

# CUB RESIDENT & FAMILY CAMP



## 2019 CUB WORLD CAMP GUIDE

### Included Inside:

- Program Descriptions
- Instructions for Scouts
- Maps and schedules
- What to bring to camp
- Camp policies and procedures
- Dates and times
- Camp Fees
- Camp preparation tips

[www.danbeard.org](http://www.danbeard.org)



BOY SCOUTS OF AMERICA®  
DAN BEARD COUNCIL



Dan Beard Council, BSA, is a United Way partner serving Northern Kentucky and Southwest Ohio. No one shall be denied admission to our camps, or to the benefits of our program services because of race, national origin, sex, handicap, or age.





Dear Cub Scout Leaders/Parent,

Thank you for choosing to be a leader at Cub Camp Adventures! It is only with the dedication of leaders/parents like you that our youth will have a fun and rewarding time at camp. At Cub Camp Adventures you and your Scouts will enjoy the great outdoors, play fun games, learn essential Scouting skills, and create memories that will last a lifetime!

Resident Camp and Family Camp offer exciting and rewarding programs for all Cub Scouts. Every season we strive to improve our camp by offering exciting new activities and outdoor advancement opportunities. We encourage Packs to bring costumes or props that will fit in with your area's theme!

Your job as a leader/parent is the most rewarding one at camp. You will feel how rewarding your role will be as you experience the Scouting spirit of resident camp. You will find yourself laughing, singing, and playing right along with the Scouts. Our staff is trained to provide an exciting, action-packed program, as well as make your stay as comfortable as possible.

**Be sure to review the 2019 Cub World Camp Guide carefully to assist you in preparing for camp.** This guide will help you understand some of the logistics of camp, answer some of your questions and concerns, and arrive at camp ready for fun and Scouting.

ONLINE REGISTRATION! To begin your adventure, log on to [www.danbeard.org/cubcamp](http://www.danbeard.org/cubcamp) and select "Click Here to Register." Camp from the drop down menu or click on the buttons at the bottom of the page.

An orientation meeting will be held very soon after your arrival at camp to inform you about everything you need to know about your stay. You are also encouraged to attend our mid-session "Cubmaster Coffee" to share your thoughts on the camp. Our goal at Cub World is to provide the very best possible camping experience, so your input is essential to improving our camp.

"DO YOUR BEST" to get ready for the fun and adventure that our highly enthusiastic staff has to offer. If you have any questions, please feel free to call the Scout Achievement Center at (513) 577-7700. We look forward to seeing you at Cub World!

Yours in Scouting,

*Michael Stamat N*

Cub World Camp Director



10078 Reading Road | Cincinnati, Ohio | 45241

Office: (513) 577-7700 | Fax: (513) 577-7738 | [www.danbeard.org](http://www.danbeard.org)

The Scout Achievement Center, located on Marge Schott Scout Achievement Campus, home of Colonel James T. Hatfield Scout Service Center

# PROGRAMS

## ADVANCEMENT

While fun is a focus of the Cub World Camp Program, many different advancement opportunities will be part of the fun. Advancement guides will be sent to the contingent contact in the weeks leading up to your session of camp, which can be used to track each scout's progress. Please note that it is the leader's responsibility to track advancement at camp. The camp does not file advancement reports or keep a record of each Scout's advancements.

## CAMP-WIDE GAMES

On the first and second (third for 4 Day camp) evenings of camp, everyone will come together to play a camp-wide game (excluding Arrow of Light scouts, who will be on their Outpost). These gigantic games will surely be the highlight of the week as the entire staff and all the campers will take part in a massive game that will cover the entire camp grounds. As with all activities, leaders are encouraged to take part in the fun.

## CAMPFIRES

What would camp be without a campfire? One of camp's most memorable moments is the opening staff-led campfire on your first night of camp. Not only will you get a chance to meet the staff, but you'll get to see them at their silliest. There will be enough skits, songs, and nonsense to keep you laughing until you come back next summer!

On your final evening at camp, Scouts will have a chance to practice their own showmanship at the family night campfire. Each Pack is invited to perform a skit or song in front of the camp. Make sure and practice when there is some downtime, and the camp staff is available to help your pack come up with ideas for your performance.

## OUTPOST

For Arrow of Light scouts, Resident Camp is a perfect time to prepare for the crossover into Scouts BSA. On the second (or third for 4 Day Camp) night of camp, all Webelos II Scouts will have the unique opportunity to follow the staff up into the hills of Cub World and experience Camp Friedlander first hand. Following this exciting hike, the youth will settle into their own campsite on the edge of Cub World, playing games, learning real Scouting outdoor skills, cooking over a fire, and sleeping out under the stars.

The Outpost activity has been the favorite of older Cub Scouts for many years, and is meant to prepare them for the more challenging experiences of scouting in the older program, Scouts BSA. We ask that leaders *do not* participate in this event, as this is a great time for them to learn a sense of self-sufficiency and leadership. The campers will be supervised by adult staff, who will remain in constant contact with the camp management. **Arrow of Light scouts will need to bring a backpack, bedroll, water bottle, pocket knife, and flashlight.** Camp will provide ground tarps.

