

Valley District's Cub Scout Day Camp

Passport to Adventure: Amazing Race

June 11-13, 2019, 8:00a-3:30p

South Platte Valley Historical Society

Rendezvous Area, Ft. Lupton, CO

0.5 miles west of intersection of Hwy 85 and

Weld county road 14 1/2

Director: Kathy King, 303 916 1978, brightonbsa@gmail.com

Program directors: Mike and Misty Delaney, 303 835 8186,

M4mdelaney63@yahoo.com

Registration information: <u>valleydistrictdaycampteam@gmail.com</u>

Tour Brochure for Tour Guides

Welcome, we are so glad you have decided to join us for Day Camp.

TABLE OF CONTENTS	
How the Amazing Race is different than past years	3
Goals	4
Group Guide (Tour Guides) responsibilities	5
Rules of Day Camp	6
Uniform	7
Driving directions	8
Map of the rendezvous area	9
What not to bring to camp	10
What to bring to camp?	11
Medical information and Medicine in camp	12
Proposed camp (Race Tasks) activities	13
Photos of camp	14
Day Camp Emergency Procedures	15
How to do a flag ceremony	16
Songs, Graces, Prayers Scout Oath, Scout Law	17-21



This year we are doing "The Amazing Race" as we travel the globe in search of adventure.

What is the same: There are six periods to do activities in. There are 12 color groups. There are Webelos groups and Cub Scout groups. Webelos and Cub Scouts will do some of the same activities but not ALL activities; this way requirements can be customized to each rank. The Order of the Arrow is planning on providing lunch one day.

Now what is different:

- Each color group (Race Team) will be given a bag with a starting race clue and a camp map *each day* (Leg of the Race), when you check in at Headquarters.
- 2. You will NOT go to the same STATIONS at the same time of the day as your color group did in past years.
- 3. These race clues will direct your Race Team to the Station they start at, on the camp map.
- 4. Each race team gets a Race Task Card (activity at the station) that they need to complete in a specific amount of time.
- 5. Once the Team completes the task, they will get another race clue card directing them to their next station on the camp map (the next station period).
- 6. Each Race Team will have 6 main tasks each day (Leg of the Race) plus 2-4 additional Mini 15-minute tasks or challenges.

7. We expect the Tour Guides (adult Group Guides) to play the Race alongside the Webelos and Cub Scouts.



- 8. There will be some tasks that **ONLY** the tour guides can complete to get the next clue in the race!
- 9. Each day you only go to the stations on Your Race clue cards. Always start at your assigned time.
- 10. Get to the PIT STOP MATT as soon as possible after completing all your tasks for the day. This is where you start and end daily.

Goals of Camp:

We strive to keep everyone safe. We want this to be FUN for everyone. We challenge all Scouts and adults to DO YOUR BEST in every situation.

We promise to provide a camp full of adventures, fun way to learn, science, crafts, games, songs and Scout Skills.

FYI....There is a wealth of information in this booklet. Please share this information with other adult leaders from your Pack and especially the children. That way everyone has FUN.

Note from the director: Kathy King

I want to thank you for sharing your time with your children and us this

summer. Many of the staff have been working on THIS camp since we ended last June. We want you to have the same great memories many of us have had in this program. These Scouts will remember this camp into their adult years. Please don't forget the impact you have, each word, each smile. You can make someone's day. Let's not have any detours, let's make wonderful memories.



Walking Group Guides (Tour Guides) Responsibilities

Maintain proper adult /youth ratios 1:1 tigers/partners, 1:5 Wolves, Bears and Webelos. Remember Webelos have separate dens so you must have separate leaders for Cub Scouts and Webelos. Girls must have an adult female leader 21 yrs or older.



Work together as a color group (race team) at day camp, you are assigned to a color group. There are separate Webelos and Cub Scout groups. Your color group could be made up of several different packs. Be the leaders of ALL the boys and girls in your Color Group (Race Team).

Assist your children at every activity as directed by the staff. Help all the kids on your Race Team to complete every Race Task.

Keep your children together during gathering time, flag ceremonies, lunch, noon time programs and closing. Tell other adults if you need to visit a "Pit Stop" of your own. Do den yells, sing songs as you travel from task to task.

Monitor everyone's proper behavior at Flag Ceremonies, teach the kids what "being at attention is"—Quiet, stand still, listening, proper salute.

