



BOY SCOUTS OF AMERICA®
GREATER YOSEMITE COUNCIL

CUB ADVENTURE @ MCCONNELL

SCOUTS SAVE THE WORLD!



2018

Leader/Parent Guide



Cub Adventure @ McConnell 'Scouts Save the World'
2018

CUB SCOUT RESIDENT CAMPING

Resident camping is geared toward an introduction to the outdoor program of the Boy Scouts of America by providing council facilities and certified camp staff for our campers.

1. The objective is to provide Cub Scouts, parents, and other volunteer leadership with a meaningful fun experience and to strengthen parent-child relationships. Ideally, one parent should attend with each Scout.
2. The length of camp will be 4 days and 3 nights.
3. Cub Scouts and parent(s) will stay in the same campsite, but sleep separately. In the event that a parent feels it necessary to stay in the same tent as their son, they may do so keeping in mind the following rule as set forth by Boy Scout of America: Boys may stay in the same tent with an adult so long as that adult is a parent or sibling. No other boys are to stay in that tent.
4. The camp provides a dining hall, showers and bathrooms.
5. The facility used meets all official BSA Cub Scout camping standards and will be inspected by the National Camp Accreditation Program Visitation Team.
6. A trained staff is employed for the Cub Scout Resident Camp programs.
7. Program facilities include a swimming pool, BB gun and archery ranges, sports fields, nature area, etc., developed around Cub Scout needs and skills.

A Note from your Program Director:

I am blessed to be returning to Camp McConnell for a 2nd year as your program director! We've heard great feedback from leaders, parents and Scouts regarding how we can improve our quality program and we have taken these suggestions seriously. Though there will be advancement opportunities at camp, our focus will be fun and skill development. Scouts will still operate within similar ages as a den throughout camp, but Packs will be permitted to camp together. We are providing more free time opportunities and relaxation periods so Scouts, parents & leaders can enjoy their time together how they choose. There will be camp-wide games in the afternoon, so Scouts can cheer each other on and we can practice cooperation & sportsmanship among all our Scouts and not just our dens. Our theme is centered on our Scouts' abilities to use their Scout skills in the best way possible: to save our world. We have a superhero staff that has come back from the future to show our Scouts the impact they can have on our world for better or worse. By promoting the concept that the seemingly small choices of a few can greatly impact the many, we want our Scouts to understand that even young people can make a huge difference in the world from small changes in their choices and lives.

Nicholas "Rocky" Bryant
2018 C.A.M./W.A.C. Program Director

Cub Adventure @ McConnell ‘Scouts Save the World’
2018

TABLE OF CONTENTS

Philosophy/Goals 2

Getting Ready for Resident Camp 4

Basic C.A.M./W.A.C. Facts5

Tentative Schedule 6

Program Activities to be Offered 7

Roles/Expectations 8

What to Bring/What *NOT* to Bring 9

Camp McConnell Rules 11

Map/Directions to Camp Warren McConnell 12

FORMS*

Youth Release Request/Permission for a Scout to Depart from the Premises 13

Authorization and Consent Form 15

***the Annual BSA Health and Medical Record (2014 Printing) may be accessed as follows:**

- https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
- ***NOTE THAT EACH PARTICIPANT, SCOUT AND PARENT ALIKE, MUST COMPLETE AND SUBMIT A HARD COPY OF PARTS A, B & C AT CAMP WITH PHYSICIAN EVALUATION AND SIGNATURE.***
- **If you do not have internet access you may obtain these forms from your local District Service Center or the GYC Modesto Service Center at 4031 Technology Dr., Modesto, CA.**