## FAMILY NIGHT:

On the final night of Resident Camp, parents and families of Cub Scouts attending camp are welcome to come experience Cub World for our end of the week finale. Family night begins at 5:30pm. A camp-wide flag ceremony at 5:45pm will be followed by a special dinner at 6pm. Our closing campfire will be after supper and each Den/Pack will have an opportunity to perform a skit or song before the camp, followed by an Award Ceremony and a slide-show highlighting the events from throughout the camp session.

**Pack Leaders should provide an expected head count of Family Night guests to the camp staff during check-in.** This is to ensure enough meals are prepared. Guests can pay upon their arrival, receipts will be available upon request. The cost for dinner is \$7.

## Pack Time:

Pack time is allotted several times throughout the week. This is an opportunity to do Pack activities with all the different age dens within your pack. This will be time for packs to do service hours or relax as a pack. This is also a great time to interact with other Packs in your living areas and have the Scouts and leaders create new friendships and spread Scout spirit.

## CAMP STAFF

A summer camp program is only as good as its camp staff, and at Cub World, our staff is top-notch. For two months of the year, staff members call Cub World “home” and dedicate themselves to providing an excellent camping experience to every scout. We hire only high-quality staff members who have a strong interest in making a positive impact on our young scouts.

During your time at camp, the staff will become quite familiar to you. They are there to lead games and activities for the youth, make sure your expectations are met and exceeded, and to generally help leaders however they can. If you have any questions or issues, feel free to ask a staff member for help.

Each program area is managed by an Area Director (A.D.) who plans, creates, and supervises the area staff to run the program. Your A.D. will also make sure that your lodging area is clean and stocked for all your needs.

Your Program Director, Brittaney Haggard, will work hard to make sure that each area is successful in providing a quality program and will also lead exciting activities while the entire camp is together.

Your Camp Director, Michael Stamat, is there to make sure that every operation of camp is as successful as possible, including managing the staff, meeting food needs, ensuring safety in camp, and working with leaders in creating a quality experience.

Your Camp Commissioner, Kobe Wheeler, is there just for you! Feel free to approach him at any time to talk about your experience, share any issues that may arise, or just to chat. He will also make sure advancement requirements are being met, and help your Pack achieve the Honor Unit award.

## LEADERS’ MEETINGS

Resident Camp holds a Leaders’ Meeting on the first morning of camp following check-in during three-day and four-day sessions hosted by the Camp Commissioner. It is critical that at least one representative from your unit attend each leaders’ meetings at camp. Important information and schedules are shared here.

Input from leaders/parents is critical to continually improving the Cub World experience. A “Cubmaster Coffee” will be held mid-session during 3- and 4-Day to evaluate camp and to offer leaders an opportunity to make suggestions, ask questions, and to socialize with other Den/Pack leaders. Please make every effort to attend. Our Staff will remain at your campsites to watch the campers as the “Cubmaster Coffee” is being held.

## CHAPLAINCY SERVICE:

We at Cub World believe very strongly in a religious awareness at our camp. Your Chaplain is there to add a spiritual element to the camp, as well as make sure all the youth are comfortable during their stay. A Camp Chaplain will be available for counseling and can be contacted very easily. For those camp sessions taking place during a Sunday morning, a non-denominational religious service will be offered. We will also accommodate any program or food restriction due to religious beliefs. Please see page 8 for more information.

## HONOR UNIT:

On top of the many advancements each scout can achieve at camp, Packs can also earn the coveted “Honor Unit” award during three and four day sessions. This award, symbolized by a Pack flag ribbon, recognizes those units that complete a set of requirements based on service to the camp and Scout spirit. In addition to **demonstrating scout spirit at all times**, and **being on time to all flag ceremonies**, packs will need to complete any 3 of the 4 following requirements:

- Assisting with cleaning up the dining hall after a meal
- Acting as color guard for a camp flag ceremony
- Performing a skit or song during the closing campfire
- Completing a camp service or conservation project”

Your Camp Commissioner will track your progress toward the award. See them at the beginning of the week to sign-up for the requirements. In addition to the Honor Unit, one Pack will be named the “Distinguished Honor Unit” for showing exceptional Scout spirit and going above and beyond the call of duty. Good luck!

# SCHEDULES

Resident Camp is theme-oriented. Activities may include archery and BB gun safety and marksmanship, swimming in a fifty-meter pool, fishing, sports, and activities related to advancement requirements. No camp is complete without lots of boisterous singing and skits around the evening campfire.

**Each den will follow a rank-based program schedule** to be assigned soon after your arrival at camp. In most cases, Dens will be grouped with a Den from another Pack to reach an ideal group size. This not only makes sure there are enough participants for each activity, but also gives the youth a chance to meet new friends.

