



# **2020 Cub Scout Resident Camp Leader's Guide**



**Prepared. For Life.™**

**Louisiana Purchase Council**

**Camp T.L. James**

**June 4-7 2020**

# **Unlock an Adventure**

# Unlock an Adventure in Cub Scouts

2020 LOUISIANA PURCHASE COUNCIL CUB SCOUT RESIDENT CAMP  
JUNE 4-7 2020 at Camp T.L. James

**Dear Leaders and Parents,**

Welcome to Cub Resident Camp 2020---*Unlock an Adventure*. We have a lot in store for this year's camp, and hope that this booklet answers any questions you may have.

**Our Goal** is to provide a safe haven for each Cub Scout amid a beautiful outdoor setting. These fun-filled days spent in camp will make memories that last a lifetime. We also plan to help each Scout advance down the Cub Scout Trail.

This guide was assembled and organized to help you plan a successful summer camping experience for every Scout in your Pack. As you will see, there is truly something for everyone. We hope every Scout gets the opportunity to attend camp this year.

Remember the dates for camp are:

**Thursday, June 4th – Sunday, June 7th**

**Camp T.L. James**

*This Year's Louisiana Purchase Council THEME is “**Unlock an Adventure.**” Scouting is a great opportunity to explore and learn many different things you wouldn't be able to do elsewhere. Scouts, families, and leaders work together to **unlock** their potential and become the leaders we will need in the future.*

Come to camp equipped with costumes, props, and articles that show true Scout Spirit, enthusiasm, and your desire to have a fun time with your Pack.

We look forward to spending the weekend with you!

### **Important Dates:**

May 7th (Thursday)	CUB SCOUT Early Bird registration closes (\$125/ Scout; \$50/adult – Scouts save \$25 off Regular fee with Early Bird Registration) Must have \$25 deposit paid
May 7th (Thursday)	Last Day to order T-Shirts for Scouts and Leaders. T-shirts will be \$12 for YS-ADULT XL AND \$14 FOR 2XL & 3XL.
May 26th (Tuesday)	Last day for Regular Registration (\$150/Scout; \$50/Cub Scout Leader, NOTE: THIS IS LAST DAY FOR REGISTRATION FOR EVERYONE! ALL FEES MUST BE PAID)

**Get the Latest Information at**      [www.louisianapurchasecouncil.org](http://www.louisianapurchasecouncil.org)

2405 Oliver Road, Monroe, LA 71201

Phone: 318-325-4634    Fax: 318-325-5050    Toll Free: 1-877-325-4634

Camp Director: Greg Covington 318-470-6716 greg.covington@scouting.org

### **Basic Overview:**

Let's start with a basic overview of the camp. Scouts will eat meals, perform flag ceremonies, attend afternoon and night activities and share a campsite with their home Pack. The rest of the day they will be divided into five different **groups by RANK**.

- **Remember rank is what they will be in the fall, not what they were last year. Lions who just finished Kindergarten will be Tigers. If they just finished 1<sup>st</sup> grade and were a Tiger, at camp they will be a Wolf.**  
The following will be grouped together: Tigers (upcoming 1<sup>st</sup> graders); Wolves (upcoming 2<sup>nd</sup> graders); Bears (upcoming 3<sup>rd</sup> graders); Webelos 1 (upcoming 4<sup>th</sup> graders); and Arrow of Light (upcoming 5<sup>th</sup> graders).  
**To be a Lion, Scouts must have STARTED Kindergarten, so there are no Lion Scouts attending camp.**
- Activity areas will be run by at least one adult staff member. Other adults in the group will be there to help the activity leader if needed. The activities will be games, crafts, advancement, waterfront, and shooting sports. We will have a different night activity each evening.

## **I. CAMP FEES:**

This year's camp fee will be **\$150** per Scout.

There is a special **\$25 early bird discount for Scouts who are registered AND PAID by May 7<sup>th</sup>, 2020.**

**The price for anyone registering after May 7<sup>th</sup> is \$150.** The balance of the fees must be paid before the start of camp. We would prefer for each Pack to register online and pay as a group. Assign one leader to be in charge of your Pack's registration.

### **Leadership:**

All units are required to have at least 2 adult leaders or parents in camp at all time. The Leader/Adult Fee is **\$50**. For every **10 youth** a Pack brings, **one leader is free**. For every **20 youth** a Pack brings, **2 leaders are free**. Remember that female cub scouts require at least one female adult leader.

### **Early Bird Registration and T-shirt:**

**Early Bird Registration and the T-shirt order deadline is May 7<sup>th</sup>, 2020.**

- This will be the last day to register for Resident Camp, receive the special Early Bird Patch, and order t-shirts. T-shirts will cost \$12 for YS-AXL and \$14 for 2XL and 3XL.