Cub Adventure @ McConnell 'Scouts Save the World'
2018

GETTING READY FOR RESIDENT CAMP

1. RECRUIT ENOUGH ADULTS FOR THE MINIMUM **TWO-DEEP LEADERSHIP PER PACK**. TWO-DEEP LEADERSHIP IS REQUIRED AT ALL SCOUTING ACTIVITIES FOR SUPERVISION, SAFETY & STANDARD COMPLIANCE. ONE LEADER MUST BE AT LEAST 21 YEARS OLD, A SECOND LEADER AT LEAST 18 YEARS OLD. OF THE TWO, ONE MUST BE A REGISTERED SCOUT LEADER AND HAVE COMPLETED YOUTH PROTECTION TRAINING. IN ADDITION, CUB SCOUT RESIDENT CAMP REQUIRES THE FOLLOWING RATIOS:
 - ✓ TIGERS: 1 TIGER ADULT PARTNER FOR **EACH** TIGER
 - ✓ WOLVES/BEARS: 1 ADULT FOR EACH **THREE** SCOUTS
 - ✓ WEBELOS: 1 ADULT FOR EACH **FOUR** SCOUTS
2. **RESERVATIONS ARE ON A FIRST COME-FIRST SERVED BASIS. GET YOUR PAPERWORK IN AS SOON AS POSSIBLE TO INSURE THAT YOU ARE ACCOUNTED FOR.** FOR CUB SCOUT RESIDENT CAMP YOU MUST SUBMIT A \$60.00 DEPOSIT FEE PER YOUTH, \$35 PER ADULT AND \$30.00 DEPOSIT WITH THE BALANCE DUE BY JUNE 2ND. WEBELOS DEPOSIT IS \$115 PER YOUTH, \$70 PER ADULT. PRICE INCREASES AFTER.
3. IN ORDER TO HELP OFFSET THE BURDEN OF A UNIT SENDING THE REQUIRED NUMBER OF ADULT LEADERS TO MAINTAIN THE 1-TO-4 RATIO OF ADULTS-TO-SCOUTS, THE FEE FOR ADULTS IS WAVED **FOR EACH 4 SCOUTS REGISTERED FOR CAMP**. FOR EXAMPLE, A UNIT SENDING 8 – 11 SCOUTS WOULD GET **TWO LEADERS FREE**; 12 – 15 SCOUTS WOULD RESULT IN **THREE FREE LEADERS**, ETC.
4. MAKE SURE THAT TRANSPORTATION TO AND FROM CAMP IS ARRANGED. KNOW THE CAMP LOCATION. **CAR-POOLING IS STRONGLY ADVISED** DUE TO LIMITED PARKING AT CAMP.
5. **EVERY PARTICIPANT** MUST HAVE A COMPLETED **ANNUAL BSA HEALTH AND MEDICAL RECORD, PARTS A, B & C** (2014 PRINTING) ON FILE AT CAMP. MAKE SURE THAT THEY ARE FILLED OUT & BROUGHT TO CHECK-IN & REGISTRATION. PLEASE MAKE AND RETAIN A PHOTOCOPY OF THE FORM FOR YOUR RECORDS.
6. **CAMPERSHIPS (FINANCIAL ASSISTANCE)** ARE AVAILABLE FOR YOUTH ATTENDING DAY AND RESIDENT CAMPS. APPLICATIONS ARE AVAILABLE ONLINE AND AT EITHER SERVICE CENTER. (Camperships are only granted if the Scout has sold 20 Greater Yosemite Council Camp Cards - more details about camp cards can be received by contacting the Scout Office or through your local District Executive)

Cub Adventure @ McConnell 'Scouts Save the World'
2018

BASIC C.A.M./W.A.C. FACTS

WHAT IS CUB ADVENTURE AT MCCONNELL RESIDENT CAMP? – C.A.M. is a four-day/three-night camping experience for ALL Cub Scouts and their accompanying adults. It is conducted by trained staff using the guidelines approved by the Boy Scouts of America.

WHAT IS WEBELOS ADVENTURE CAMP AT MCCONNELL RESIDENT CAMP? – Webelos Adventure Camp will follow a similar program to the Cub Adventure Camp at McConnell, but the emphasis will lean more towards Boy Scout preparation by utilizing the patrol method and allowing Scouts more freedom to operate without parental assistance. We ask that Webelos parents come prepared to allow the Scouts to work through conflicts themselves and practice independence.

