

Longhouse  
Council

# Cub Scout Camp 2019

Parent  
and  
Leader  
Guide



# Cub Camp Sessions and Locations

## Day & Twilight Camp

Ontario Twilight Camp	July 08 -11	VFW 5930 Scenic Av. Mexico
Tri-Rivers Twilight Camp	July 15 -18	Bldg. S2808 Scout Hut, Garrison Dr. Ft. Drum
Rotary at Y-Owasco Day Camp	July 22 - 26	4187 Sam Adams Ln. Auburn
Camp Woodland Day Camp	July 29 - Aug 2	491 Kibbie Lake Rd. Constantia
Canton Day Camp	August 6 - 9	Taylor Park Miner Street Rd. Canton

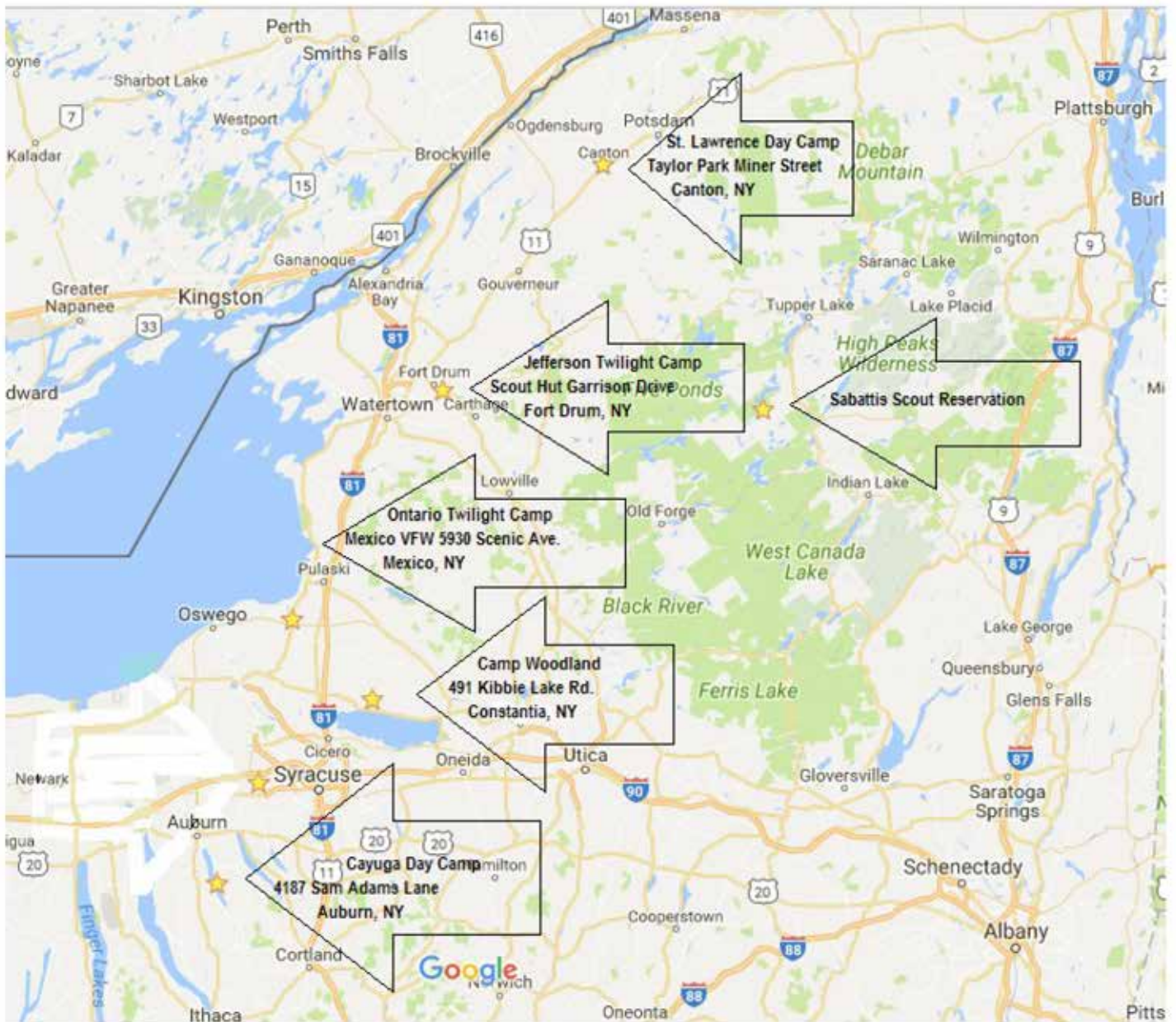
## Cub Family Overnights

Camp Woodland Cub Family History Hysteria 491 Kibbie Lake Rd. Constantia, NY	July 20 - 21
Camp Woodland Cub Family Fall Spooktacular 491 Kibbie Lake Rd. Constantia, NY	October 12-13