The following schedule is typical for your week at Resident Camp:

## Two Day Session Schedule

### DAY ONE:

5:00 p.m. – Camp gate opens / Registration  
6:00 p.m. – Dinner / Camp orientation  
7:00 p.m. – Camp Exploration  
8:00 p.m. – Evening campfire  
9:00 p.m. – Return to Campsite/  
10:00 p.m. – Lights Out

### DAY TWO:

7:00 a.m. – Reveille  
7:45 a.m. – Flag Raising  
8:00 a.m. – Breakfast  
9:00 a.m. – Program Rotations  
12:00 p.m. – Lunch  
12:45 p.m. – Siesta (break)  
1:00 p.m. – Program Rotations  
3:00 p.m. – Depart from Camp

## Three Day and Four Day Sessions Schedule

### Day One

10:00a.m. - Camp gate opens  
10:15 a.m.- Check-in/ Set-up accommodations  
11:00 a.m.- Leaders Meeting  
11:45 a.m.- Dining Hall Procedures  
12:00 p.m.- Lunch  
12:45 p.m.- Siesta (break)  
1:00 p.m.- Program Rotation  
5:00 p.m.- Pack Time  
5:45 p.m.- Flag Lowering  
6:00 p.m.- Dinner  
7:00 p.m.- Camp Exploration  
8:00 p.m.- Opening Campfire  
9:00 p.m.- Return to Campsite  
10:00pm.- Lights Out

### Days Two & Three/Four\*

7:00 a.m.- Reveille  
7:45 a.m.- Flag Raising  
8:00 a.m.- Breakfast  
8:40 a.m.- Chapel Service (Sundays Only)  
9:00 a.m. - Program Rotations  
12:00 p.m.- Lunch  
1:00 p.m.- Siesta (break)  
2:00 p.m.- Program Rotations  
5:00 p.m.- Pack Time  
5:45 p.m.- Flag Lowering  
6:00 p.m.- Dinner  
7:00 p.m.- Evening Program/ Campfire  
9:15 p.m.- Return to Campsite  
10:00 p.m.- Lights Out

\*The last day for three and four day session will include the family night campfire (see schedule above). **Campers will depart following the campfire on the last day.**



# CAMPING AREAS

## THEME AREAS

Cub World is designed for camping by Dens. This unique way of camping allows your scout to spend their time experiencing the past and preparing for the future. Camp offers new opportunities (theme-oriented activities related to the campsite) as well as a chance to repeat some favorite activities (i.e. swimming, shooting sports, nature, crafts and sports) from year to year so that all campers -from Tiger Cubs to Arrow of Light - will have unique, age-appropriate experiences this year and every year.

Soon after your arrival at camp, your Den or Pack will be given a group assignment based on the campers' ranks. Your group assignment will determine the schedule you will follow during the day. For Packs that lodge together, the group assignment the campers are given will not necessarily match the area where they are lodging (for example, AOL lodging in the Fort will follow a Miner's Camp schedule). Please be flexible when given your group assignment so we can ensure that each Scout is matched to the program that fits best.

### Fort

This location offers four- and eight-person sleeping rooms with screened windows, bunk beds with mattresses, and an indoor plumbing facility. Each room also has electric outlets for a box fan on hot nights, and there is a fire ring behind the Fort for campfires. Your shower house facility will be shared with the Castle.

The Fort daytime program is designed for Wolf Scouts and Tigers to help ease the newer scouts (sometimes leaders, too!) into the camping experience and includes lots of games, crafts, and fun for the younger ones.

### Castle

Like the Fort, this location offers four- and eight-person sleeping rooms with screened windows, bunk beds with mattresses, and an indoor plumbing facility. Each room also has electric outlets for a box fan on hot nights, and there is a fire ring next to the Castle for Pack campfires. A shower house facility will be shared with the Fort.

The Castle daytime program is designed for mid-level Cubs, and will include some Scouting skills, lots of games and sport activities, and crafts.

### Mountain Man Village

This is a unique camping experience in canvas tents on large wooden platforms up in the hills of Cub World. Each tent can sleep two and includes cots and mattresses. A large pavilion at the bottom of the hill serves as an assembly area. The shower house shared with Miner's Camp is only a short walk away from the village.

The Mountain Man daytime program, designed for Webelos as they prepare for their journey into Scouts BSA, is more primitive than the Castle and Fort programs and will include many Scouting skills and a focus on the outdoors while still offering plenty of games, sports, and crafts.

### Miner's Camp

This is the most primitive of the theme areas. The tents are on wooden platforms setup. Each tent sleeps two and includes cots and mattresses, and the camp has a pavilion and fire ring. A shower house shared with the Mountain Man Village is a short walk from the camp.

The Miner's Camp daytime program, designed for Arrow of Lights, is focused on outdoor skills and preparing for the crossover to Scouts BSA. The most anticipated activity for Miners is the one-night "Outpost." This exciting experience will find the scouts hiking through Camp Friedlander to see first-hand what Scouts BSA is all about, followed by the fun and adventure of spending the night under the stars with the camp staff at a campsite on the edge of Cub World. Please see page 4 for more information.