### **Registration Deposit**

- If you are not paying the full amount for an adult or Cub Scout, a \$25 non-refundable deposit must be made for each individual by May 7<sup>th</sup>, 2020. Deposits are transferable to new participants, but not existing participants.

### **Early Bird Patch:**

Cub Scouts and leaders who register and pay the full \$100 fee or pay the \$25 deposit by May 7<sup>th</sup> will receive a special, limited edition Early Bird Patch.

### **Camp Refund Policy:**

\$25 of registration is non-refundable, but can be transferred within the Pack to a new Cub.

Exceptions must be requested in writing to the Louisiana Purchase Council.

The balance of the fee is refundable upon written request by unit leadership, under the following conditions:

- Illness of the Scout prevents attendance at summer camp.
- Illness or death in the family of the Scout prevents attendance at summer camp.
- The Scout's family has moved from the local council, making it impractical to attend.
- If a Scout becomes ill while attending camp and is sent home by camp medical personnel, they are entitled to a pro-rated refund of the balance. This request must be made in writing by the Pack leadership by June 14, 2020. Fees are not refundable for homesickness. Leader fees are refundable under the same conditions as camper fees.

## II. CAMP GUIDELINES

### #1) GENERAL:

- The Camp Director, Program Director, and the Camp Ranger are authorized to enforce these rules and procedures. The Scout Oath and Law will prevail as the code of the camp.  
All information within the Boy Scouts of America *Guide to Safe Scouting* and *National Standard* will be observed.

### #2) LEADERSHIP:

- There will be a Leader's Meeting on Day One of the camp session at 5:00 p.m. Each Pack needs to send one leader to this meeting. If needed, other meetings may be scheduled.
- Any leaders or adults with your Pack should divide between your Pack's Scouts and go where you are most needed. This Pack leader will be responsible for the whereabouts of each Cub Scout in their group.
- Each group will have a Staff Leader during their class times. This will be a staff member who will lead the activities to help the Scouts meet the requirements they need.

### #3) DRUG, ALCOHOL AND TOBACCO USE AND ABUSE:

- All buildings or facilities under control of the local council are designated as non-smoking facilities. Smoking outside entrance/exit doors is not permitted at any location. In addition, all Scouting functions, meetings or activities should be conducted on a smoke free basis with permitted smoking areas away from all participants. Smoking in the presence of youth members is strictly prohibited.
- The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.  
Source: *Guide to Safe Scouting*.

### #4) VEHICLES:

- Only Pack trailers will be allowed to drive to and remain in the campsites. Please consider bringing a wagon, or similar transport for gear. Parking is provided at the camp entrance for leaders and visitors. Vehicles are not to be parked in the campsites during the week.
- Each unit is responsible for the safe transportation of its members to and from camp, and making sure that all vehicles meet National Insurance requirements.

## III. HEALTH AND SAFETY

### #1) Annual Health and Medical Forms

- Please be sure to bring a completed Annual Health and Medical Form PARTS A, B, & C for each ADULT AND SCOUT attending resident camp with your Pack. This form **MUST** be turned in at Registration on Day 1 of camp session. No person will be allowed at Resident Camp without this completed form. The form is located in the appendix. Please make copies for your group and explain the importance of getting it done.

### #2) Safety:

- Camp T.L. James has a fire and emergency alarm system in case of emergency. The emergency system will be explained at the Leader's Meeting on the first evening you are in camp, and a test of the system will be conducted early in the session.

### #3) First Aid

- Units are encouraged to be prepared to respond to minor injury situations with qualified trained leaders and appropriate first aid equipment. If further assistance is necessary, notify the Medic in the Admin Building.
- In case of an emergency, Scouts or leaders will be transported to the hospital. Directions to the hospital will be provided in the Admin Building. If this kind of treatment is necessary a parent or leader must accompany the Scout.
- If a Cub or leader has any special medication, it is required to be turned in to the Admin at check-in. Each Scout or leader's medication should come in a separate Ziploc bag with their name and Pack number clearly written on the bag. The Medic will be responsible for giving out the medications if needed.