WHO MAY ATTEND? - Any registered Cub Scout having completed Kindergarten (spring of 2018) but not completed 5th grade may attend. Enough adults must attend to satisfy the following ratios:

- ✓ TIGERS: 1 TIGER ADULT PARTNER FOR **EACH** TIGER
- ✓ WOLVES/BEARS: 1 ADULT FOR EACH **THREE** SCOUTS
- ✓ WEBELOS: 1 ADULT FOR EACH **FOUR** SCOUTS

ACTIVITIES – Although there will be advancement opportunities at camp, C.A.M. and W.A.C. activities will emphasize fun & skill development over advancement. The overall theme for Cub Adventure @ McConnell 2018 will be Scouts Save the World! Among the activities included will be: BB gun shooting, archery, swimming, crafts, nature hikes, campfires, team-building/initiative games, camp-wide competitions and other activities and programs.

DATES – Three sessions of C.A.M. will be offered the summer of 2018 as well as one session of Webelos Adventure Camp:

Session 1 June 27th – June 30th

Session 2 July 18th – July 21st

Session 3 July 25th – July 28th

WAC July 11th – July 14th

Note: **C.A.M. must have at least 50 boys registered by May 31 or it may be cancelled.**

COST - The fee for Cub Adventure at McConnell is \$145 per Scout and \$65 per adult for those staying each night. This includes all meals, program supplies, a C.A.M. t-shirt, handicraft materials, a trained staff, and proper equipment.

REGISTRATION – Individual Scout and Adult registration must be done online at www.yosemitescouting.org . If a Pack will be submitting a Pack check for multiple participants then ONE registration should be completed. If individual families will be submitting payments to the Council then SEPARATE registrations should be completed.

CHECK IN/CHECK OUT - Check-in at camp will begin at 3:00 p.m. on the first day. Final day check-out will be 11:00 a.m. NO SCOUTS OR PARENTS WILL BE ALLOWED TO CHECK-IN OR PARTICIPATE BEFORE 3PM.

MORE INFORMATION - Additional information can be obtained by contacting the Greater Yosemite Council Service Center at (209) 545-6320. A pack promotion may be scheduled by calling your district camping representative listed in the *Council* newsletter or by calling the Scout Service Center.

Cub Adventure @ McConnell 'Scouts Save the World'
2018

GENERAL SCHEDULE (TENTATIVE*)

Day 1 – Wednesday

3:00 – 6:00	Check-in, Camp Exploration, Swim Checks, Camp Set-Up
6:00	Flags
6:15	Dinner
7:00-7:30	Den Names, Flags, Yells
7:30-7:45	Range Safety
7:50	Staff Campfire
8:50	Campsite Time (Showers, brush teeth, ready for bed)
10:00	Lights Out

Day 2 – Thursday

7:00	Reveille
7:45	Flags
8:00	Breakfast
8:45	Clean-up
9:00 – 12:20	Rotation Stations
12:30	Lunch followed by Quiet Time
2:00 – 5:00	Camp-wide Activities
5:00 – 5:45	Free time / Competition Night Prep
5:45	Flags
6:00	Dinner
7:00-7:30	Free Time / Competition Night Prep
7:45	Campfire Competition Night
8:45	Campsite Time (Showers, brush teeth, ready for bed)
10:00	Lights out

Day 3 – Friday

7:00	Reveille
7:45	Flags
8:00	Breakfast
8:45	Clean-up
9:00 – 12:20	Rotation Stations
12:30	Lunch followed by Quiet Time
2:00 – 5:00	Camp-wide Activities
5:00 – 5:45	Free time / Campfire Prep
5:45	Flags
6:00	Dinner
7:00-7:30	Free Time / Campfire Prep
7:45	Camper Campfire
8:45	Campsite Time (Showers, brush teeth, ready for bed)
10:00	Lights out

Day 4 – Saturday

7:00	Reveille
7:45	Flags
8:00	Breakfast
8:45-10:30	Clean-Up Campsites
10:40-11:00	Awards Ceremony

