

Mountaineer Area Council, Boy Scouts of America

2019 Cub Scout Adventure Weekend

Leaders Guide



BASIC INFORMATION

1. **Date** – The Cub Scout Adventure Weekend will take place over two optional sessions:
Session 1 – Friday, May 31 at 7:00 PM to Saturday, June 1, 2019 at 3:00 PM
Session 2 – Saturday, June 1 at 7:00 PM to Sunday, June 2, 2019 at 3:00 PM
2. **Location** – The event will be held at Camp Mountaineer. The address is 187 Camp Mountaineer Rd. Morgantown, WV 26508. Parking is available in the large gravel parking lot next to the Cub Scout pavilion.
3. **Cost** – The event is \$20 per Cub Scout and \$10 for adults. This cost includes an event patch, program instruction and materials, food, and insurance. A \$5 late fee may be assessed per person for individuals or packs who do not pre-register as of 4:00 PM on May 29, 2019.
4. **Registration** – Packs may pre-register youth and adult participants for the event online at <https://scoutingevent.com/615-cubadventure19> or by calling the council office at (304) 366-3940. Pre-registration is strongly encouraged as it helps us in planning a better overall event experience. Each session is limited to a maximum of 80 Cub Scouts. Packs may register for either or both sessions.
5. **Check-in** – Check-in will be at the entry gate into camp from 6:00 PM until 7:00 PM. Late arrivals should find check-in at the dining hall. One adult leader per pack must be present at the registration table to check-in. Each youth and adult participant must have an up-to-date BSA Medical Form with parts A and B completed at check-in.
6. **Program Theme** – The event theme is “Superheroes”. Packs are encouraged to decorate their units in any (appropriate) manner related to their favorite superhero or supervillain as they wish.
7. **Adult Leadership** – At least two adult leaders, both must be over the age of 21, per pack and are required to remain on Camp property during the event. However, in the case of just a parent and their children attending as an entire pack, this rule may be substituted within the guidelines of Youth Protection.
8. **Participation** – Cub Scouts are encouraged to participate in most scheduled activities. Adult leadership of Cub Scout packs are expected to stay with their Scouts at all times.
9. **Food** – The event will feature a cracker barrel the first night as well as breakfast and lunch the next day. Please notify the council office and staff during check-in of any special dietary restrictions. All meals will be served from the Dining Hall. Fresh drinking water is available at Camp; however, it may be several hundred yards from camping areas. All packs should bring their own containers to transport and store water at their campsites.

10. **Advancement** – It is the responsibility of each pack's Cub Scout Leader to determine and sign off on any advancement requirements completed during the event.
11. **Overnight Camping** – Youth and adults will be sleeping outside in tents. Campsites may not be reserved ahead of time and will be assigned to packs during check-in based on pre-registration numbers and availability. A night of camping can sometimes be overwhelming for Cub Scouts new to the experience. Please try to gauge Scout's experience levels beforehand and be prepared to deal with any possible apprehensiveness.
12. **Camping Gear** – Packs are responsible for supplying their own camping gear. A limited number of canvas tents will be available for use in each campsite. Youth Protection Guidelines MUST be followed throughout the event – i.e. no youth is allowed to sleep in a tent with any adult who is not his or her parent or legal guardian.
13. **Special Accommodations** – Any special medical, dietary, or accessibility needs will be accommodated as best as possible given volunteer and facility limitations. Packs are encouraged to request special accommodations by contacting the council office prior to the start of the event.
14. **First Aid** – First Aid is available at the Health Lodge near the center of Camp. This building should be the first stop for any accidents, injuries, or sickness. If no one is available at the Health Lodge, please proceed down the hill to the Dining Hall to seek assistance. A volunteer EMT will be on site during the event.
15. **Emergency Plan** – In the event of a camp wide emergency, adult leadership will immediately be notified and instructed on the proper actions to be taken for their pack. Some emergency situations will be indicated by a loud siren at the Dining Hall. In this situation, packs must seek immediate shelter at the nearest campsite or program location and await further instructions from staff.
16. **Check-out** – Packs should notify an event coordinator prior to leaving. Patches will be given to packs that stay until the second day, have completed an event evaluation, and after campsites have been cleaned. A dumpster is available next to the Dining Hall for trash.
17. **Additional Questions** – For additional information, questions, or concerns please feel free to contact the council office at (304) 366-3940 during normal business hours or email the event coordinators.

PROGRAM ACTIVITIES

The following activities are tentatively planned for the 2019 Cub Scout Adventure Weekend and are intended for Cub Scouts of all ages. Some of the activities may be subject to change due to weather or resources. A complete schedule of activities will be provided during check-in.