## **Fishing Shack**

Everybody loves our Fishing Shack! Here, Scouts will be given the opportunity to fish in our prehistoric pond and hang out at our Bait Shop-themed fishing area. Built to look like a bait shop straight out of the swamps, this pond has been stocked and is ready for Scouts to cast a line. Who will catch the biggest fish this year? Will it be you?

## **FOOD SERVICE**

Meals are served in the Frisch's Big Boy Dining Pavilion by a contracted food service. Grace will be said before all meals and you'll have plenty of opportunities to warm up your vocal chords with some great camp songs. Hats should be taken off while dining. And Francis, the Big Boy doesn't wrestle, so please do not climb on him. We are committed to providing meals with the proper nutritional value. We will provide three meals a day for full days at camp, your first meal for two day sessions will be dinner, and for three and four day sessions it will be lunch. **If you have campers with food allergies, religious, or other special diet requirements, please use the "Special Diet Request Form" found at [www.danbeard.org/campforms](http://www.danbeard.org/campforms) and send to the emails provided on the form at least two weeks in advance of your arrival. Our cooks need time to prepare a menu that meets your needs.**

## **TRADING POST**

We invite you to come enjoy our Trading Post located in the front of the Fort. The Trading Post offers a variety of things such as: Camp T-shirts, patches, craft items, camp souvenirs, camp supplies, even sleeping bags, candy, snacks, soda, juice and the ever-popular Slush Puppies. We also have a variety of other supplies, cameras, batteries and more. The Trading Post is also air-conditioned. It is open daily and after the final campfire; look for hours posted on the front door. We will also have featured products and demonstrations completed daily to showcase new or fun items that you can utilize and take home with you from your great week at camp. The Trading Post is not open during meals.

## **ADMINISTRATION BUILDING**

The Camp Administration Building is home to the camp office, health lodge, management office, and the staff and leader lounge. At the camp office, you can send and receive mail, get copies of schedules and maps, sign in and out of camp, and locate any camper or leader – the camp clerk is available to assist you with any administrative needs that might arise during your stay.

You are welcome to come relax in the staff and leader lounge to take a break or chat with the staff. It's also a great place to "cool off," as it is one of the few areas in camp that is air-conditioned! Campers are not permitted in the administration building without a leader, and the lounge is for staff and leaders only.



# PREPARING FOR CAMP

## PACK LEADERSHIP RESPONSIBILITIES

We would like to thank you in advance for all that you will do before and during camp to ensure that the scouts have a great time. Parents and Pack leadership will share in one of the most unique experiences of your youth's lives. You are vital in the operation and success of Cub World Camps.

**In accordance with BSA Youth Protection policies, there must be *one adult leader for every five youth and a minimum of two leaders for each unit*. If your Pack has multiple dens staying in different theme areas, only one adult is needed for each den as long as the two leaders per Pack minimum is met.** However, you are free to rotate leaders or parents on a prearranged schedule to accommodate those that cannot stay the whole session. **Please note: when rotating leaders who will be spending the night, you must replace female leaders with female leaders and male leaders with male leaders.** This is necessary for the camp in making room assignments to ensure all leaders have a place to sleep.

For those bringing female youth, we ask that you have at least one female adult per sleeping area.

Additional leaders who are visiting or not staying the entire session can purchase meals at the Camp Office instead of paying the full adult fee. Your pack's leadership should cover all hours of the day and night. **Please be sure that all visitors and new adults arriving at camp check in with the Camp Office Manager at the Administration Building.**

**For adults attending the 4 Day Resident Camp:** A 2018 National BSA policy mandates that all adults accompanying a unit to a resident camp or other Scouting activity must be registered as a leader **if they are present for 72 hours or more**. This registration includes the completion of a criminal background check and Youth Protection Training. The hours an adult is present do not have to be consecutive. If they attend for less than 72 hours, they do not need to be registered with the BSA. Upon arrival at camp, adults who are attending for 72 hours or more will be asked to provide proof of registration. We will not be able to process applications or facilitate Youth Protection Training at camp. If these adults are not registered, they will only be able to stay in camp less than 72 hours.

We do ask that your Den/Pack assist in clean up at meal times and in the program areas; this is a great service to the camp. We encourage you to talk to your Camp Commissioner to choose the service projects that will be available to you and your Scouts. These projects provide a great opportunity for you and your Pack in helping us keep the camp looking great and providing a quality camping experience for future campers. It will also help your pack earn the honored unit award!

## CAMP POLICIES AND PROCEDURES

### Visitors and Late Arrivals

All campers and leaders arriving at camp at some time other than check-in must register at the Camp Office and get a camp ID bracelet. It is also important that any leader being replaced checks out. We must know who is at camp at all times. Everyone in camp will be given a camp ID bracelet to be worn at all times.

