

**Camp Objectives**

The theme of the camp is Trailcraft. Providing the Cubs have made a first aid/survival kit ahead of time, they will receive the Trailcraft badge at the end of the camp. Alternatively, the kit could be built into the camp

Have fun!

Get all the Cubs psyched up for the regional camp and for returning in the fall.

Introduce new activities and games.

Earn Jamboree on the Trail badge

Take the theoretical work from the meeting nights, and apply it in practice. Show the Cubs why we teach them things.

Taking part in the camp is 1/2 of Camping #1b

**Activity Methodology**

At Saturday lunch, the Cubs will be broken into two groups.

The groups will rotate through two main activity areas on Saturday afternoon. The groups will switch after two hours.

The first activity will be an incident hike around the perimeter of Whispering Pines. Incident bases will be: Preparation before hike, first aid scenario, what to do if lost to survive and attract rescuers. Each base will be setup at a specific point on the hike.

The second activity will consist of three sub-activities: Fire lighting, assault course preparation, and pioneering. The group doing these activities is split in three and they rotate through the three activities every 40 minutes.

Fire lighting covers Green Star #7. If it includes boiling a cup of water, then it covers Canadian Camper Award #5b

Date	Time	Activity	Who	Prime	Where
Friday	7:00pm	Arrive Whispering Pines, full uniform	All		
	7:30pm - 8:30pm	Setup tents	All		Campsite
	8:30pm	Camp rules, schedule, first aid	All	Keith	Campsite
	8:30pm - 9:00pm	Scareathon	Cubs		Common areas
	9:00pm - 9:30pm	Night hike	All		Common areas
	9:30pm - 10:30pm	Campfire, Mug-up, Songs, Stories. Leaders come prepared with songs.	All		Campsite
	10:30pm - 11:00pm	Brush teeth	Cubs		Campsite
	11:00pm	Bed	Cubs		Tents
	11:00pm - 11:30pm	Quiet talking in tents	Cubs		Tents
Saturday	7:00am	Wakeup	All		Campsite
	7:30am - 8:00am	Breakfast	All		Campsite
	8:00am - 8:30am	Wash dishes	All		Campsite
	8:00am - 8:30am	Brush teeth, wash, hang sleeping bags	All		Campsite
	8:30am	Tent inspection	Leaders	Peter	Campsite
	8:30am	White Tail Beavers arrive	Beavers		Campsite
	9:00am	Opening	All	Keith	Main field
	9:00am	Camp rules, schedule, first aid	All		Campsite
	9:30am - 11:30am	Activities	All		Common areas
	11:30pm - 12:30pm	Lunch & wash dishes	All		Campsite
	12:30pm - 2:30pm	Activities	All		Common areas
	2:30pm - 3:30pm	Assault course relay race	All		Main field
	3:30pm - 4:30pm	Bungee running	Cubs		Main field
	4:30pm - 5:30pm	Free time, prepare skits & songs, bring sleeping bags in, leaders come prepared with skits	Cubs		
	5:30pm - 6:30pm	Supper	All		Campsite
	6:30pm - 7:00pm	Wash dishes	All		Campsite
	7:00pm - 7:30pm	Wide game - Nigel's Navy	All		Common areas
	8:30pm - 9:00pm	Scareathon	Cubs		Common areas
	9:00pm - 9:30pm	Campfire, skits, songs	All		
	9:30pm - 10:30pm	Campfire, Mug-up	All		Campsite
10:30pm - 11:00pm	Brush teeth	Cubs		Campsite	
11:00pm	Bed	Cubs		Tents	
11:00pm - 11:30pm	Quiet talking in tents	Cubs		Tents	
Sunday	7:00am	Wakeup	All		Campsite
	7:30am - 8:00am	Breakfast	All		Campsite
	8:00am - 8:30am	Wash dishes	All		Campsite
	8:00am - 8:30am	Brush teeth and wash	All		Campsite
	8:00am	Parents arrive	Parents		Campsite
	8:30am - 9:00am	Hike to planting area	All		TBD
	9:00am - 11:00am	Plant trees	All	Mike	Main field
	11:00am - 11:30am	Hike back to campsite	Cubs		Main field
	11:30am - 12:00pm	Pack gear and change into uniform	Cubs		Main field
	12:00pm - 12:30pm	Lunch	All		Campsite
	12:30pm - 1:00pm	Complete camp cleanup	All		Campsite
	1:00pm - 1:30pm	Scouts own w/parents	All		Main campfire
	1:30pm	Closing and badge presentation	All		Main campfire
	1:45pm	Parents carrying gear to cars	Parents		Campsite

## Activity Details

Hike Base	Description	Equipment	Star/Badge
Preparation	Discuss pre-hike activities, loss-prevention		Trailcraft #1a/b/d/e Hiking #3
Boot print	Make footprint in tinfoil for tracking	Tinfoil	Trailcraft #1c
First Aid	Several first aid scenarios	Fake blood	
Tracking	Describe and follow tracking signs	Sticks, stones, string	
Attracting Attention	Using box of materials, make as many signals for help as possible.	Whistle, 3xcloth, matches, bright shirt, mirror, & useless stuff	Trailcraft #2 f/g/h
Orienteering	Use compass to follow a couple of bearings and paces to reach a treasure. Need separate bearing card for each Cub on hike so they all have to use the compass.	Compasses, bearing cards, smarties for treasure	Camping #5c
Rules When Lost	Discuss what to do when lost.		Trailcraft #2 a/b/c/l/j Hiking #6 Camping #4

**Blindfolded course** One Cub is blindfolded, and the others need to direct him around a short course. Alternatively, an object could have to be picked up half way and dropped in a container at the end of the course.

Blindfold, tennis ball, bucket

**Notes:** Trailcraft #2d, making a survival shelter has been done several times.

This hike covers 1/4 of the Hiking #6

**Assault Course** Built so two Cubs can go at once in a relay race. Cubs to come up with ideas, the following are suggestions if needed.

- Crawl under tarpaulin
- Postman's Bridge
- Swinging log
- Inclined log
- Tire hung from tree
- Climbing wall from poles tied to trees
- Rope climb
- Scramble net (from military?)
- Balance Beam

Rope, tarp, pegs, mallet, car tire

**Fire Lighting** Each Cub to light their own fire using matches and tinder. Boil tin of water if time permits.

Dry twigs, kindling, tinder, matches, water, tin

**Pioneering** Cubs to work in groups of 2-3 building small pioneering structures. E.g. catapults

Bamboo canes or broom sticks, twine, bicycle inner tubes