Cell phone coverage is sometimes spotty. Phones are for pictures and emergencies only. No Cub Scouts with phones. Adults keep their phone for safety, return them at the end of the day.

Positive discipline works best. No yelling, belittling, harassment or hazing. Please remember SEE it, STOP it and REPORT it. Discipline problems should be brought to the camp director as soon as possible.

Each Cub Scout must SIGN IN and SIGN OUT every day. You do this at headquarters. If you forget you will GET A PHONE CALL FROM US! We can't go home until every child is accounted for. At lunch time, group guides need to do a roll call and provide this information to the registrar before the afternoon Race Tasks can start.

Drink at least 2-3 liters of water /day, set the example.

Rules and Regulations of Camp

No tree climbing or breaking branches, grass pulling we need to protect our facility. No rock or stick throwing.

No one goes near the South Platte river, except for the fishing station. This is for Cubs and Webelos this year.

EARLY SIGN OUT-if a Cub scout must be picked up early, parents are to check in at HQ and sign the child out. Please notify the registrar THAT morning or earlier in the week.

<u>Everyone must sign in /out each day. The person dropping off and picking up the</u> <u>Scout is responsible for sign-in or sign -out.</u> Only Authorized Persons listed on the Health Form may pick up the Scout at 3:30pm.

Follow the Race Plan for each day. Each color group will not know where they are going until they get their Race Clue/Challenge card.

No alcohol or weapons-knives at camp, no smoking in car - Out of Sight only.

Buddy System is always used. Please remember 2 deep leadership, no 1:1 contact with a child who is not a family member.

Everyone attends all activities. If someone does not feel well, contact the medic. Use your FAST FORWARD card, take them to headquarters.

EVERYONE has a BSA Health form. Mini-campers, Scouts, and all adults and staff. <u>Sorry no tag-a-long kids at camp</u>. Siblings are in mini-camp or they are a den chief or on junior staff depending on their age.

Medications-only emergency epi-pens and inhalers can be kept by Scouts. <u>All</u> <u>other medications must be given to the medical staff. They must be in the original</u> <u>container with dose directions. This includes over the counter and prescription</u> <u>medications.</u>

As part of the transition in Scouting, younger Cub Scouts need to take direction from older Boy Scouts.

Scouts must wear seatbelts when being transported to and from camp.

Please see Emergency Procedures for Lost Child protocol.



This Photo by Unknown Author

Proper US Flag Ceremony Conduct

This is how we show respect for our Country and all the people who have served in the past and who serve now. Scouts is one of the few places to learn proper Flag Etiquette. During the ceremony, everyone is at attention. <u>Being at Attention is: Not Talking, standing still, looking</u> only at the Flag, hands at your side (to the best of the

child's ability). Adults, please make sure the children in your area are behaving properly. If you have a Boy Scout Fleur-de-lis on your hat you may leave it on. If in your adult BSA uniform you will salute during the flag ceremony. Junior and adult staff, Cub and Webelos in their Day Camp uniform ARE in uniform and they salute. Mini-campers, parents, group guides will take off their hats, put their had over



their heart during flag ceremonies.

