tigers can make a difference.
 - Requirements Completed: 1, 2, 3, 4, 5

Wolf Adventure Sessions

1. **Elective:** Air of the Wolf
 - This STEM-based adventure helps Wolves explore basic aspects of air often an overlooked substance. Then they discover some of the many things that air can do for us.
 - Requirements Completed: 1a, 1b, 1c, iii, 2a, 2b, 2c, 3a, 3b, 4

2. **Required:** Call of the Wild
 - Many boys join Scouting because they want to go camping. This adventure will introduce Wolves to several camping skills—selecting and bringing gear, participating with their families in campfire shows, and being prepared for bad weather. They will also learn about animals they might see, the Leave No Trace principles for Kids, tying knots, and how to handle potentially harmful situations.
 - Requirements Completed: 1, 2, 3, 4, 5a, 5b, 5c, 6, 7a, 7b, 7c

3. **Elective:** Hometown Heroes
 - In this adventure, Wolf Scouts will learn about heroes within their community. By getting to know some real-life heroes and honoring their service, the Wolves will see the importance of living the Scout Oath and Scout Law, and gain an understanding of what makes a hero.
 - Requirements Completed: 1, 2, 3, 4, 5, 6

Bear Adventure Sessions

1. **Required:** Bear Claws

- Most young men are very excited about the opportunity to own and carry a pocketknife. In many families this may be a rite of passage. It is important that the Scout understands a pocketknife is a tool and not a toy, and how to responsibly handle and use the pocketknife when they are around others.
 - Requirements Completed: 1, 2, 3

2. **Elective:** A Bear Goes Fishing

- Fishing is a skill that can become a lifelong hobby, or possibly a career. It can be done alone, with family, or friends. This adventure lays some groundwork for the Fishing merit badge once the Bear becomes a Boy Scout. This adventure is meant to be fun and can be used for teaching several points of the Scout Law such as trustworthy, helpful, courteous, obedient, thrifty, cheerful, clean, and even reverent.
 - Requirements Completed: 1, 2, 3, 4

3. **Elective:** Forensics

- This activity will help the Bear Scout learn about being observant, looking for clues, and solving situations with those clues.
 - Requirements Completed: 1, 2, 3, 4, 5, 6, 7, 8