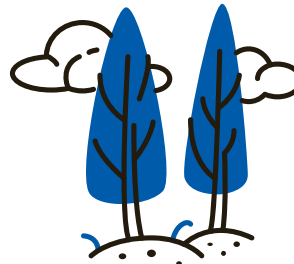




# Cub Camp Locations 2019



**Twilight  
Camp**



**Day  
Camp**



# Camp Fees

## Day & Twilight Camp

Ontario Twilight Camp	July 08 - 11	\$70.00/Scout*
Tri-Rivers Twilight Camp	July 15 - 18	\$70.00/Scout *
Rotary at Y-Owasco Day Camp	July 22 - 26	\$125/Scout*
Camp Woodland Day Camp	July 29 - August 2	\$125/Scout*
Canton Day Camp	August 6 - 9	\$100/Scout*

**\* Price for registrations paid by June 1st. Add \$20.00 for registrations made after June 1st.**

This is where Scouting really comes alive! Watch your Scout's eyes light up as he or she hits the archery target or catches his first fish. These are experiences that can bring a family together and create the memories of a lifetime. Day Camp programs are fun and designed as an introduction to outdoor activities and scouting skills, that support skills learned at the pack level. Twilight Camp programs are conducted as an evening session of about 3-4 hours in length. Your Cub Scout will make new friends, have fun and experience the outdoors. Scouts will participate in waterfront activities, shooting sports, nature and crafts while working towards their program advancement. The registration for all camps end seven business days prior to the first day of camp (camp fee includes t-shirt and camp patch). Camp T-shirt are ordered on June 1st. Registrations received after June 1st risk limited t-shirt size availability.



# Cub Family Overnights

Camp Woodland Cub Family History Hysteria  
\$35/pp with meals, \$10/pp camping only \*

July 20-21

Camp Woodland Cub Family Fall Spooktacular  
\$35/pp with dining hall meals, \$10/pp camping only\*

October 12-13

**\*Cabin Rentals not included. Contact Longhouse Council 315-463-0201 for Cabin Rental information.**

Family camping provides an opportunity for the whole family to experience the outdoors together. Cub Scouts and their families can participate in some of the same activities available at Resident Camp, and more. Bring a tent of your own, use one of ours, or rent a cabin. You can enjoy dining hall prepared and served meals for both family overnight camps or bring your own food to cook at camp. Overnight Family Camps are \$35 per person attending for camping and meals (meals provided are breakfast for those arriving Friday night, lunch, dinner on Saturday, and continental breakfast on Sunday) and \$10 per person for camping only and providing your own meals. The registration for all camps end seven business days prior to the first day of camp.



## Family Scouting

## Refund Policy

There are no refunds. Planning and purchasing for camp happens long before camp begins and is based upon your camp reservation. Consequently, extenuating circumstances, such as, illness, family death, summer school, or other hardships, written requests with proper supporting documentation must be submitted in writing to the Longhouse Council.

- Hardships do not include family vacations, sports events, or changing one's mind.
- Inclement weather is not cause for a refund.
- Refunds are processed at the end of the camping season. No refunds will be given at camp.
- The Camp Director and Scout Executive will approve refund requests on an individual basis.

It is the responsibility of the unit leadership to understand and abide by the Council Refund and Overnight Camp Fee policies. Refunds will be given to whomever originally paid the registration fee (unit or parent). Camp fees are transferable to other Scouts in the unit.





## Resident Camps

### Family Overnight Camps

Family camping provides an opportunity for the whole family to experience the outdoors together. Cub Scouts and their families can participate in some of the same activities available at Resident Camp, and more. Bring a tent of your own, use one of ours, or rent a cabin. You will enjoy dining hall prepared and served meals for both family overnight camps.

