

East Carolina Council, BSA

Southern District



CUB SCOUTS, The Building Blocks **of Scouting**

At CAMP SAM HATCHER

LEADERS GUIDE

Event Hosts Andy Holliday and Monica Kruse



Scouters,

Cub Scouts, often the first look into the world of scouting. Year after year, the Cub Scout program reaches out and helps young minds develop into our future Eagle Scouts. The Cub Scout program, being a scout's first opportunity, is essentially the building blocks of a youth's scouting adventure.

This event will give an opportunity for those young minds to have a camping experience with their families as well as fellow cub scouts. I look forward to the weekend and hope you enjoy the opportunity you have to camp at Camp Sam Hatcher!

Yours in scouting,

Andy Holliday

Table of Contents

Information - Page 4

Schedule - Page 5

Description of Events - Pages 6-11

Additional Events - Page 12-13

Guidelines – Page 14-16

Information

When: April 21-23, 2023

Where: Camp Sam Hatcher, 1201 Sam Hatcher Rd, Newport, NC 28570

Cost: \$18.00 per person. Registration closes April 17, 2023.

Eligibility: This event is open to registered cub scouts and their families. All units must have a BALOO trained leader in attendance. WE WILL FOLLOW ALL RULES OUTLINED IN THE GUIDE TO SAFE SCOUTING.

Registration: Please register your Scouts, Parents, siblings, and Adult Leaders no later than April 17, 2023. Registration will be via Tentaroo located on the council website at www.eccbsa.org. PLEASE make every effort to register as a unit and not individually. After registering your unit, please e-mail Andy Holliday at scoutingcop@yahoo.com with your unit number and anticipated participate numbers to assist with campsite assignments.

Check-In: The gates at Camp Sam Hatcher will open Friday morning. This is to provide convenience to those who may need to drop off gear early. It is encouraged that scouts attend school that day and not show up to camp early. No one will be posted at the gate for information until 4:30pm. To keep from traffic back-ups at the gate, units may go straight to their campsite upon arrival at camp. Leaders are requested to bring their unit rosters to the Friday night leaders meeting to complete the check-in process.

Campsite Assignments: Campsite assignments are based on the size of the unit that you provided on the registration form. Campsite assignments will be announced on the Camp Sam Hatcher Facebook (group) page and the Southern District Facebook page on Tuesday evening prior to the event. If a unit leader does not follow Facebook, send an email to Andy Holliday at scoutingcop@yahoo.com and an email will be sent Tuesday evening with your campsite assignment.

Check-Out: Campsite inspections (check-out) will be conducted on Sunday before checking-out and ALL UNITS are expected to participate in closing down and cleaning up.

Electric Outlets: There is limited power at Camp Sam Hatcher and some campsites have no power access at all. If any unit needs power for a medical device (CPAP, Ventilator, Oxygen Concentrator, etc.) you **MUST** email Andy Holliday at scoutingcop@yahoo.com **NO LATER THAN APRIL 17, 2023**. Once campsite assignments are made, there will be no unit changes. Electrical outlets should be used for medical devices only and not to charge cell phones and other electrical devices. Individuals must bring their own power cords and/or "drop" cords.

SCHEDULE

Friday, April 21, 2023

- 4:30pm – 8:00pm Arrival and campsite set-up
8:00pm – 10:00pm Unit Time
9:00pm – 9:30pm Leaders Meeting at the Bob Howard Lodge
10:00pm Taps/Lights Out

Saturday, April 22, 2023

- 7:00am Reveille/Breakfast
8:30am Morning Colors and Opening Ceremony at the Flag Pole
9:00am Morning Events
12:00pm Lunch
1:30pm Afternoon Events
5:30pm Evening Colors at the Flag Pole (Please wear Scout Uniform)
5:45pm Dinner
7:15pm Adults Leaders meeting at the Bob Howard Lodge
7:30pm Campfire, Awards, and Movie
10:30pm (OR once movie ends) Taps/Lights Out

Sunday, April 23, 2023

- 7:00am Reveille/Breakfast
8:30am Morning Colors at the Flag Pole/Non-Denominational Worship Service to follow
9:00am Camp Clean-up and Departure
By 1:00pm Andy's Sunday Afternoon Nap Time

EVENT 1 – Individual Build Challenge



Youth (Scouts and Registered Siblings) will receive their own personal building blocks kit. First, everyone will complete their build as laid out in the instructions for the kit. Once their build is complete, they will be given time to dismantle and build something of their own creation. Build kits will be given to the youth to take home.

EVENT 2 – Shooting Sports

Under the direct guidance and supervision of certified rangemasters, youth will have the opportunity to participate in BB shooting, Archery, and Sling Shots. All shooting sports activities will be conducted in a safe atmosphere and under the direct supervision of certified rangemasters. Everyone including parents and leaders will follow all directions given by the rangemasters while on the ranges and in the immediate area.



EVENT 3 – Learning Park and Bounce Castle



Sometimes, you just gotta have fun! Scouts and registered siblings will have the opportunity to enjoy time in the learning park and play on the blow up bounce castle. Adult supervision will be required while youth are at the play area.