*this schedule subject to change

Cub Adventure @ McConnell 'Scouts Save the World'
2018

**SCOUT PROGRAM ACTIVITIES
TO BE OFFERED**

- Astronomy
- Big Splash Competition
- Crafts (Whittling, Woodwork)
- Creating Floating Cities
- Campfire Competition Night
- Disability Awareness
- Garden Exploration & Ecology
- Hiking & Nature Observation
- Shooting Sports (Archery, BB Guns, Tomahawks)
- Swimming & Water Safety
- Outdoor Cooking
- Obstacle Courses



ROLES / EXPECTATIONS

Cub Adventure @ McConnell 'Scouts Save the World'
2018

PROGRAM DIRECTOR

As your program director, my role is to provide a program for the Cub Scouts that will challenge them both physically and mentally, while at the same time provide an opportunity for them to have **TONS OF FUN** in a beautiful outdoor environment. I will monitor all program areas for both quality *and* enjoyment.

PROGRAM AREA STAFF

The Program Area Staff are expected to provide instruction and guidance in a *fun* and *safe* environment. Each of the staff will be selected based on interest and knowledge. Each is registered with BSA and has met all basic training standards for their position.

DEN LEADER

With the camp staff available and handling a number of the programs, what is the role of the pack leader?

It is not the staff's intent to "take over" the operation of your group. Their support, though, should give you more time to devote to the real task at camp ...**THE SCOUTS**.

A boy's development generally happens two ways at camp, as an individual and as part of a group.

As an individual, he will be learning through instruction by staff, activities, or projects, challenging himself at the swimming pool and building more self-confidence through the accomplishment of goals.

Your role as a leader will be to give him guidance and discipline as needed as he chooses his projects, encouragement as he tries new things, motivation to keep him on schedule with his goals, understanding and counseling if things are not going right.

As part of his den or pack, he will learn responsibility, cooperation, and leadership. That is a lot to ask of a young boy, but is also why camp is such a good experience.

Your role as a leader will be to help the staff members maintain discipline, and to make and carry out plans. Please remember that camp staff members at times also need a "breath of fresh air". Don't expect them to take responsibility for the den. **Maintaining discipline with your boys is your responsibility, not that of the camp staff.** Your pack needs to supply a leader to boy ratio of 1 to 3 (Tigers must have a 1 on 1 ratio). Your den will also "travel" together at camp to meals and programs. While adult leaders will primarily be responsible for the boys from their pack, all leaders will work together and share some leadership.

Some activities will require leaders to help with instruction. These will include BB's, archery, crafts, etc. Please be sure leaders are aware of tools, etc. they should bring with them for crafts.

Good Luck! Scout development can be challenging, but it is also very rewarding. It's what makes our job as leaders worthwhile.

PARENT/GUARDIAN

Parents are an important part of the Camp experience. Cub resident camping is intended to be a Scout/parent activity. The staff is trained and prepared to provide a quality program and camping experience. They will not take over the operation of your group, but will support the parents and leaders. Parents and leaders may be asked to assist with some program areas. Boys at camp will be assigned some responsibilities for the cleanliness and operation of the camp. Parents and leaders will be expected to provide oversight for these responsibilities. Parents and leaders may also be asked to assist with the serving of meals.

CUB SCOUT

As part of his den, each Cub Scout will be given the opportunity to learn responsibility, cooperation, and leadership. That is a lot to ask of a youth, but it is also why camp is such a good experience. Scouts are there to enjoy their outdoor experience *while not robbing others of THEIR joy!!!* If a Scout cannot follow the rules they will face consequences, the most serious of which will be expulsion from camp.