All **visitors** must sign in and sign out with the Camp Clerk at the Administration Building and get a camp ID bracelet. Any visitor who has not registered may be asked to leave camp. It is important for safety that we know who is visiting our camp and when. Visitors who intend to eat a meal at camp must purchase a meal ticket at the camp office. Meal rates are as follows: Breakfast - \$5; Lunch - \$6; Dinner - \$7.

While we encourage every scout to experience Resident Camp in its entirety, **any child that needs to be released early must have an "Early Release Form"** filed at the beginning of camp. If there is to be an emergency release then a parent or guardian must be the person picking the child up and must show a picture ID. Any emergency release should be made known to the Camp Director as soon as possible and before the youth leaves the camp.

## Medical Exams and Procedures

**During four-day sessions** All campers (youth and adult) must bring a completed Annual Health and Medical Record, Parts A, B, and C to camp, no matter how long they will be staying at camp. Note that this form must be signed annually by a certified health-care provider. A parent or guardian must sign all Cub Scouts' Health and Medical Forms and be dated within a year prior to camp. **We strongly recommend bringing a COPY of the form and not the original.**

**During Two-day and Three-Day sessions** all campers (youth and adult) must bring with them to camp the Annual Health and Medical Record with parts A and B completed, you do not need a doctor's signature. **We strongly recommend bringing a COPY of the form and not the original.**

### Prescription and non-prescription medication:

All medications, prescriptions and non-prescription, brought to camp by campers and leaders are REQUIRED to be secured and locked in the Camp Health Lodge. This may seem too strict for adult over the counter medications; however, if a child consumes medication that is not meant for them, it has deadly potential. There will be certain exceptions for lifesaving medications to be carried at camp. This decision will be made during the medical exam given by our health officers. Medications will be available for distribution following each meal or at other times arranged with the health officer.

MEDICATION MUST BE IN THE ORIGINAL CONTAINER and contain the following information:

- |                                  |                        |                       |
|----------------------------------|------------------------|-----------------------|
| 1. Camper's Name                 | 3. Prescription Number | 5. Name of Medication |
| 2. Name of Prescribing Physician | 4. Date Prescribed     | 6. Directions for Use |

We have a qualified medical staff that is on duty at all times. A recheck of your medical form is required for all campers on the first day of camp.

## Emergency Procedures

An air-horn system can be heard throughout the camp to alert campers and staff of an emergency. Each camping area has an air-horn hanging near the entrance for emergency use by adults only. In the case of an emergency, staff is trained to respond only to the Camp Director or, in case of absence, the Director's appointed fill-in. We ask that you do not take matters into your own hands, as it may conflict with the camp procedures. If there is an injury that is not life-threatening, do not call 911 unless given instruction by the Camp Director.

## Mail and Telephone Service

Mail is always encouraged at Cub World. Campers love to receive a letter from home. Mail service usually takes two days; please consider this when getting a letter prepared. The envelope should include:

*Scout Name - Campsite and Pack #  
Cub World Resident Camp  
6035 Price Road  
Loveland, Ohio 45140*

Some parents prefer to send mail along with the camp leader to be distributed throughout the week. These items can be dropped off at the camp office and will be delivered on the appropriate day during the evening camp "mail call."

**The emergency telephone number at Cub World is (513) 831-8311.** A clerk staffs this phone during program hours. There is a camper courtesy phone, located at the front of the Administration Building, that is accessible at all times. The youth can make emergency outgoing calls when accompanied by one of their adult leaders.

## Parking

In accordance with BSA policy and safety regulations, **PERSONAL VEHICLES ARE NEVER PERMITTED IN CAMP.** However, a handicap accessible pass will be provided upon request at the clerk staff desk. The parking lot is clearly marked and just outside the entrance to camp. Only emergency and maintenance vehicles will be allowed to park at the Administration Building and all others will be immediately towed. Camp staff will haul gear to your campsite upon your arrival at camp. This policy is for the safety of all campers. Please make parents who might be visiting camp during the week aware of this important policy. We appreciate your cooperation in parking only in designated areas.

## **Uniforms**

You will notice that our camp staff sets a good example by wearing their uniform correctly and with pride. While not required, we encourage all Scouts to wear the official Cub Scout uniform during all evening flag ceremonies, dinner, and campfire programs. Scouts participating in a flag ceremony before the camp are strongly encouraged to wear their Field uniform shirt.

## **Youth Protection**

The protection and privacy of our campers is taken very seriously at Cub World. All adult leaders and camp staff must follow BSA Youth Protection guidelines. Bathroom facilities are separated, with a large youth side and individual shower stalls for adults. Youth should not enter the adult stalls, and adults should not enter the youth side of the shower house. Similarly, youth may not bunk in the same room or tent as an adult unless the adult is their parent or guardian. You may take the Youth Protection Training online or by checking out the DVD from the Scout Achievement Center.