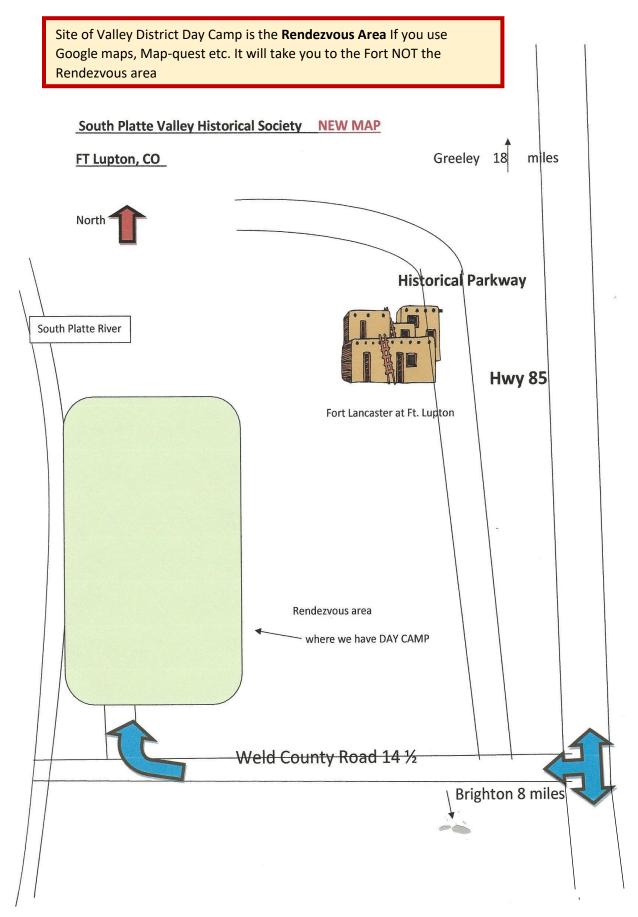
Above all, HAVE FUN,

This sign means work with another team to complete a task.

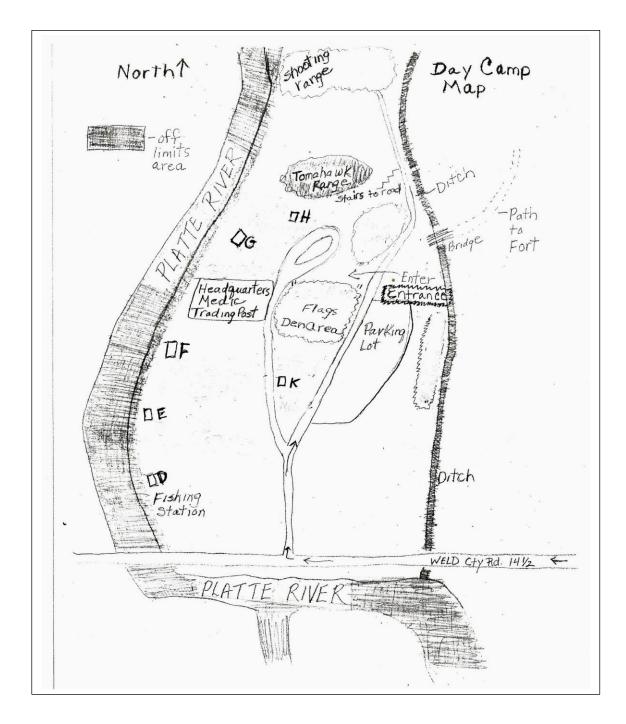
Day Camp Uniform

Each Cub Scout will receive a special Day Camp t-shirt, hat and each Race team has a special colored scarves. This is the child's official day camp uniform. Parents please write your child's name, pack number and color group on the inside of the hat and shirt, on the outside of the water bottle. Sturdy close-toed shoes are essential. Children with sandals, crocs and skel-toes will have to wait at headquarters until their parents arrive with proper shoes to participate. If you are giving kids a ride to camp, don't leave with them until they have the proper shoes. Tall or knee socks are a good idea because of the weeds/grasses at camp. Depending on the weather, shorts or long pants. It can rain, so rain jacket is a must.

Adults-set the example: sturdy close-toed shoes, no sandals, walking Bermuda length shorts or capri length, jeans. Wear Cub pack t-shirts, BSA uniform or patriotic t-shirts are good choices. Please, MUST have and wear a hat and have rain gear too. *Your actions speak volumes.*



Rendezvous Area Map Tour Guides Please pick up one at Headquarters/PIT Stop every morning



This Year—Group guides must pick up a NEW Map each day because the stations will have a different name Each Day to go along with the Leg of the Race for that day.

Den home area—PIT STOP

Near Headquarters where you sign in and out each day, is the PIT STOP. This is your den/color group/Race Team's home area. This is where you store your rain gear, coolers, lunches, tarps to sit on and all the treasures your cubbies make each day. There are no tables so the tarps are your eating area. We will have different colored ribbons hanging in the trees so you will know where your color group meets. Each group will have a tote box. In the tote box you will receive information from the staff. <u>Each day the Cub Scouts remove their name tags, water</u> <u>bottles and scarves and place them in the Tote Box-so they don't get</u> *left at home.*



Items not to be brought to Day Camp by Cub Scouts

Leaders, if a Cub Scout has a phone to call his/her family for a ride home; keep it safe all day and return it at the end. No open-toed shoes, crocs, skel-toes, electronics or pocket knives allowed.