Cub Adventure @ McConnell 'Scouts Save the World'
2018

WHAT TO BRING

(note: this list applies to all participants, unless otherwise noted)

PAPERWORK:

- Annual BSA Health and Medical Record (2014 printing), Parts A, B & C
- Authorization and Consent Form (Scouts only)
- Youth Release Request/Permission for Scout to Depart from Premises (if needed – Scouts only)

CLOTHING:

- Uniform: Class A field uniform shirt, neckerchief, slide, cap (optional), blue or olive pants or shorts, belt (registered adults should be bringing their uniforms, as well)
- Pants and shorts
- T-shirts (Scouting-related or plain, if possible)
- Nightwear
- Socks
- Underwear
- Shoes (at *LEAST* two pairs... *OPEN-TOED SHOES ONLY ALLOWED ON POOL DECK*)
- Sweater, jacket or sweatshirt

PERSONAL TOILETRY ITEMS:

- toothbrush, toothpaste (secured in a Ziploc bag with name marked on it)
- Comb and/or brush
- Towel, washcloth, facial tissue

PERSONAL ESSENTIALS:

- Water bottle, canteen or hydration unit
- Insect repellent (with DEET*)
- Sunglasses, sun block, lip balm

***Insect repellent containing DEET has proven to be the most effective. We recommend formulas containing at least 35% DEET. These formulas will give up to 8 hour protection. You should know however, that water or perspiration will wash DEET off of the skin. Be prepared to re-apply as needed by bringing an ample supply.**

TENTS:

Platform canvas tents will be provided for all campers and adult leaders. However, please feel free to bring your own tent if you wish. **IMPORTANT:** Boy Scouts of America policy states that adults may share tents with their own child *only!!! No exceptions!*

If you are bringing your own tent, the following rules apply:

1. The tent should be placed adjacent to the Den Campsite.
2. The tent needs to have been treated with flame-retardant materials.
3. The tent is stenciled or has a sign on the front reading "NO FLAMES IN TENT"
4. Only battery operated devices are to be used in tents.

- Personal first aid kit
- Whistle
- Flashlight or headlamp with spare batteries
- Small day or fanny pack

PERSONAL GEAR:

- Sleeping bag or blankets
- Sleeping pad or air mattress (cots can be checked out for those who need them)
- Pillow
- Suitcase or duffle bag**
- Personal "mess kit" consisting of plate, bowl, cup, utensils for use during in-camp dinner.
- Pens or pencils and a notepad
- Swimming suit and gear
- Required prescription medications and/or over-the-counter drugs in original containers (as needed)

OPTIONAL ITEMS:

- Fishing gear
- Inexpensive camera
- Bible and/or prayer book
- Watch
- Inexpensive binoculars
- Handkerchief
- Small amount of money for the trading post

**you may have to carry items to campsite

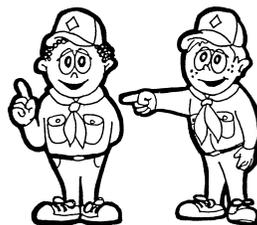
Cub Adventure @ McConnell 'Scouts Save the World'
2018

WHAT *NOT* TO BRING

Pets, firearms and/or ammunition – including BB and pellet guns, archery equipment, blowguns or slingshots, fireworks, narcotics or illicit drugs, alcoholic beverages, sandals or open-toed shoes, anything in aerosol cans, bicycles, sheath knives, hatchets, electronic equipment (hand-held game systems, iPods, etc.), lighters, excessive amounts of money or items of exceptional value.

FOOD:

NO FOOD IS TO BE STORED IN YOUR CAMPSITE. IF you need to bring food for dietary reasons please make arrangements for it to be stored in a secured location in the camp kitchens (connect with the camp cook upon arrival on Day 1). Non-perishables may be kept in your vehicles.



Cub Adventure @ McConnell 'Scouts Save the World'
2018

CAMP MCCONNELL RULES

All campers are expected to adhere to the 12 points of the Scout Law: A scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

All campers shall wear shoes when moving about the camp. **NO BARE FEET OR OPEN TOED SANDALS!**

No cutting or carving in or on trees, picnic tables, buildings, etc.

NO GRAFFITI anywhere at camp.

All campers must submit a completed Personal Health and Medical Record upon arrival at camp. Forms will be returned at the conclusion of each session during check-out or will be destroyed.