## IV. CAMP ORGANIZATION

### #1) Check-In

- Packs should plan to arrive at camp on the first day of their session between **2:00 p.m. & 4:00 p.m.** Early arrivals are not allowed and check-in **will not begin** before 2:00 p.m. **Your Unit will be assigned a campsite.** If special consideration is needed, please contact the Scout Shop.
- We also ask that you have your Pack arrive at camp as a group. Only Packs with all campers (adults and Scouts) present with the proper health forms will be allowed to check in. Please make prior arrangements with the camp director if you know you will have late arrivals. Carpooling is encouraged as we have limited parking spaces. **Also, have all gear pre-packed in a trailer or in no more than 2 vehicles, if possible.**
- Once you arrive at camp, send one leader into the Admin Building for final registration. He or she needs to bring along all completed health forms for each person, all medications, and any remaining fees. (You will be reminded closer to camp about these items and any others we may need from your Pack.) **Make sure to have medications individually wrapped in a Ziploc bag for each person with their name and Pack number clearly written on the bag.** Please leave the Scouts

- outside the building with a leader or adult from your Pack. They will not be allowed past the Admin Building until the check-in process is complete.
- Next, you will proceed to your campsite. Only **ONE** vehicle at a time will be allowed per campsite on camp roads. A gatekeeper will let you know when you may enter. Please unload your gear as quickly as possible and head back to the parking lot. A trailer may be left near your campsite. **Please keep your speed under 5 miles per hour.**
  - Next you will proceed to the waterfront for swim checks.
  - We will try to make the registration process go as quickly as possible. Please help us by having all paperwork and other items organized before arrival.

## **#2) Campsites:**

- Packs will camp together as a group.
- Campsites will be assigned by the size of the Pack. You may share your site with another Pack. **The Packs are in charge of keeping and leaving their campsite clean.**
- **COURTESY:** Please stay out of other campsites unless invited. Quiet time is observed from 9pm to 6:30am. Please remain in campsites after 9pm, except for emergencies.

## **#3) Swim Test:**

- Each cub, leader, adult, and staff member that plans on swimming must pass a swim test. These tests will be given on the first day from 2:00 p.m. until 5:00 p.m. Once your entire group has arrived, change into your swimsuits and head to the Waterfront for the mandatory orientation.

## **#4) Trading Post:**

- The Trading Post is located in the middle of camp and stocks a variety of items such as camp memorabilia, program supplies and concession items. We will have the Trading Post open as much as possible each day. A Trading Post schedule will be available during check-in for each session.
- Scouts will need to have money for the Trading Post, and must come with a leader. Recommended spending money for each Scout is at least \$40.
- Knives may be purchased by any adult in the Trading Post. Knives can be purchased by a Scout as long as they have the Whittling Chip card and a parent or adult leader present. No knives will be sold to any Scout who is not accompanied by an adult.

## **#5) Flag Ceremony:**

- We will meet at the flagpole each morning to raise the Colors and to do the Pledge, Scout Oath, and Law and each evening before supper to lower the Colors. Packs will stand together for this.
- Please make sure that your group is on time and behaves in a respectful manner. Class A uniforms must be worn. If you would like your Pack to perform a ceremony, please let the Program Director know. Be prepared. Your Pack may be asked to do this.

#### #6) MEALS:

- Meals are served in our camp dining hall each day. Professional cooks prepare breakfast, lunch, and supper so your Cub's attention can be on fun. Menus are balanced for the needs of Cub-age children and are approved by a certified dietician. Your meals will start on the first day with supper and end on the last day with breakfast.
- Each Pack will have an assigned table or tables in the dining hall and the waiter system will be used for setting the tables and cleaning up after the meals. Please rotate your Cubs in the jobs needed at each meal. **It is important for at least one adult from each Pack to arrive early and stay after each meal to help accomplish these tasks.** It is our responsibility to keep the dining hall area clean. These tasks include sweeping, mopping, emptying of garbage and liquid buckets to name a few. (A full list of duties will be given at the Leader's Meeting.) If everyone helps, it can be done quickly. Please have your area checked before leaving.
- **Please contact the Camp Director in advance if you have any special dietary needs.** We will do our best to accommodate these needs with the food we have available. Dietary supplements should be brought from home if needed. If you have a picky eater, it is recommended that you send special snacks for them in case they don't like the meal offering.
- An armband will be given to the Cubmaster for each camper (youth and adult) at check-in. The armband not only shows us that you are a paid participant of camp, but will also act as your meal ticket. Please wear them at all times. (Note to Leaders: It is also a good idea to write with a permanent marker on each child's arm band their name, Pack number, and campsite.)
- At camp, each camper (adults and Scouts) will be given a Camp Cup. This cup will be used throughout the duration of camp to refill at meals. A Carabiner is a great idea to keep the cups attached to the Scouts belt or gear. Cups should be washed before and after meals in the dining hall. Pack Leaders are encouraged to mark names on the cups. Replacement cups can be purchased in the Trading Post.

#### #7) Lost and Found:

- A central lost and found area is located at the Trading Post. If you lose something during the week, please check to see if it has been turned in. To make it easier to recover lost items, **Scouts should clearly mark their personal possessions with their name and Pack number.**

#### #8) Uniforms:

- Pack leaders are encouraged to work with their Cubs to assure proper uniforms for camp. Only appropriate Scout hats should be allowed. Consult the Insignia Guide for proper placement of patches or other insignia.
- Uniforms should be worn upon arrival at camp, to the morning and evening flag ceremonies, and to campfire. Use your time at camp as an opportunity to properly uniform your Cub Pack. Registered leaders should also be in Class A uniforms at the proper times.