- **Archery** – Scouts will learn the technique to safely use a bow and arrow by practicing their archery skills on haybale targets.
- **BB Shooting** – Scouts will learn how to properly and safely use a BB rifle to become a regular sharpshooter on the rifle range.
- **Climbing** – Scouts will get an opportunity to climb and repel on the beginner side of the climbing tower.
- **Fishing** – Scouts will learn the basics of fishing and get to try to snag a “big one” from the Lake Strawn. Poles and bait will be provided; Scouts are also welcome to bring their own gear.
- **Leatherworking** – Scouts will learn how to stamp leather and be able to make their very own custom wristbands.
- **Knots** – Scouts will learn an overview of three basic knots and how to use them.
- **Superhero Games** – Scouts will be able to take part in a series of different games designed to test their strength, balance, intellect, and teamwork.



HOW TO PREPARE

Here are some recommended steps to help your pack best prepare for and get the most out of the Cub Scout Weekend:

1. Choose one adult leader from your pack to be the Weekend Coordinator.
2. Read this Leader's Guide thoroughly.
3. Share the information in this guide with all parents and leaders in your pack.
4. Make a presentation to your pack's Cub Scouts, leaders, and parents about the event.
5. Get a commitment from individual families. Make a deadline for commitment in the pack and stick to it to beat the early registration deadline (May 29, 2019).
6. Pre-register your pack for the event online at <https://scoutingevent.com/615-cubadventure19>.
7. Once you have interested families, hold a parent meeting to review the basic details and cover the equipment needed for this event.
8. Have all youth and adult participants turn in a completed BSA Medical form (parts A and B) to the pack's Weekend Coordinator.
9. Make sure at least two adult leaders will always be at the event. Create a list of each Cub Scout's emergency contact (listed on part B of the BSA Medical form) and share it with all the adult leaders attending the event.
10. During a pack meeting, review the necessary equipment and skills with Scouts for an overnight campout.
11. Make arrangements as a pack on how best to arrive to the event. Make sure everyone has the address and directions to Camp.
12. Once everyone has arrived at Camp, the Weekend Coordinator should check the unit in at the Camp Office. All pack gear should be combined into one or two vehicles which may drive into camp to drop off equipment and then return to the main parking area. To alleviate congestion, each pack is asked to please have no more than 2 vehicles in Camp at a time.
13. The Weekend Coordinator and one other adult should attend the leaders meeting in the Dining Hall Pavilion on the first night following the opening show.
14. Watch scouts learn valuable skills... and most importantly HAVE FUN!!!

RECOMMENDED EQUIPMENT

Packs and scouts should bring all the equipment needed for a typical pack campout (water bottles, water, tents, snacks, etc.). Bring enough campsite equipment to be comfortable, but not too much. Each pack will have a limited space for their campsite. You may want to bring camp chairs or stools for sitting. Wood is available on the property, but no live trees may be cut down. Campfires must be confined to existing fire rings, and all campfires must be properly extinguished.

The following personal equipment is recommended for the Cub Scout Weekend:

- BSA Field Uniform (a.k.a. Class A)
- Tent and ground cloth
- Cot or sleeping pad
- Sleeping Bag & Pillow
- 2 changes of clothes
- Sweat shirt or jacket
- Sturdy hiking boots or tennis shoes
- Socks (extra socks and shoes in case of wet weather are recommended)
- Pajamas
- Rain Gear
- Shower kit (soap, shampoo, toothpaste, toothbrush, comb, etc...)
- Shower Shoes
- Personal medications (these should be given to the unit leader)
- Water bottle
- Scout Handbook
- Flashlight & extra batteries
- Sunscreen
- Towel

Be aware that Camp Mountaineer is often cool this time of year and can get especially chilly at night. Program will continue even in wet weather, so plan accordingly.

At least one adult leader per pack is recommended to bring a cellphone. Although, be aware that cell service is spotty at best and non-existent at worse in Camp Mountaineer. Wi-Fi is available throughout the primary areas of Camp.

The following items are prohibited for anyone to bring at Camp Mountaineer:

- Personal Firearms and/or Ammunition (Bows, Rifles, Shotguns, Airsoft, Paintball, etc...)
- Projectile launching devices
- Alcoholic Beverages
- Tobacco and vaping products
- Illegal Drugs
- Pornography
- Fireworks or Any Type of Explosives
- Sheath Knives or Knives longer than the palm of your hand (you must have your Whittling Chip and the permission of your unit leader to bring a knife)
- Pets (excluding service animals)

We recommend leaving any valuable items at home. Packs and individuals are responsible for their own gear during the event.

PROGRAM VOLUNTEERS

This event would literally not be possible without the amazing generosity of the many people who volunteer their time to provide an exciting and engaging experience. Most of the event's volunteers are former Cub Scouts that have since crossed over into Boy Scouts, yet want to continue giving back to an experience that has helped inspired them on through Scouting.

There is no cost for volunteers that work during the event.

If you or someone you know are interested in serving on the Cub Scout Weekend's volunteer team, please contact the event coordinators, Ryan Campione (ryan.campione@gmail.com) and Daniel Flowers (sethtitan@gmail.com) for more information.