### What to Bring

#### Very Important

Signed Medical Forms (Required)       Trading Post Money

#### Personal Gear

<input type="checkbox"/> Pack	<input type="checkbox"/> Field Uniform	<input type="checkbox"/> Chapstick	<input type="checkbox"/> First Aid Kit
<input type="checkbox"/> Sleeping Bag	<input type="checkbox"/> Hiking Boots	<input type="checkbox"/> Light Shoes	<input type="checkbox"/> Flashlight
<input type="checkbox"/> Jacket	<input type="checkbox"/> Hat	<input type="checkbox"/> Work Gloves	<input type="checkbox"/> Rain Gear
<input type="checkbox"/> Air Mat/Pad	<input type="checkbox"/> Socks (several pairs)	<input type="checkbox"/> Washcloth	<input type="checkbox"/> Toothbrush
<input type="checkbox"/> Swimsuit	<input type="checkbox"/> Large Towels	<input type="checkbox"/> Soap	<input type="checkbox"/> Toothpaste
<input type="checkbox"/> Shampoo	<input type="checkbox"/> T-Shirts	<input type="checkbox"/> Sweater	<input type="checkbox"/> Shorts
<input type="checkbox"/> Extra Batteries	<input type="checkbox"/> Bug Spray	<input type="checkbox"/> Shower Shoes**	<input type="checkbox"/> Pants
<input type="checkbox"/> Underclothes	<input type="checkbox"/> Tent (optional)	<input type="checkbox"/> Pocketknife (Whittling Chit required)	

#### Optional Items

<input type="checkbox"/> Clothespins	<input type="checkbox"/> Laundry Bag	<input type="checkbox"/> Fishing Gear	<input type="checkbox"/> Pillow
<input type="checkbox"/> Camera	<input type="checkbox"/> Twine/rope	<input type="checkbox"/> Sharpening Stone (Whittling Chip required)	

#### Items to Leave at Home

Pets	Firearms	Matches and Lighters
Cellular Phones	Tobacco	Unlawful Drugs
Electronic Games	Weapons	MP3/CD Players/Radios
Ammunition	Alcohol	Sheath Knives
Fireworks	Toys	Archery Equipment

This list is intended as a guide. Use your own discretion and refer to your handbook when packing for camp. Seasonal temperatures can range from 20 degrees to 100 degrees depending on the time of year. Be Prepared.

\*\*Exception to no open toe shoes is for showering or waterfront only.



## Day Camps

<input type="checkbox"/> Sunglasses	<input type="checkbox"/> Sack Lunch (Not needed for Twilight Camp)
<input type="checkbox"/> Uniform	<input type="checkbox"/> Jeans or Shorts
<input type="checkbox"/> Poncho or rain gear	<input type="checkbox"/> Hat or visor
<input type="checkbox"/> Water bottle	<input type="checkbox"/> Appropriate shoes
<input type="checkbox"/> Day pack to carry all this stuff	

\*\*Do not bring things that can be easily broken or lost. Please plan accordingly. PLEASE: NO radios, iPods, video games, cell phones, etc.\*\*



## Annual Health and Medical Record

To ensure that accurate health information is passed between physician, parents, leaders, and Scouts, the Boy Scouts of America maintains a strict health service policy. Campers and adults must submit a completed copy of parts A, B, and C of the Annual Health and Medical Record, if attending a resident camp of greater than 72 consecutive hours. For all other cub camp sessions, only part A and B of the Annual Health and Medical Record is required for everyone who is attending.

National Health and Safety Guidelines state that a Scout or adult who does not have appropriate medical information on their medical form may not attend camp so please fill out the form completely. Required on the Medical form is the name of each Scout's health and accident insurance carrier and policy number, a parental signature, which includes an authorization for emergency treatment. Double check to see that all the required signatures and information are included.

A trained first aid person is on duty at all times. In the case of serious injury or illness, the camper will be transported to the nearest hospital, where we have a standing agreement for treatment. Parents will be contacted as soon as possible. Annual Health and Medical Records and other medical forms are available on the Longhouse Council website and will be mailed to you upon receipt of your cub camp registration.