10

Things to bring to camp

A big smile, desire to challenge yourself, patience and have fun!

Sharpies to label everything.

<u>Please make sure the Cub Scout's name, pack number and COLOR</u> <u>GROUP are on hats, water bottles, rain gear, lunch bags and crafts</u> <u>he/she plans to take home.</u>

COOLERS everyone, including mini-campers, brings their own lunch and snacks. These are kept in the color group home area. Consider filling gallon jugs with water, freeze them. It helps keep food cold and provides cool water to drink.

LUNCH /SNACKS Please remind parents not to send caffeinated sodas. They only dehydrate the body. Water is best. Avoid mayonnaise, eggs or salad dressing.

TARPS are mandatory.

Scouts should bring their 6 Cub Scout Essentials every day

RAIN GEAR/COATS this is a must.

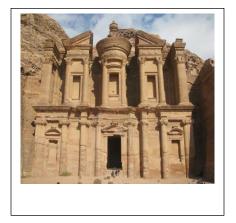
The weather can change so

frequently. Big black trash bags can make good ponchos if needed.

WAGON/SHADECANOPY There is more natural shade this year, it could be used as rain shelter too. The wagon is helpful to transport items around camp.

BIG WATER JUG this is nice to have to ensure everyone is drinking water.

NICE TO HAVE adults camp chairs, sunscreen, hand wet wipes, bug spray, spray bottle filled with water to spray the kids to cool them off, Kleenex, zip lock bags, safety scissors, song book and camera.





MEDICAL INFORMATION, MEDICINE AT CAMP

BSA Health/Medical form MANDATORY on file for everybody at day camp for more than 4 hours.

These are mini-campers, junior staff, den chiefs, teachers, adults, group guides and parents. No medical form, this person goes home.

Qualified medical personnel will be present at camp always. A physician/hospital is on call. The camp medic and camp director will make this call.

All injuries/illness situations which require attention of any kind must be seen by the camp medic. This is kids and adults.

Cub Scouts and junior staff may keep their own Epi-pen and or emergency inhaler. <u>All other medications must be given to the camp</u> <u>medic. The medication must be in the original container with dose</u> <u>instructions. Group guides and parents may not keep children's</u> <u>medication and give it to them during camp hours. This includes both</u> <u>prescription and over the counter drugs; i.e. Tylenol Benadryl.</u>

This is a national requirement and part of our record keeping procedures. It is for everyone's safety.

All medical information <u>is strictly confidential</u>. Please parents clearly describe any individual medical problems, if care is needed.

Leaders, please keep a list of children/adults in your group with allergies, Epi-pens or inhalers.

Time periods for Day Camp

Opening, 8:00-8:35 am First period 8:45-9:30 am Second period 9:40-10:25 am Third period 10:35-11:20 am Lunch and Noon time program, 11:30 am-12:30pm Fourth period 12:35-1:25 pm 1:30-2:15 pm Fifth period Sixth period 2:25-3:10 pm 3:15-3:30 pm Closing The time periods are longer this year.



Proposed Race Activities in the 6 periods this year

Please remember this is being written in January. Camp is in June. These are <u>proposed</u> Leg of the Race Challenges at the different stations around camp. We travel around the world in the AMAZING Race and learn something new about places around the world.



Loch Ness fishing (Webelos and Cub Scouts), German Black Forest map reading and hiking, Netherlands North Sea Beach volleyball, Ganges River water relays, Paris Grand Prix pushcart races, Vienna Opera House music, Sherwood Forest archery, Swedish first aid, Israeli

ga ga ball, Brazilian rain sticks, Peruvian knot tying, Andean Condor flight school, Antarctica science station, Amazon river basin rainforest planting, Australia boomerang throwing, Chinese fire medicine BB guns, Storming Wales Castle ping pong cannons, Mt. Fuji Teachings of Confucius and obstacle course.

Pictures of our Camp (in March)







Entrance from parking lot. Parking lot is Top right picture. Bottom right picture is

The den/color groups/Race Teams home area.

Please remember this is the RENDEZVOUS AREA

of the South Platte River Historical Society Park, it is located ½ mile west of the intersection of Colorado Highway 85 and Weld County Road 14 ½. Please <u>don't</u> google South Platte Valley Historical Park, it will take you to the wrong place.