**#9) Visitors:**

- Each visitor must register at the camp office and obtain a Visitor Armband. All visitors must depart camp no later than 9:30 p.m. Exceptions to this policy must be discussed in advance with the Camp Director.
- **All campers and visitors are required to wear CLOSED TOED SHOES at all times while on camp.**

**#10) Extra Meal Costs:**

- Sometimes Packs have an extra leader or visitor for only a few meals. Extra meals must be coordinated with the camp office in advance so that arrangements may be made. Costs for extra meals are \$5.00. You can purchase meal tickets at the trading post or dining hall.

**#11) EARLY CHECKOUT:**

- PLEASE LET US KNOW AT CHECK-IN OR CLOSING CAMPFIRE IF YOU PLAN TO LEAVE BEFORE BREAKFAST SUNDAY.

**#13) REGULAR CHECK OUT:**

- PLEASE BE SURE THE CAMPSITE IS CLEAN, ALL LITTER AND TRASH HAS BEEN DISPOSED OF PROPERLY, AND BE SURE TO **CHECK-OUT WITH A REPRESENTATIVE FROM THE PROGRAM STAFF BEFORE YOU LEAVE.**

## V. PROGRAM

### #1) SCHEDULE

#### DAY 1- Thursday, June 4

2-4 PM	Arrival/ Check In/ Medical Check/ Swim Test
5 PM	Leader's Meeting (1 Leader per unit required) In Dining Hall
5:45	Waiter's Call
6 PM	Flag Ceremony
6:15 PM	Dinner
7:00 PM	Scout's Own Chapel Service
7:30 PM	Opening Campfire
9 PM	Lights Out/ TAPS
9:30 PM	Staff Meeting

## **DAY 2- Friday, June 5**

6:30 A.M.-REVILLE

6:45 A.M.-WAITER'S CALL

7:00 A.M.-FLAG CEREMONY

7:15 A.M.-BREAKFAST

### **ACTIVITY/CLASS**

	<b>TIGERS</b>	<b>WOLF</b>	<b>BEAR</b>	<b>WEBELOS</b>	<b>ARROW OF LIGHT</b>
8:00 A.M.- 9:15 A.M.	TIGERS IN THE WILD	SPIRIT OF THE WATER	SLINGSHOT	WALKABOUT	BB
9:20 A.M. 10:35 A.M.	FLOATS AND BOATS	PAWS ON THE PATH	BB	STRONGER, FASTER, HIGHER	SLINGSHOT
10:45-11:45	BB	FINDING YOUR WAY	BEARCLAWS	AQUANAUTS	AQUANAUTS

11:45 A.M.-WAITER'S CALL

12 PM- LUNCH

1- 2:15 PM- FREE SWIM, FREE TIME, GAGA BALL

### **ACTIVITY/CLASS**

	<b>TIGERS</b>	<b>WOLF</b>	<b>BEAR</b>	<b>WEBELOS</b>	<b>ARROW OF LIGHT</b>
2:30 P.M.- 3:45 P.M.	SLINGSHOT	SLINGSHOT	SALMON RUN	BB	INTO THE WOODS
4P.M.-5:15 P.M.	TIGER TAG	BB	FUR, FEATHER, AND FERN	SLINGSHOT	INTO THE WILD

5:45 P.M.-WAITER'S CALL

6:00 P.M.-FLAG CEREMONY

6:15 P.M.-DINNER

7:00 P.M.-NIGHT ACTIVITY/GAME

9:00 P.M.-LIGHTS OUT / TAPS

## **DAY 3- Saturday, June 6**

6:30 A.M.-REVILLE

6:45 A.M.-WAITER'S CALL

7:00 A.M.-FLAG CEREMONY

7:15 A.M.-BREAKFAST

### **ACTIVITY/CLASS**

	<b>TIGERS</b>	<b>WOLF</b>	<b>BEAR</b>	<b>WEBELOS</b>	<b>ARROW OF LIGHT</b>
8 A.M.- 9:15A.M.	FLOATS AND BOATS	ROCKWALL	BALOO THE BUILDER	ARCHERY	SCOUTING ADVENTURE
9:20A.M.- 10:40A.M	TIGER BITES	SPIRIT OF THE WATER	ROCKWALL	CASTAWAY	ARCHERY
10:50- 11:45	ROCKWALL	ARCHERY	SALMON RUN	EARTH ROCKS	AQUANAUTS