## Medications

All medications used by Scouts are the responsibility of the health officer and must be reviewed. The health officer must keep all prescription drugs under lock and key in the Health Lodge or designated medical area. Medications will be dispensed under the health officer's supervision. In each case, the parent or unit leader will be responsible for getting the Scout to the health officer. Exceptions to this are medications carried for life-threatening conditions such as inhalers, heart medicine, and bee sting kits, however, the health officer still needs to be aware of this medication.

# Camp Policies

## Check-in Procedures

### Day Camp Check-in

For registration and orientation purposes it is very important that you arrive on time for the first day of camp. Please refer to the camp reservation confirmation letter you received upon completion of payment.

- Completed copies of the Annual Health and Medical Records for all participants if not previously turned in to council service center.
  - Any additional registrations or fees that need to be reconciled.
- All out of council packs should have their tour plan and proof of insurance coverage.

## Check-Out Procedures

### Day Camp Check-out

Daily pick-up times vary by camp. Please refer to the camp reservation confirmation letter you received upon completion of payment for the arrival and departure times for your camp.

### Overnight Camps Check-in

Parents may check in individually. Pack Leaders will need to bring a copy of their Unit Roster with them to camp. Campers and leaders must bring the following to check-in:

- Completed copies of the Annual Health and Medical Records for all participants if not previously turned in to Council Service Center.
- Any additional registrations or fees that need to be reconciled.
- All out of council packs should have their tour plan and proof of insurance coverage.

### Overnight Camps Check-out

Check-out is typically at 11:00 am on Sunday. Campsite inspections need be done before leaving camp and all fires must be out completely. If questions arise during camp, please contact your camp director.



# Camp Emergency Procedures

## Procedures Followed at Camp

During any emergency, Emergency Headquarters is located in the Administration Building under the direction of the Camp Director

### Emergency Signal Procedures

Signal: Repeated Blasts from the camp siren

Procedure: Upon hearing the signal, all camp staff members not at their program areas are to report to the parade field. All Den Leaders and Program Area Staff are to gather the scouts and leaders in their program area and move in an orderly fashion and line up by dens on the parade field. The camp administration will then take a head count and give additional directions.

### Limitations of Activity

Scouts and adults will be notified as necessary if activity is to be restricted.

### Fire

In case of fire, evacuate the tent, building, or area immediately. Notify the camp administration immediately, All Fires to be reported as soon as possible.

### Severe Weather

In case of severe weather, seek shelter in the nearest available structure. If in a program area or camp site, follow the direction of the Den Leader or Program Area Director.

### First Aid

Report all first aid to the Health Officer IMMEDIATELY. If possible, the patient is to be brought to the Health Office. If not possible, an adult leader should start immediate first aid while the Health Officer is on the way.

### Unauthorized Person(s)

If you suspect unauthorized persons have intruded onto camp property, immediately notify the nearest camp staff member. Authorized visitors must sign in at the Administration Building.

## Keeping Track of Campers

1. If your camper will be absent from a day at camp notify the Camp Director prior to the start of camp.
2. Every camper must know where the den and camp boundaries are, and that he must not go beyond them without permission.
3. No camper may leave camp before closing ceremonies without a written permission note from home. The camper must report to the Den Leader and Camp Director before leaving early. The camper must be signed out at the camp office or registration tent. Late arrivals must also sign in at the camp office or registration tent by their parent or guardian.
4. Leaders and adults must sign in and out at the camp office or registration tent.

## If you feel a Scout is missing

1. Tell the Camp Director and/or Program Director the Scout is missing (quickly and quietly)
2. Ask the Den Leader who saw the Scout last: when & where.
3. Camp Director will assign and direct staff in search of all areas of camp.
4. Camp Director will control search at all times and notify authorities, Scout Executive, and parents.

## Illness and Injury

- Illness or injuries must be reported to the camp first aid officer immediately.
- If it is necessary to send a child home or take him for medical treatment, the parent (or emergency contact) must be contacted. This is under the direction of the Camp Director.

## Fire or Severe Storm

In case of fire or other disaster, an emergency signal will be sounded. The camp will immediately engage in and continue the camp's emergency plan under the direction of the Camp Director.





## Buddy System

At camp, scouts will be divided into groups of two or three. Each group will travel together throughout their stay at camp to ensure that they do not wander and arrive at each destination safely and on time. In addition to the buddy system, scouts, with their buddies, are organized into dens under the care of a Den Leader staff member.