Emergency Procedures

INJURY/ILLNESS the camp medic must be notified, both adults, kids.

If you hear The Horn it is either Fire or Emergency Closure of the Camp.

FIRE determine the size of the fire and notify camp staff, they have radios. The camp director and district executive immediately; they will notify the fire department. You will hear the emergency alarm-TWO BLAST ON THE HORN. All

group guides will <u>make a head count of the entire color</u> <u>group/Race Team</u> and proceed to the Pit Stop, wait for further instructions from the camp director.

EMERGENCY CAMP CLOSURE OF CAMP you will hear TWO BLASTS OF THE HORN. Group guides do <u>head count of the</u> <u>group</u> proceed to the Pit Stop. Leaders go to Headquarters and sign out your children and leave.



EMERGENCY LOCATION this is not Pit Stop. This is an internal room in the Fort. All color groups will proceed up to the Fort. <u>Do a head count</u> to make sure you have your entire Race Team, stay together. Mini-campers will be brought to the same location by their staff.

SEVERE WEATHER any decision regarding weather will be made by the camp directors and the district executive. In case of Severe Weather go to the Emergency Location in the Fort. In the case of an imminent tornado threat, each person should lay down flat down on the ground in the lowest place.

LOST BOY if a Cub Scout is missing from an activity; IMMEDIATELY CONTACT THE STAFF, THEY WILL CALL THE CAMP DIRECTOR ON THE RADIO. We will need the Scout's name, pack number, physical description i.e. hair color etc. how long missing, social or medical problems and last seen where and when. The directors and professional Scouters will conduct a search including bathrooms, parking lot,



last program station and do a complete camp roll call. Group guides stay all together.

EMERGENCY SIGNAL OF AIR HORN one blast - stay where you are. Two blasts on the horn, do a head count and come to the Pit Stop together.

NARRATOR	ACTIONS
Attention. (Pause.)	The color guard waits in the rear for the audience to become quiet.
Color guard, advance.	The U.S. flag guards and bearer walk in and take their positions near the flagpole, facing the audience.
Color guard, prepare to raise the colors.	The halyard is unwound. The flag is unfolded and attached to the halyard.
Hand salute.	Everyone, with the exception of the U.S. flag guards and bearer, salutes.
Color guard, raise the colors.	The flag is raised quickly to the top of the pole, and the halyard is wound back in place.
Please repeat with me the Pledge of Allegiance.	The U.S. flag guards and bearer stand at attention.
(All join in.)	The U.S. flag guards and bearer do not salute or say the Pledge of Allegiance.
Two.	The pack drops its salute.
Color guard, salute.	The U.S. flag guards and bearer salute.
Color guard, reform. Color guard, dismissed.	The color guard retreats to the back of the group.

Retiring of Colors—Outside Using Stationary Flagpole

NARRATOR	ACTIONS
Camp attention. Will the audience please rise. <i>(Pause.)</i>	The color guard waits for the audience to become quiet.
Color guard, advance.	The U.S. flag guards and bearer walk to the flagpole. They stand behind the flag, facing the audience.
Color guard, salute.	The U.S. flag guards and bearer salute.
Color guard, prepare to retire the colors.	They unwind the halyard and wait.
Hand salute. Color guard, retire colors.	Everyone, with the exception of the U.S. flag guards and bearer , salutes. The U.S. flag is quickly lowered.
Two.	As soon as the flag touches the hands of the guard, this command is given. Everyone drops the salute. The U.S. flag guard and bearer remove the flag from the rope and fold it correctly.
Color guard about Face, Color guard	They march to the back of the group.

National Camping School

Scout Oath, Law. Outdoor Code, Songs, Graces, Prayers

Oath:

On my honor, I will do my best to do my duty to God and my country.

To obey the Scout Laws, To help other people at all times,

To keep myself physically strong, mentally awake and morally straight.

Law:

A Scout is: trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

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 conservationminded.

Patriotic Songs

The Star Spangled Bannerby Frances Scott KeyOh, say can you see by the dawn's early lightWhat so proudly we hail at the twilight's last gleaming?Whose broad stripes and bright stars through the perilous fightO're the ramparts we watched were so gallantly streaming.And the rocket's red glare, the bombs bursting in air,Gave proof through the night that our flag was still there.Oh, say does that Star Spangled Banner yet wave,O're the land of the free and the home of the brave!