## **Smoking, Vaping and Alcohol**

Cub World is a non-smoking facility. Smoking, vaping or any tobacco use in front of any camper, leader, or staff member is strictly prohibited. One designated smoking and vaping area is available at the bridge closest to the river in the tree-line between the parking lot and the dining pavilion. Staff will refer to this as the “cookie bridge” and are available to show you exactly where it is. Alcoholic beverages are never permitted on any Boy Scout property. Please help the camp enforce these rules by making sure all leaders and parents in your Pack are aware of this policy.

## **Homesickness**

For a few scouts, three nights away from home can be an intimidating experience. While most find themselves too busy with the fun and adventure of camp, homesickness can be a reality for those who are new to the outdoors or unfamiliar with being away from home. We encourage every youth who experiences homesickness to stay at camp, as overcoming homesickness often results in a strong sense of pride and achievement.

We have found that one of the worst cures for homesickness is the cell phone. *Leaders/Parents are strongly discouraged from allowing scouts to use cell phones to call home.* When one youth sees another calling, they will usually feel the need to call home as well. This can quickly become a homesickness epidemic. Instead, scouts should be encouraged to write a letter home, talk about the fun they are having at camp, and challenge themselves to stay another night before deciding to leave camp. Parent/guardians should talk to their youth before they come to camp about their feelings on leaving home and make a plan about how to handle homesickness. The Camp Chaplain is available at all times to counsel scouts who might feel homesick, and more often than not a little extra attention is all it takes to combat homesickness.

## **Check-In Procedures**

Our friendly staff will greet you as you arrive in the parking lot and assist you with check-in procedures. Check-in begins at 10 a.m. during three-day and four-day sessions and at 5 p.m. during two-day sessions. Assemble your Den/Pack in the parking area. All gear should be stacked at the appropriate shelter/tarp for transport by Camp Rangers to your designated campsite. The adult leader in charge should proceed to check-in at the Frisch’s Dining Pavilion to submit the needed forms and payments due. Once registration is complete, a staff member will escort your Den/Pack to your campsite. Any late arrivals should park in the parking lot and walk to the Administration Building for check-in and camp ID bracelet.

## WHAT TO BRING TO CAMP

### PLEASE BRING:

- Annual Health & Medical Record (Must be signed by a physician for 4 Day sessions)
- Personal medications
- Scout age handbook (to prevent damage place in a plastic bag)
- Flashlight
- Sleeping bag
- Pillow
- Towel
- Personal toiletries
- Close toed Boots/shoes (suitable for hiking.)
- Raincoat or poncho
- Clothing including uniform (field uniforms are encouraged at flag ceremonies, but not required)
- “Creeking” clothes – an extra change of clothes, shoes, and socks. These will get WET.
- Swimsuit
- Laundry bag
- Pocketknife (Scouts must have earned their Whittlin’ Chit to carry a pocketknife)

### AOL’s BRING FOR OUTPOST:

- Bedroll
- Backpack
- Water bottle
- Pocketknife
- Flashlight

### LEADERS ALSO BRING:

- Handbooks
- Matches
- S’mores supplies and snacks (we recommend a raccoon-proof snack storage box if you bring food)
- A watch
- Clothesline and pins
- Song and skit books

### RECOMMENDED ITEMS:

- Sunscreen
- Bug repellent
- Canteen or water bottle,
- Fanny pack or utility belt
- Sunglasses
- Hat with visor
- Spending money for the Trading Post
- Frisbee, football or other like equipment.

**PROVIDED IN THE FORT AND CASTLE:** Bunk beds and mattresses, four- and eight-person bunkhouse style rooms, picnic tables, activity rooms, running water, nearby shower-house, rake, shovel, brooms, bulletin board and campfire ring.

**PROVIDED IN THE MOUNTAIN MAN VILLAGE AND MINERS CAMP:** Cots and mattresses, two-person wall tents, picnic tables, shelter, running water, nearby shower-house, rake, shovel, brooms, bulletin board and campfire ring. One power outlet is available at the pavilions.

### PROHIBITED IN CAMP:

- **Personal radio, portable game systems, tablets or other portable electronic devices**
- **Cell phones (for youth)**
- **Televisions**
- **Air Conditioning Units (these frequently trip breakers)**
- **Firearms, bows, sheath knives, or knives with a blade over four inches long**
- **Alcoholic beverages**
- **Fireworks**
- **Liquid fuel**

# 2019 Cub Scout Summer Camp Fees

## Community Day Camp Adventures

<u>Fee Description</u>	<u>Early Fee</u>	<u>After May 1<sup>st</sup></u>	<u>Deposit</u>
Youth Fee	\$110	\$125	\$40
Adult Volunteer*	\$0	\$0	\$0

## Cub Camp Family Weekends

<u>Fee Description</u>	<u>Regular Fee</u>	<u>Deposit</u>
Youth Fee	\$50	\$25
Adult Fee*	\$50	\$25

## 3-Day Adventure Camp

<u>Fee Description</u>	<u>Early Fee</u>	<u>After May 1<sup>st</sup></u>	<u>Deposit</u>
Youth Fee	\$140	\$155	\$40
Adult Fee*	\$35	\$35	N/A

## 4-Day "Mammoth" Adventure Camp

<u>Fee Description</u>	<u>Early Fee</u>	<u>After May 1<sup>st</sup></u>	<u>Deposit</u>
Youth Fee	\$185	\$200	\$40
Adult Fee*	\$50	\$50	\$25

\*Resident Camp Adventures require 1 adult for every 4 Cubs with a minimum of 2 adults per Pack/Den.