## Camp Facilities (Those that apply)

The buildings and developed areas provided: campsites, commissary, administration building, trading post, shooting sports ranges, climbing tower, chapel, shower house, program areas, and a complete lake front.

Campsites for Resident Camps are assigned during check-in and are equipped with a water faucet, fire ring and a latrine (some latrines are shared between sites). Units may provide their own tents. Platform with tents are available for use.

## Damage to Camp Property

Upon arrival at the campsite, adult leadership should inspect their campsite with their assigned staff member, this should be the final step of check-in. Any existing damage should be brought to the attention of the Camp Director as soon as possible. Any equipment or camp property damaged by a pack or camper will be replaced by the pack or camper. The pack is financially responsible for any monetary loss to the council.

Longhouse Council and Camp Woodland reserves the right to assess appropriate fines to a unit or camper for any equipment damaged during their stay. Fines shall be paid prior to leaving camp.

## Personal Safety

Swimming is permitted only at designated locations and in accordance with BSA policies and procedures. The Aquatics Director has complete authority for all activities at the pool and lake front.

The Shooting Sports Director has complete authority for all activities on the shooting ranges. The use of the buddy system throughout camp is mandatory. There is no running in camp unless part of an activity or in an emergency situation.

## Advancement Policy

There are several opportunities for advancement at camp. Each leader will be provided with a list of potential achievements covered. It is the responsibility of the leader to determine if a Scout has earned an achievement. The staff will not sign off their books. Leaders are encouraged to bring other advancement material to supplement the program.

## Dining Hall and Meals

Dining Hall meals will be provided to all participants of the Webelos Rendezvous and Family Overnight only. In the dining hall scouts will sit with their pack at their assigned tables. We will ask packs to provide two Scouts to set their pack's benches down before the meal and to wash the tables, sweep the floor, and place the benches back on the tables after each meal. Staff members will be eating with the scouts in the dining hall, so the Scouts will need to set a few extra places. Packs are encouraged to perform skits or songs at meal times. Contact the Program Director to schedule your pack's meal time song/skit. Notify the Longhouse Council Service Center of any special dietary needs at least 2 weeks prior to arrival to ensure adequate menu items can be obtained.

Day camp participants need to provide their own lunches. Please note that Day Camp sites may not provide refrigeration.

## Camp Security

All campers, leaders, and visitors must check in and out at the camp office. Any Scout leaving camp early must have a signed Camper Release form from their parent or legal guardian on file in the camp office. All adult leaders and Scouts must follow the Scout Oath and Law at all times while at camp. Those individuals that cause vandalism, intimidation of others, etc., will be sent home immediately or removed from the camp by the appropriate law enforcement. We must work together to ensure that summer camp is a safe haven for Scouts to enjoy the great outdoors and the Scouting program. All campers, leaders, and staff will be required to wear wristbands during their stay at camp. These will be distributed during check-in and must be worn at all times. All visitors must report to the camp office to be issued a temporary wristband.



# Camp Policies

## Hazing

Hazing is strictly prohibited. Camp is intended to help Scouts grow. There is no room for hazing. Knowledge of any abuse should be reported to the Camp Director immediately.

## Vehicles

Because of safety considerations, vehicle traffic at camp must be kept to a minimum. Personal vehicles of leaders, staff, campers, and visitors are restricted to the parking lot. No one may be transported in the beds of trucks. Remember that everyone riding in a vehicle must wear a seat belt at all times.

## Registration and Insurance

In accordance with policy, every Scout that attends summer camp must be registered with the Scouts of America. The Longhouse Council provides accident and illness insurance for all registered members of Longhouse Council. Scout packs from outside the council must provide certification of pack and/or council accident and illness coverage.

## Flag Etiquette

Show respect for our American flag by standing quietly and saluting during flag ceremonies. The Scouts forget sometimes and we need to set a good example and remind them when necessary. The camp t-shirt is our uniform so it is proper to use the Cub Scout salute. Please remind Scouts to remove all non-Scout hats during the flag ceremony.

## Alcohol and Drugs

All prescription drugs must be kept under lock and key in the First Aid Office / Station and dispensed under the Health Officer's supervision. Exceptions are medications carried for life-threatening conditions such as inhalers, heart medication, and bee sting kits. Alcohol and illegal drugs of any type are prohibited on camp property. Possession or use of them on camp property will be cause for immediate removal from camp. There will be no refund of unused fees.