<u>God Bless America</u>

God bless America, Land that I love, Stand beside her and guide her though the night with the light from above. From the mountains, to the prairies, to the oceans, white with foam God bless America, my home sweet home, God bless America, my home sweet home.

<u>America</u>

My Country, 'tis of thee, Sweet land of liberty, of thee I sing. Land where my fathers died! Land of the Pilgrims' pride! From every mountainside, let freedom ring. Our fathers' God to Thee, author of liberty, to thee I sing. Long may our land be bright with freedom's holy light; Protect us by Thy might, Great God our King

GRACES

Tune: Michael row the boat

Thank you God, for the food we eat, Alleluia Thank you God for the flowers so sweet, Alleluia Thank you God for the birds that sing, Alleluia Thank you God for Everything!

> Johnny Appleseed Oh, the Lord is good to me, And so I thank the Lord, For giving me the things I need The sun and the rain, And the Appleseed. The Lord is good to me.

We are Thankful

Tune: Are you sleeping?

We are thankful, we are thankful,

For our food, for our food.

And our many blessings, and our many blessings.

Thank you Lord. Thank you Lord.

PRAYERS

We thank You, God, for the loveliness of nature. Which is Your special handiwork. Everything is wonderfully made with such care. Help us understand our world. So we can help take care of the things You have made, And keep them beautiful as You meant them to be. Amen.

We thank you God, for our day camp, and for all the boys, girls and families who are touched by Scouting. Makeus work together and strong as we do help otherpeople and as our duty we You and our Help us to country. to remember to the Scout Oath and live by Law. Amen

Songs

Cub Scout VespersTune: O Christmas TreeSoftly falls the light of day, as our campfire fades away.Silently Cub Scouts should ask, "Have I truly done my task?"Have I helped the pack to go, has the pack helped me to grow?Have I stood above the crowd, have I made Akela proud?As the night comes to this land, on my promise I will stand.I will help the pack go, as our pack has helped me grow.Yes, I will always give goodwill, I'll follow my Akela still;And before I stop to rest, I WILL DO MY VERY BEST.

Songs

Cub Passport to Adventure (Tune: Deep in the Heart of Texas)

Let's take a trip, Across the sea! Clap, clap, clap, clap Cub Passport to Adventure

By plane or ship, Which will it be? Clap, clap, clap, clap Cub Passport to Adventure

New friends we'll meet, Great things to see. Clap, clap, clap, clap Cub Passport to Adventure

Can't wait to go, World Travelers we'll be. Clap, clap, clap, clap Cub Passport to Adventure

Let's Take a Trip (Tune: Row, Row, Row Your Boat)

Let's all take a trip, Venture far away. How many scouts will we meet, On our trip today?

Paris, Rome and Italy, Stops along our way. Let's get started, Pack our bags. We can leave today!

Traveling Song (Tune: Home on the Range)

Oh, give me a train, or a boat or a plane, That will carry us Cubs far away. To Paris or Rome, let us wander and roam, And find new things to do every day.

continue "Travel Song" next page

Relax on the trail, float over the waves all day; Or glide through the clouds, far over the crowds, But be home by five every day.

On a broomstick we'll ride, in a rowboat we'll glide, Take a trip to England or Spain, And our trip will be fun, but it soon will be done, If we happen to hit any rain.

Up, up and away, let our world adventure get on the way, As we travel here and there, without a care, But be home by five every day.

Traveling is Fun To Do (Tune: Head, Shoulder, Knees and Toes)

Greece, England, Mexico, Mexico, Greece, England, Mexico, Mexico, Traveling is fun to do, Greece, England, Mexico, Mexico.

France, Norway, Italy, Italy, France, Norway, Italy, Italy Traveling is fun to do, France, Norway, Italy, Italy.

Spain, China, Canada, Canada, Spain, China, Canada, Canada, Traveling is fun to do. Spain, China, Canada, Canada.

Cub Scout Harmony

(Tune: I'd Like to Teach the World to Sing)

I'd like to teach the world to sing, In Cub Scout harmony, Cub adventures would be the thing, That everyone would see.

Each Tiger, Wolf, Bear and Webelos, Is doing all he can, To "Do His Best" with all the rest Of Cub Scouts in the land!

1