\*If more than 2 youth from the same Pack are attending Cub Camp, the Pack will need to provide adult supervision at the ratio given above.

### **Discounts:**

Second Adventure Discount- Receive \$25 off the second week of camp, any type.

Code: **Adventure2**

Volunteer Discount- For Day Camp, receive \$35 off a youth whose parent is volunteering ALL week.

Code: **Volunteer19**

Sibling Discount- For Day Camp, pay in full for one child and receive \$20 off for their sibling(s).

Code: **Sibling19**

Cub Camp Rally Discount- For Packs who attending a Rally in Jan., every youth in the unit can use one discount of \$5 off any cub camp. Code was given out to the leader in attendance at the Rally.

# ***2019 Cub Camp Adventure Dates***

## **Community Day Camp Adventures:**

June 10-14	Northern Kentucky
June 24-28	Bethel (East Fork Lake)

## **Cub Camp Family Weekends:**

June 29-30  
July 5-6  
August 2-3

## **3 Day Adventure Camp:**

June 16-18	June 20-22
July 14-16	July 18-20
July 21-23	July 25-27

## **4 Day Adventure Camp:**

June 23-26  
July 28-31

## **Refund Policy**

The Dan Beard Council will refund all but 15% of fees paid per Scout for those who contact the Outdoor Program Assistant, 513-577-7708 or Rachel.Ball@scouting.org, no later than 30 days prior to their arrival at camp. You may replace a registration with another, unregistered scout at no additional fee. NO REFUNDS will be given after the 30-day cancellation deadline, except in cases of personal medical reasons as determined by the Council Camping Director.

# REGISTRATION

## CAMP FORMS

All forms can be found at [www.danbeard.org/campforms](http://www.danbeard.org/campforms).

### Swim Checks

As a camp operated under the Boy Scouts of America, we follow aquatic safety standards as specified by Boy Scouts of America National Camping School. These standards call for a swimming ability check to be conducted for every person who enters the pool and buddy tags to monitor who is in the pool area, whether in the water or not. Buddy checks will be conducted every 10 to 15 minutes. Ability swim checks can be conducted in advance of arriving at camp with the Swim Classification Record found online. With limited pool time available during camp, completing swim checks in advance will keep you from taking one trip up to the pool that will be for swim checks only. Bring the completed form with you to registration when you arrive at camp. Swim checks can also be completed at camp, however, the more Dens/Packs that have advance swim checks, the less time you will spend waiting in line at the pool. There are several places that will allow you to use their indoor pool. Check with the local YMCA, high school, community center or some hotels. A qualified instructor must certify all advance ability swim checks. See the form for details.

### Medical Forms

All campers and adults staying overnight must bring a completed Annual Health & Medical Record to camp. **If you are coming to camp for a four-day session, a physician's signature is required.** It is a good idea to make a copy of all medical forms for future use. A parent or guardian must sign all Cub Scouts' Health and Medical Forms and be dated within a year prior to camp. We do not keep medical forms once camp is over.

### Camper Early Release

For the safety of all campers, any camper that expects to leave camp at any time before the scheduled camp closing must have a completed Early Release Form. This form must be submitted upon arrival to camp. When the adult picking up the child arrives, they will be expected to present a photo ID to be matched to the form.

### Adult Partner Schedule

Your Pack may find it easier to meet the leadership requirements by trading leaders out during the week. This can be done using the Adult Partner Schedule. Please see page 9 for more information on adult requirements.

### Seconds!

What could be better than a second session of camp? How about a second session of camp for a discounted rate! With Cub Camp Adventure's "Seconds! Program" you and your scouts can get just that. Campers that attend a Cub Camp Adventure session can attend a second session for a discounted rate (this applies for all two, three, or four day resident camps and for five day community camps). Please see page 13 for the discount rate and code.