11:45 A.M.-WAITER'S CALL

12 P.M.-LUNCH

1-2:15 P.M.-FREE SWIM, FREE TIME, HOOP BALL

### **ACTIVITY/CLASS**

	<b>TIGERS</b>	<b>WOLF</b>	<b>BEAR</b>	<b>WEBELOS</b>	<b>ARROW OF LIGHT</b>
2:30P.M.- 3:45 P.M.	MY TIGER JUNGLE	AIR OF THE WOLF	ARCHERY	ROCKWALL	OUTDOORSMAN
4P.M.- 5:15 P.M.	ARCHERY	RUNNING WITH THE PACK	BEAR NECESSITIES	AQUANAUTS	ROCKWALL

5:45 P.M.-WAITER'S CALL (TABLE DECORATING CONTEST TONIGHT!)

6:00 P.M.-FLAG CEREMONY

6:15 P.M.-DINNER

7:00 P.M.-CLOSING CAMPFIRE

9:00 P.M.-LIGHTS OUT / TAPS

## **DAY 4 Sunday, June 7**

6:30 A.M.-REVILLE

6:45 A.M.-WAITER'S CALL

7:00 A.M.-FLAG CEREMONY

7:15 A.M.-BREAKFAST

**IF YOUR PACK IS LEAVING BEFORE DAY 4 BREAKFAST, PLEASE NOTIFY CAMP DIRECTOR BEFORE CLOSING CAMPFIRE!**

9:30 A.M.-CLEAN UP CAMPSITE/ CAMPSITE INSPECTION

### **CAMPSITE MUST BE INSPECTED BY STAFF BEFORE DEPARTURE**

12:00 P.M.-CAMP CLOSED

#### **#2) Program Notes:**

**This year's table decorating and campfire contest theme will be 'Harry Houdini' or any type of escape artist/ magician. Tables should be decorated Saturday for Dinner. Try to work with your Pack on skits and songs to present at the campfires. Scouts performing sleight of hand or magic tricks would be a great idea!!**

#### **#3) Scout Awards and Advancements**

##### **Awards**

###### Outdoor Activity Award:

- In order for each Scout to earn this award (the first attainable pocket flap for Cub Scouts), they must attend Cub Scout Day Camp or Cub/Webelos Resident Camps. This is a wonderful award that can be earned each year (a Wolf Track pin is awarded for each year you earn this after getting your pocket flap).
- **Our Program is planned so that every Scout that attends Cub Resident Camp this summer will receive the Outdoor Activity Award.** Remember if you earned the flap last year, you will earn your first Wolf Track Pin this year.

##### **Summertime Pack Award:**

- After your Pack attends camp, all you need to do is plan a simple event (picnic, hike, water carnival, skate party) for the other two months of the summer to earn this award. If you offer an event for each summer month, your Pack will receive a **ribbon for your flag**, and a **certificate**. **Cubs and leaders that attend all three events will earn a special Summertime Pack Award pin to wear on their uniforms.**

### **Advancement in Ranks:**

- This will be a time for the Cubs and Webelos to work on their advancement. They will need to bring their rank books, a pen, pencil, and notebook. The Bears will earn the Whittling Chip card, through a class held in and around the Dining Hall. Camp staff will provide all knives for Bears to earn the Whittling Chip.

### **Shooting Sports**

- Scouts will be introduced to the **CUB SCOUT SHOOTING AWARDS.**
- These awards are given at each rank and cover BBs, archery and slingshot.
- Scouts will have the opportunity to complete all three areas while at camp and earn their rank's Shooting Sports Patch for the year.

### **#4) Other Activities**

#### **Waterfront:**

- The waterfront will include swimming and other appropriate aquatics activities and it is staffed by trained and certified water front leaders and BSA lifeguards. All leaders and Scouts must pass the swim test in order to use the area. Please take your test when it is offered on the first day, if you have not been swim tested prior to your arrival. We may not have a chance to offer it later in the week due to Mermaids
- Swim times will be assigned to each Rank. Please be sure that you follow these times.

#### **Free Time:**

- Packs may use the afternoons for some much-needed free time. They may also use the afternoons to visit the Trading Post.
- Please remember that in the afternoons PACK LEADERS are in charge of the whereabouts of their Scouts. You may break into smaller groups within your Pack, but an adult must always be close at hand.

### **Scout's Own Worship Service:**

- On the first night of camp, we will have a Scout's Own Worship Service. This will be held in the Chapel Area. (You may want to bring along camp chairs.) If you or someone in your Pack would like to participate in this service, please contact the Program Director.

### **Campfire**

- After a long day of training, adventures, and fun, the Scouts will retreat to the campfire ring to relax and enjoy some entertainment. All of our adventurers are invited to perform their best skits, songs and cheers! At the final Closing Campfire, we will have songs, skits, and fun.