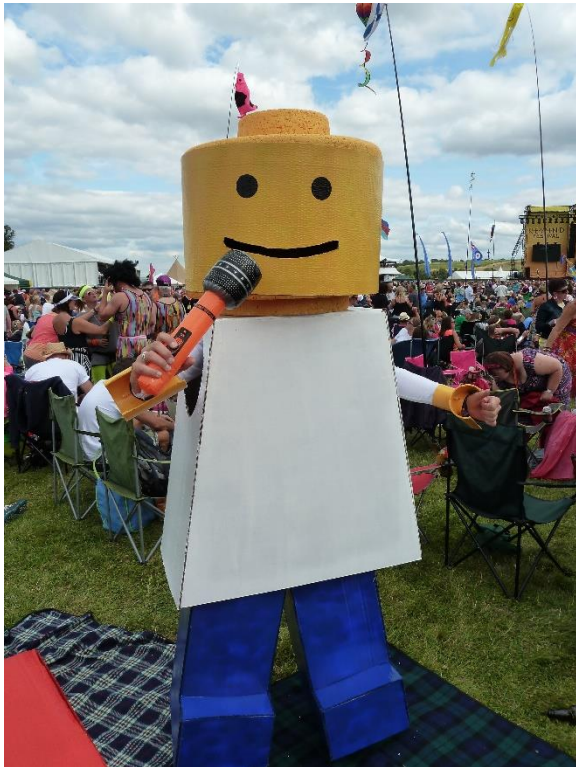
EVENT 4 – Scavenger Hunt

For the scavenger hunt event, leaders will have the perfect opportunity to encourage youth to go on a hike. Packs can explore Camp Sam Hatcher and at the same time search for items on the list. The full list will be provided at the Friday Night Leaders Meeting. Parents and leaders are encouraged to participate in this event alongside the youth. Now is the time to teach youth to think “outside the box”.

HINT: Both of these are considered Transformers



EVENT 5 – Pack Costume Contest



For this event, packs will construct their own costume of their favorite building blocks character. Packs must provide their own materials for this event. You may use cardboard, paper, or whatever else you feel is needed. Costumes can be designed prior to the event for materials planning, but must be put together during the event with the help of scouts, families, and leaders combined. Pre-purchased costumes are not allowed but you may use pre-purchased parts if it helps with the costume's appearance (i.e. face mask, helmet, etc.). There will be a contest during Saturday night campfire to select an overall winner. Packs **WILL BE ALLOWED** to have multiple entries. The more costumes you come up with, the better chance you have at being the winning pack.

EVENT 6 – Find the Perfect Block



For this event, youth will have the opportunity to advance through a small obstacle course in search of “the perfect block”. Packs will separate into their normal dens and youth will advance through the course together as a den. Dens will be shown a picture of a specific building block prior to starting. They will then advance through the course and come upon a table with multiple building blocks. They must pick the correct block out and return to the starting line with the correct block. If the correct block is not chosen, one person must return to the table and find the correct block. Once the participant returns to the starting line with the correct block, their time will stop. Fastest times will be announced during Saturday campfire.

ADDITIONAL EVENTS

Adult Leader/Parent Dutch Oven cook-off - Adult leaders and or parents will have the opportunity to put forth their best dessert for judging. The winning chef will receive an award. Be creative and remember the weekend theme.

Gateway and Campsite Decoration Competition - After judging, one pack will receive an award for the best gateway and campsite decorating that reflects the weekend theme. The following rules apply:

- 1) Gateways may be partially assembled prior to the arrival at camp then assembled upon your arrival.**
- 2) Any gateway structure needs to be sturdy and safe, i.e., will not fall over and hurt a Scout. Stakes and pegs may be used to secure guide ropes to the ground or to anchor the Gateway base poles for support & wind safety reasons. Holes are not allowed.**
- 3) Flags, banners, signage, tarps/cloth coverings, etc. are allowed and encouraged for decorative purposes.**
- 4) Under no circumstances can the word "Lego" appear in your gateway or on decorations unless it is a purchased item from in-store. Items purchased in-store that have the Lego logo or name attached are ok. Due to copyright laws, we cannot use the name "Lego" in any homemade item.**

Wish List Drive for Carteret Humane Society - Packs should count their items before turning in and the pack donating the most items will receive an award. Please see the attached page in this guide.



Over the years, Camp Sam Hatcher's remote location as unfortunately made it a drop off point for unwanted pets and animals. The task was taken on to help with the welfare of these animals. Over the past few months, Carteret County Humane Society has assisted in providing food, shelter, and medical care to some of them. During this weekend event, packs will have the opportunity to aid the Humane Society. We will be **HELPFUL** and collect donations that are needed for their cause. The Humane Society has offered a wish list for the items that are in constant need. The designated drop off location will be at the Bob Howard Lodge Friday evening upon arrival.