## Religious Services

Scouts of all faiths observe the twelfth point of the Scout Law by worshipping in the manner of their choice. Scouts will have an opportunity to attend a non-denominational worship service on at any resident camp that is longer than two days hosted at a designated area or may host their own service at their units individual campsite.

## Lost and Found

The camp's lost and found is located at the Trading Post. Leaders are to remind Scouts to have personal gear clearly marked with the Scout's name and pack number. Each Scout needs to take care of and safeguard their personal property. Longhouse Council is not responsible for lost, stolen, or damaged items. Items not claimed after 30 days of the close of camp will either be donated to local charities or disposed of.

## Tobacco

It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in the program. As a result, adults are asked to use discretion when using tobacco products in any form, and should avoid them in the presence of campers. All camp buildings are smoke-free environments. The use of tobacco products by anyone under the age of 18 is prohibited. Smoking is only allowed in the designated smoking area.

## Valuables

The camp staff is not responsible for the safety of camper valuables. Each unit may wish to bring a lock box for money and other valuables.

## Footwear

Closed-toed and closed-heeled shoes or boots must be worn at all times while in any camp. Open-toed sandals, clogs, Crocs, and flip-flops are NOT permitted. This policy applies to all camp participants, family members, staff, and visitors. The only exception is for use in the shower house or waterfront.

## Firearms and Archery Equip.

Firearms and ammunition are available at camp for use at the range. **No other firearms or ammunition will be permitted at camp.** Also, leave all personal archery equipment at home.

## Early Release of Campers

Scouts who must leave the camp prior to their unit's scheduled departure must have a release signed by their parent or guardian and approved by their unit leader. Scouts should normally only be permitted to leave accompanied by their parent or guardian.



## Camperships

Every scout should have the opportunity to attend summer camp and enjoy the outdoor camping program that is central to scouting. Longhouse Council makes individual “camperships” available to Cub Scouts who otherwise would not be able to attend camp. The funds for these camperships are managed by the council.

Note: Funds available for camperships covered by this application come from funds restricted for use by youth members of the Longhouse Council attending Longhouse Council operated summer camp activities: Cub Day Camp, Family Overnight, and Resident Camps.

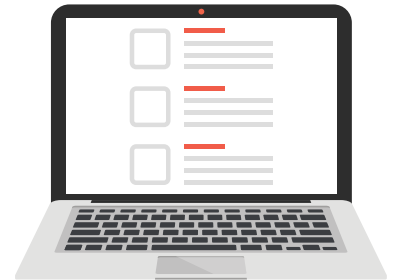
Generally, camperships are limited to no more than 50% of the activity cost. Each Scout, their family, and their unit should provide a minimum of 25% of the activity cost, preferably 50% or more. Camperships are not transferable or refundable and have no cash value.

Applications must be submitted **no later than April 30<sup>th</sup>**. Applications received after **April 30<sup>th</sup>** will be reviewed but may not be granted due to limited funds.

Registration for camp is easy! Just complete a few necessary forms and you will be signed up for adventure! Complete the following forms listed below and submit them to the Longhouse Council Service Center. All necessary forms can be found on the Longhouse Council website at [www.cnyscouts.org](http://www.cnyscouts.org).

## Cub Camp Registration

Tentaroo Online Cub Camp registration is your ticket to ride. Go to [www.longhouse.tentaroo.com](http://www.longhouse.tentaroo.com) to register for camp (Once you create an account for yourself, this will enable you to access any available Longhouse Council Online event registrations.). Please be sure to complete all fields. You will receive an email confirming your event registration. In addition, you will receive specific information approximately 2 weeks prior to your camp date from the camp staff relating directly to your camp. Please be aware that spring and fall weather conditions include wet and cold weather. Please do your homework and check local weather conditions in advance of your event and pack for camp accordingly.







**BOY SCOUTS OF AMERICA®**  
**LONGHOUSE COUNCIL**

**2803 Brewerton Rd.**  
**Syracuse, NY 13211**  
**Office: (315) 463-0201**  
**Fax: (315) 463-5729**  
**[www.cnyscouts.org](http://www.cnyscouts.org)**



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