## VI. Notes to the Cub Leader:

- Friday Night's Camp Activity will be "The Great Escape." Packs will work together to complete a series of puzzles and challenges to unlock a mystery box containing a prize! Come ready for a fun time!
- On the last day, after the Closing Program, each Pack needs to have one adult supervise the cleaning of the campsite to ensure it is done properly. You must have your campsite checked by staff before you can receive patches and advancement reports. Everyone must be out by noon.
- Please remember that lunch will not be served on the last day. You will need to make arrangements for your Pack to eat lunch on the way home.
- The schedules listed in this guide are subject to change.
- We do ask that leaders split up and go with the groups that need you during the morning rotation. Volunteers will be needed to assist.
- Songs, skits, and etc. for the campfire program may need to be prepared ahead of time. There may not be enough time at Camp to prepare; so, please plan accordingly!
- Have all Pack members arrive at the same time if possible. Bring all Pack gear in a trailer or one or two trucks. This will decrease your check in time.

## VII. PACKING LIST

### #1) Pack Equipment

- Pack Flag
- American Flag
- Lanterns (No liquid fuel allowed)
- First Aid Kit
- Camp Chairs
- Ice Chest/With Extra Drinks For Your Pack (Water is best)
- Personal Info. For Each Person In Your Pack Attending (for your records)
- Annual Health and Medical Form-(One for each person in your Pack **NO EXCEPTIONS**)
- Tarps/Or Plastic
- Sharpie Markers
- Skit, Song, Etc. For The Closing Campfire. (Be sure to have a leader discuss the basic idea with the Camp Director beforehand.)
- Anything Dealing With The Theme

### #2) CAMPING GEAR

- **Annual Health and Medical Record/turned into leader before arrival** (copy in appendix)
- Small First Aid Kit
- **CLOTHING FOR ENTIRE EVENT:** T-shirts, Shorts and Pants, Underwear, Socks
- **SWIM GEAR:** Swim Suits, Swim Shoes, Towels, Floaties (if needed)

- Extra Shoes Or Boots (Crocs not advised) **NO OPEN TOES**
- WEATHER PREPAREDNESS: Jacket, Rain Gear
- SUMMER GEAR: Hat or Cap, Sunscreen, Portable battery powered fan, sunglasses
- SHOWER GEAR: Washcloth and Towel, Toilet Items (soap, shampoo, toothpaste, etc.) should be put in small case or shower bucket, Shower Shoes
- Plastic Bags/Walmart Sacks to keep clothes dry while showering
- Flashlight (with extra batteries)
- Sleeping bag/Or Sheets And Blankets And Pillows
- Camp Pad/Or Inflatable Mattress Or Pool Raft
- Foot Locker/Suitcase
- Spending Money (\$40)/Wallet
- Insect Repellant
- **Water Bottle With Strap Or Canteen/keep with you at all times!!!! There will be places to refill. VERY IMPORTANT, Do not come without one.**
- Daypack (book bag)
- Tent

## CUB SCOUT SUPPLY LIST

In addition to your typical camping gear, every Scout should also visit their local Scout Store and be sure to pack the following:

- Class A Uniform
- NEW rank book , Notepad, Pencils

## **\*\*PROHIBITED ITEMS\*\***

- No Firearms, Ammunition Is Allowed (this included Paintball and Airsoft guns)
- No Sheath Knives Should Be Brought To Camp
- **No Radios Or Other Electronics**
- **No Cell Phones Should Be Brought By Scouts**
- No Alcohol Or Tobacco
- **NO BAD ATTITUDES!!!**

## #3) TIPS

- A daypack (book bag) is recommended for each person at camp to help keep things together while hiking around camp from day to day. Keep your handbook, pencil, notebook, water bottle, personal first aid kit, sunscreen, and anything else that you may need in it. An extra gallon-sized ziploc bag keeps those wet swim trunks off the other dry items.
- National BSA Policy requires that no open-toed shoes be worn while walking on camp property. Sandals can be worn only in the showers.
- **Crocs are not advisable to wear as camp shoes! Please bring tennis shoes.**
- Scouts bringing a footlocker or locking suitcases should bring an extra key and give it to their leader. That way, if one key is lost, the spare one will be stored safely.
- With the heat and humidity of Louisiana, it would be advisable to have a change of clothing for each day at camp. Also, consider a personal battery powered fan.