- Purina Dog Chow Green Bag /Purina Cat Chow/ Purina Kitten (yellow bag)
- Fancy Feast Wet Food for Kittens
- Dog Treats / Cat Treats- small medium and large
- Dog Toys / Cat toys - small medium and large
- Special Kitty no clump cat litter / Small Plastic Litter Pans
- Kitten feeding bottles/goats milk/formula replacer
- Squeeze Cheese
- Liquid Laundry Detergent
- Hand Soap
- Dawn Dish Soap
- Dish Sponges
- Fabuloso/Pine Sol/Mr. Clean
- Long handled Scrub Brush
- Paper Towels/Toilet Paper
- Washcloths, hand towels, towels, blankets
- Hoses 100ft / Spray Nozzle's / Plastic Storage Bins
- Office supplies – Reams of Printer Paper/Laminating Sleeves/Protective Sheets
- Gift cards to Walmart, Lowes, Staples

GUIDELINES

- A. Prohibited Items:** The following items are prohibited; Fireworks, Firearms, ***ILLEGAL DRUGS, and ALCOHOLIC BEVERAGES***. Tobacco products should be used in designated areas ONLY.
- B. Registration:** All Scouts/guests are required to register at the Camporee Headquarters. All Scouts will remain on the Camporee grounds throughout the event. If there are compelling reasons or emergencies for leaving, permission must be secured through your unit, who will notify Camporee Headquarters. Units should notify the Camp Host of late arrival or early departure requirements.
- C. Vehicles:** All vehicles must be parked in the designated parking area. Motorized vehicles will be permitted to enter the Camporee grounds on Friday to unload equipment. They will then be parked in the designated parking area. ATV's, three-wheelers, and motorcycles are not permitted beyond the main parking area at any time. Golf cart usage or other specialized vehicle needs will only be permitted on a case-by-case basis for event attendees with special needs.
- D. Leave No Trace:** Camp Sam Hatcher has limited facilities, and we will need to practice the following Leave No Trace measures.
- 1) Trash.** Patrols will furnish their own garbage bags and properly dispose of them. All unit trash will be packed out. Scouts will keep the campground clean. Please throw wrappers and garbage into designated trash receptacles.
 - 2) Toilet Facilities.** Port-a-Johns have been rented and will be located at various locations throughout the Camporee site. The use of cat holes is not authorized. Talk with your Scouts about proper bathroom behavior. Please make sure they understand not to throw trash in the Port-AJohns. Cans, bottles, various plastic or metal objects hinder the maintenance/cleaning crews' efforts resulting in extra rental charges.
 - 3) Digging.** No digging is allowed. There will be no ditching for tents or digging fire pits.
 - 4) Fires.** A campfire is authorized at your campsite. Utilized the fire rings in your campsite if you want a campfire. Ensure proper site preparation for your fire area. There will be NO exception to this rule. Fires will only be allowed and determined by the current fire conditions, which will be announced at check-in. No fires may be left unattended.
 - 5) Water.** There is potable water available at the Camp.

6) Wildlife. Do not injure, collect, feed, or otherwise disturb the wildlife, including their nesting areas. **REMEMBER, THIS AREA IS THEIR HOME; WE ARE THE GUEST.**

7) Conduct. Defacing, destroying, or "trashing" of the property of others or the property of BSA will not be tolerated. Scouts are expected to conduct themselves in a manner that will bring credit to their unit and the BSA.

E. Stoves/Lanterns/Fuel: All Packs will do their cooking/heating of water with charcoal, wood, or approved chemical fuels. It is suggested that if wood or charcoal fires are used, a burn container be brought to protect the ground (there is limited wood available). In case of a fire ban, alternate methods of cooking should be planned. Generators will not be permitted on the Camporee grounds, except as perhaps might be needed by the Camp Host.

F. Medical: Each unit is expected to have a first aid kit for minor injuries.

G. Safety: Ensure all aspects of the Guide to Safe Scouting are followed during this event. At campsites, ensure all fire safety rules are followed. Check for dead overhead branches before setting up campsites. Bring any unsafe or hazardous conditions to the attention of the Camp Chief immediately.

H. Insurance: Council Event Insurance covers accidents only. It does not cover normal sickness. Hospital or doctor charges for sickness will be billed to the unit or parents and or guardians. All youth and adults must be registered with the BSA and the Camporee to be covered.

I. Uniform and Clothing: The Official Cub Scout Uniform (field uniform) should be properly worn during Saturday morning assembly, at the Saturday evening campfire ceremony, and during Sunday morning Chapel and closing. During the events on Saturday, Packs are encouraged to wear pack t-shirts. Shoes will be sneaker type, boots, or leather shoes. Absolutely NO SANDALS or open-toed shoes will be allowed.

J. Campsites: All campsites must always be attended by a responsible adult when Scouts are present at the campsite.

K. Leadership: Unit leaders are responsible for their units at all times.

L. A Scout is Courteous: The following rules of behavior will always be followed.

1) Scouts are not to roam through the campsites at any time!

2) No Scout will enter the camping area of another unit without permission.

3) Scouts will remain in their unit area between taps and reveille unless on authorized errands.

- 4) Buddy System will apply for the entire weekend.
- 5) Roughhousing and horseplay are strictly forbidden.