Swim checks are required for all campers that engage in aquatics activities. Swim check completion is not required, though an attempt must be made for safety assessment. Times for swim-checks will be announced during check-in.

All vehicles will be unloaded and **BACKED IN** in the parking area. Only designated vehicles will be permitted on camp roads. Please lock your vehicle.

Visitors are welcome at Camp. **All visitors must check-in** with the Camp Director and secure a visitor tag before proceeding into the camp area. This is for the protection of the Scouts.

Propane and liquid fuels: Pursuant to BSA policy, extra propane tanks and liquid fuels may not be stored in campsites. The camp will secure these items in a safe location and make them available to campers as necessary. **Only battery operated lanterns may be used in tents.**

Upon arrival, all campers and visitors are to check-in at the check-in booth. If you have not paid in full, you must do so at this time. You must submit completed medical forms (if not already turned in) and permission slips for participation and early departure. Late arrivals must check-in with the Camp Director/Program Director immediately upon arrival for assignment to campsite.

Report ALL injuries to the Camp Health Officer immediately. In the event of serious illness or injury the Camp Director must also be informed.

GUEST MEAL FEES

Meals for guests and visitors are available at the following rates:

Breakfast..... \$6.00

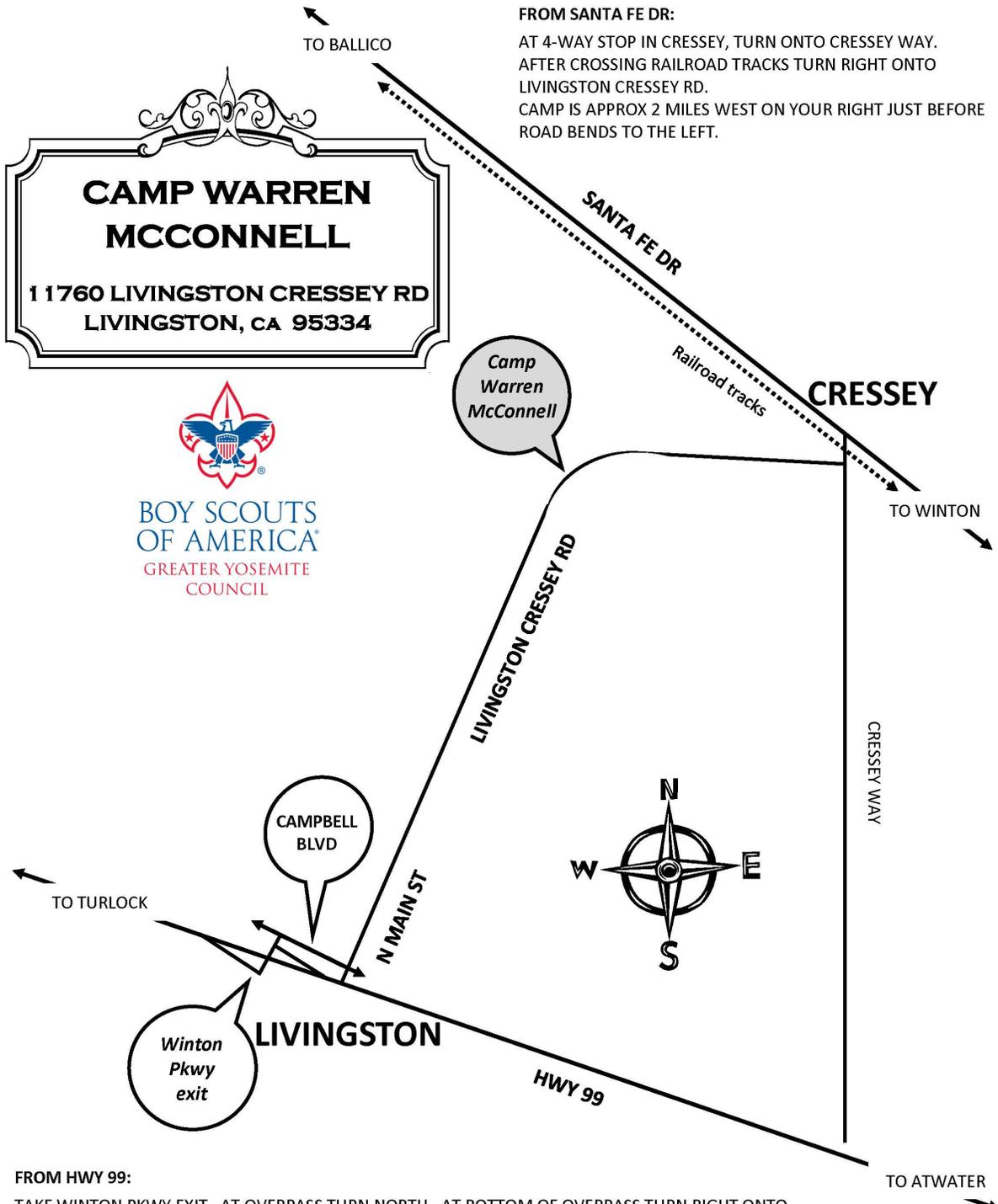
Lunch..... \$5.00

Dinner..... \$7.00

No charge for children under 3 years of age

Meal tickets may be purchased from the at the Trading Post.

Cub Adventure @ McConnell 'Scouts Save the World'
2018



Cub Adventure @ McConnell 'Scouts Save the World'
2018

**YOUTH RELEASE REQUEST
PERMISSION FOR A SCOUT TO DEPART FROM THE PREMISES**

INSTRUCTIONS:

Youth desiring to leave camp prior to the Pack's departure or not as a part of the Pack must have a release signed by their parent(s)/guardian and approved by the unit leader at camp with the youth. Youth will normally only be permitted to leave accompanied by their parent(s)/guardian. The form below must be used in handling all such departures.

In an emergency, it may not be possible for a parent(s)/guardian to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived, asking for the release of the youth. This information should document the person from whom the call was received, and give detailed reasons for the requested release.

REQUEST IS MADE THAT _____

HOME ADDRESS _____

CITY _____ STATE _____ ZIP _____

PACK NUMBER _____

BE PERMITTED TO LEAVE THE CONTINGENT FOR THE FOLLOWING REASON: _____

THE YOUTH IS TO LEAVE ON DATE: _____ TIME: _____

METHOD OF TRAVEL: _____

ACCOMPANIED BY: _____

THE YOUTH IS TO RETURN ON DATE: _____ TIME: _____

In signing the request for release, BSA and the youth's parent(s) or guardian(s) mutually acknowledge that upon the youth's departure from the camp the BSA or its representatives shall not be liable for any loss or injury to the youth's person or property.

Cub Adventure @ McConnell 'Scouts Save the World'
2018

**YOUTH RELEASE REQUEST
PERMISSION FOR A SCOUT TO DEPART FROM THE PREMISES (CON'T)**

This request is made by: (Parent's or guardian's signature required except as noted for emergency departure requests.)

PARENT/GUARDIAN SIGNATURE

_____ DATE _____

ADDRESS _____

TELEPHONE NUMBER: (H) _____ REQUEST MADE (DATE & TIME) _____
(B) _____

UNIT LEADER'S SIGNATURE OF APPROVAL: _____

ON-SITE REQUEST

Before leaving the camp, youth must check out with their unit leader and the camp headquarters.

APPROVALS:

SIGNED: _____ UNIT LEADER, UNIT # _____ DATE _____

SIGNED: _____ HEADQUARTERS DATE _____

Examples when used:
Scout leaves for baseball game,
birthday, vacation, funeral,
homesick, injury at camp, etc.

Examples when not used:
Field trip for a camp activity,
or other related Greater Yosemite Council
trips requiring the Scout to leave camp.

**IF YOU KNOW A SCOUT WILL BE LEAVING CAMP EARLY,
PLEASE HAVE THIS FILLED OUT BEFORE YOU ARRIVE.**