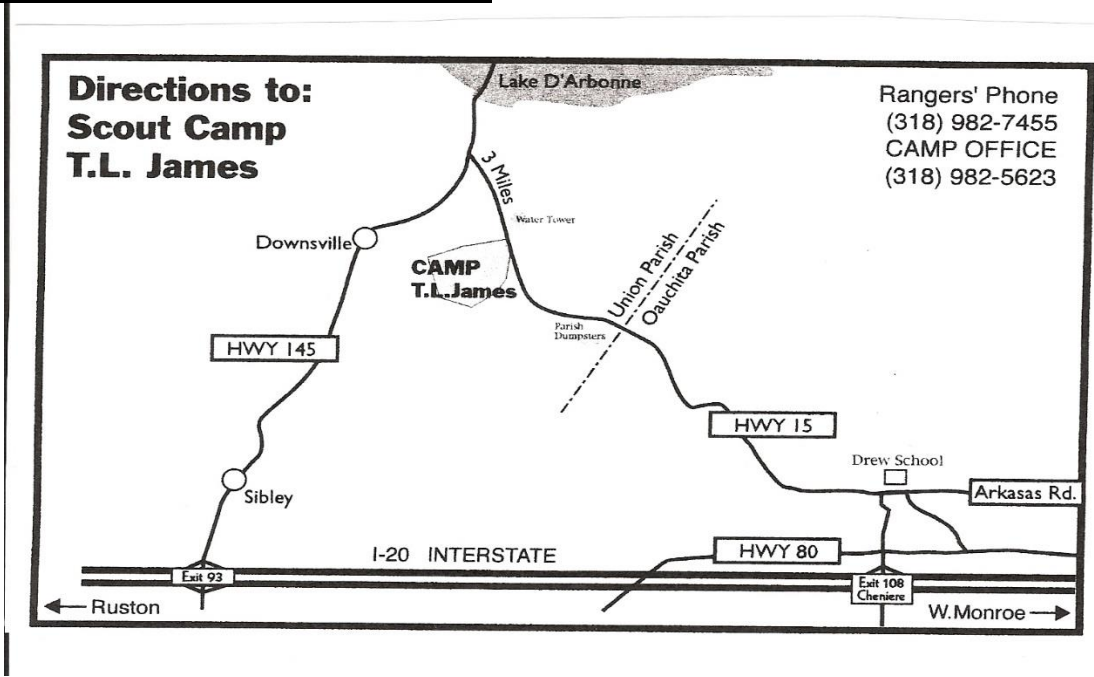


- Bring a plastic hanger for your uniform shirt and hang it when it is not being worn. This will help keep it fresh.
- **PUT YOUR NAME AND PACK NUMBER ON ALL ITEMS!!!!!!**

## **VII. HELP**

**Would you or your Pack like to volunteer?** We need lots of cheerful service from both Adult Leaders and energetic Scouts to make this camp a success. We have several opportunities to assist. If you would like to assist and willing to make this a fantastic experience for all of the Scouts, please **contact Courtney Tidwell at 318-680-3818.**