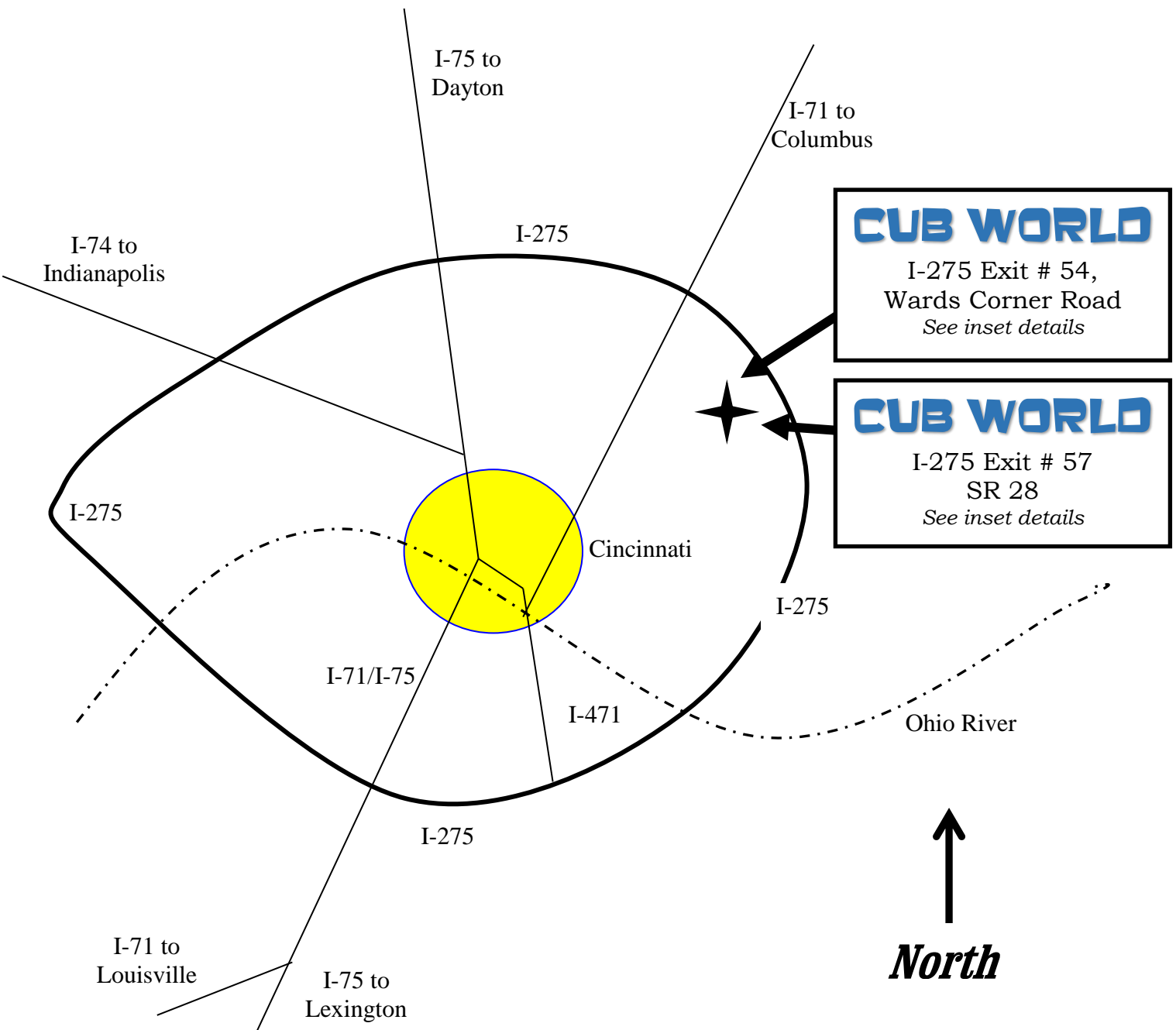
### Individual Camper

It is our goal at Cub World to make sure every scout has an opportunity to attend Resident Camp. Some scouts may find that they cannot attend Resident Camp at the same time as the rest of their Pack, or perhaps they want to attend a second week of camp. Scouts can be registered on an individual basis online. The camp will find another Pack that is willing to provide leadership for the individual camper. However, if more than 2 youth from the same Pack are attending Cub Camp together, the Pack must provide adult supervision. Otherwise, we cannot guarantee they will be placed together. Because they will be placed with another Pack, scouts registered as Individuals will not be able to select their sleeping accommodation. The camp will try and pair them with a Pack who is staying in the same area as the Scout's rank but this will not be guaranteed.





Interstate Map to  
**CUB WORLD**  
6035 Price Rd., Loveland, Ohio 45140



# CUB WORLD

**Use Exit # 54 -  
Wards Corner Road**

Loveland-Miamiville Rd.

Ibold Rd.

Price  
Rd.

Entrance to  
**Camp Friedlander**  
581 Ibold Rd.

## Parking

SR 126

# Little Miami River

Price Rd.

Entrance to  
**Camp Craig**  
6113 Price Rd.

## Parking

## Parking

Camp  
Lower  
Craig

Price Rd.

## Entrance to

# CUB WORLD

## 6035 Price Road

McClelland Dr.

Use Exit # 57, SR 28, Milford –  
Turn right on McClelland Dr. –  
Turn right on Price Rd.

SR 28

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**DAN BEARD COUNCIL**  
BOY SCOUTS OF AMERICA

**6035 Price Rd.**  
**LOVELAND, OH 45140**  
**(513) 831-8311**  
**WWW.danbeard.org**