# MAP TO CAMP T. L. JAMES

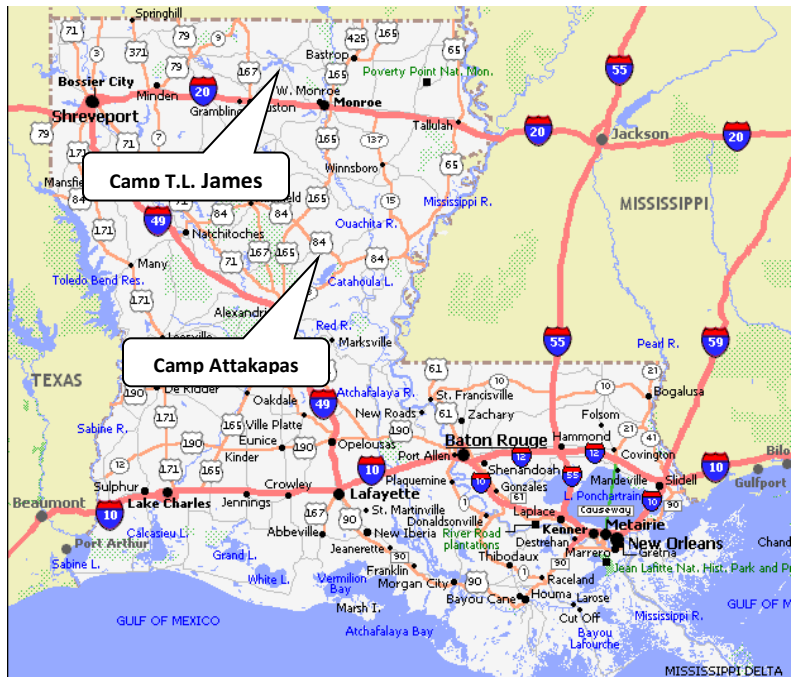


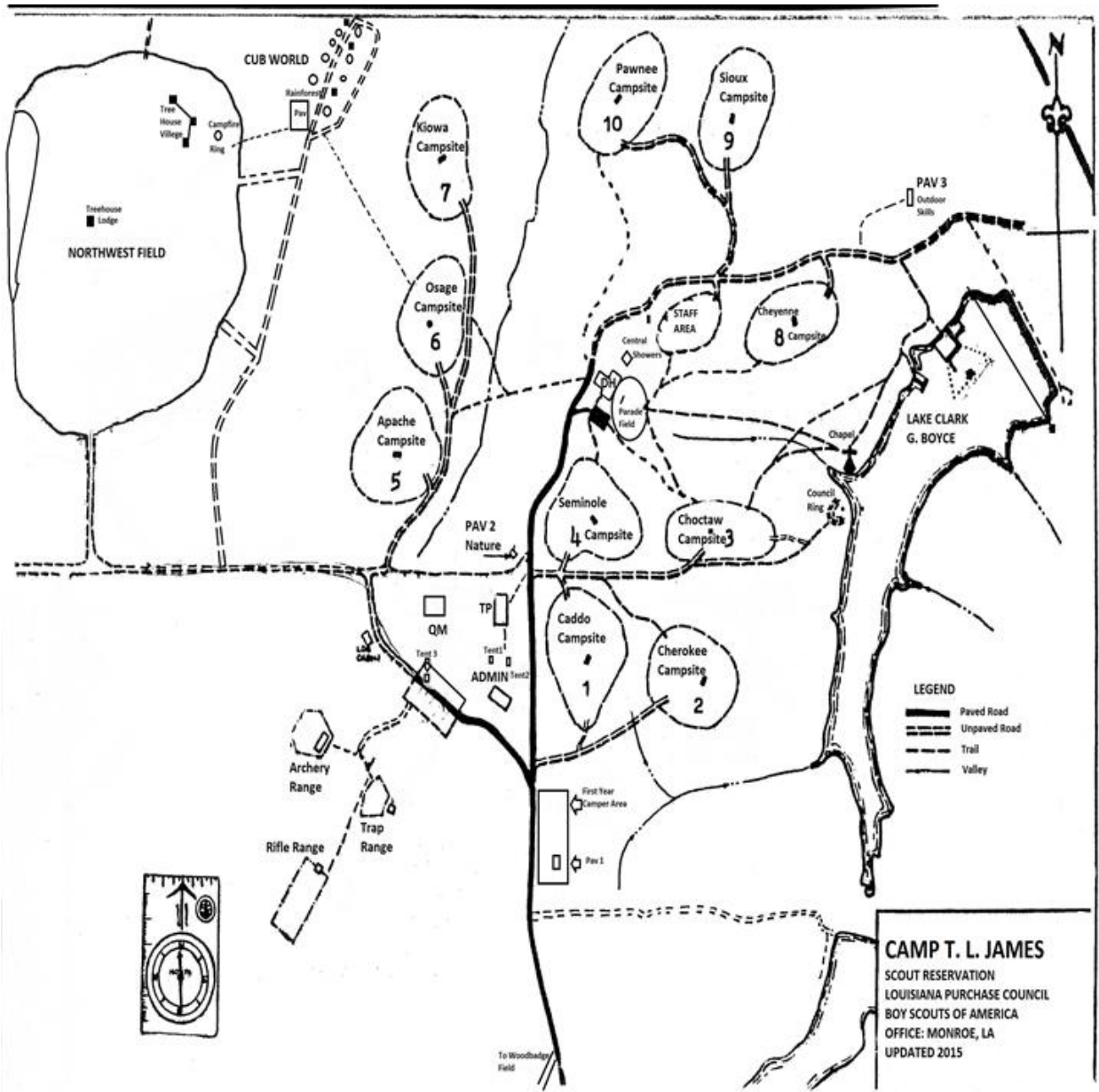
**DIRECTIONS:**

20, TAKE EXIT 108 (CHENIERE/DREW) AND PROCEED NORTH.

FOLLOW HWY 546 NORTH APPROXIMATELY 10 MILES TO 3-WAY INTERSECTION. (YOU WILL SEE A MAC'S FRESH MARKET ON RIGHT).

AT THE 3-WAY INTERSECTION TURN LEFT ON TO HWY 15. GO APPROXIMATELY 8.5 MILES ON HWY 15 TO MILE MARKER 160. TURN LEFT INTO CAMP T.L. JAMES.  
 AT THE 3-WAY INTERSECTION TURN LEFT ON TO HWY 15. GO APPROXIMATELY 8.5 MILES ON HWY 15 TO MILE MARKER 160. TURN LEFT INTO CAMP T.L. JAMES





**CAMP T. L. JAMES**  
 SCOUT RESERVATION  
 LOUISIANA PURCHASE COUNCIL  
 BOY SCOUTS OF AMERICA  
 OFFICE: MONROE, LA  
 UPDATED 2015