



# **2022 Cub Scout Resident Camp Leader's Guide**



Prepared. For Life.™

**Louisiana Purchase Council**

**Camp Attakapas**

**June 5-8**

**Scouting Renaissance**



2022 LOUISIANA PURCHASE COUNCIL CUB SCOUT RESIDENT CAMP  
JUNE 5-8 CAMP ATTAKAPAS

**Dear Leaders and Parents,**

Welcome to Cub Resident Camp 2022! 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:

**Sunday, June 5th – Wednesday, June 8th**

**Camp Attakapas**

*This Year's Louisiana Purchase Council THEME is Scouting Renaissance. Join us for a walk in the past as we return to YE GOODE OLDE DAYS of the Medieval times in the great outdoors. Jesters, Knights, Squires, and Ladies will join together to work on their Scouting Trail.*

We look forward to spending the week with you! **Important Dates:**

- |                     |   |
|---------------------|---|
| April 29th (Friday) | CUB SCOUT Early Bird registration closes (\$125/ Scout; \$50/adult – Scouts save \$25 off Regular fee with Early Bird Registration) Must have \$30 deposit paid. Includes a t-shirt for youth and adults. |
| May 20th (Friday)   | 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 (Thursday) | Last day for Regular Registration (\$150/Scout; \$50/ BSA Leader,<br><b>NOTE: THIS IS LAST DAY FOR REGISTRATION FOR EVERYONE! ALL FEES MUST BE PAID)</b>  |

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

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## Camp Attakapas

This Council camping facility is located in Jena, LA (LaSalle Parish) approximately 35 miles from Alexandria.

The camp consists of over 150 acres and has a 15 acre lake available for boating activities and fishing. Lake Ernest Story has a dock and is ideal for aquatics activities.

Facilities include a large air-conditioned dining hall, the Steve Ayers training center, shower/bath houses in the campsites and the Adirondacks for overnight camping.

Camp Attakapas has thick woodland and abundant wildlife and great fishing. Furthermore the camp is easy to navigate and very conveniently located near the center of the state.

### 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 April 29, 2022. This will include a t-shirt for youth and adult.**

**The price for anyone registering after April 29 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 times. 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.

### **T-shirt:**

**T-shirt order deadline is May 20, 2022.**

- This will be the last day to guarantee the order of t-shirts. T-shirts will cost \$12 for YS-AXL and \$14 for 2XL and 3XL. Unordered quantities will be extremely limited, so do not wait to order.

### **Registration Deposit**

- If you are not paying the full amount for an adult or Cub Scout, a \$30 non-refundable deposit must be made for each individual by May 26. Deposits are transferable to new participants, but not existing participants.

### **Camp Refund Policy:**

\$30 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 July 8, 2022. 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 5:30 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 Health Lodge.

- In case of an emergency, Scouts or leaders will be transported to the hospital. Directions to the hospital will be provided in the Health Lodge. 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 Health Lodge 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 Health Officer 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 Administration 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 Administration 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 dormitories/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.
- All campers(adults and Scouts) are encouraged to bring 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. There may be some available in case a Scout doesn't have one. But quantities will be extremely limited.

- Tuesday evening, Scouts will have the option to cook their own Campfire meals. Supplies will be provided. Dinner will also be available in the dining hall that night. Inform Staff at the Leader's meeting on Tuesday how many from your Pack will be eating in the dining hall. This would cover requirements for Webelos and AOL

**#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. 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.

**#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) CHECKOUT:**

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

# PROGRAM

**#1) SCHEDULE: \*Schedule is subject to change based on current health guidelines. A finalized schedule will be available at the Leader's meeting on day 1.**

## **DAY 1- Sunday, June 5**

2-4 PM	Arrival/ Check In/ Medical Check/ Swim Test
5:30 PM	Leader's Meeting (1 Leader per unit required)
6 PM	Waiter's Call
6:20 PM	Colors
6:30 PM	Dinner
7:45 PM	Scout's Own Chapel Service
8:15 PM	Opening Campfire
9:30 PM	Cub Scout Lights Out/ TAPS

## **DAY 2- Monday, June 6**

6:30 A.M.-REVILLE

7:15 A.M.-WAITER'S CALL

7:30 A.M.-COLORS

7:45 A.M.-BREAKFAST

### **ACTIVITY/CLASS**

	<b>TIGERS and WOLVES</b>	<b>BEARS</b>	<b>WEBELOS and ARROW OF LIGHT</b>
8:30 A.M.- 9:30 A.M.	Nature	Bear Claws	BB and Pellet Guns
9:45 A.M. 10:45 A.M.	BB		Aquanaut: Waterfront Safety and Swim Test Attempts
11-12:15	Outdoor Ethics and Hiking	Baloo Builder and Build It	

11:45-WAITER'S CALL

12 P.M.- LUNCH

\*12:45- Leader's Meeting

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

### **ACTIVITY/CLASS**

	<b>TIGERS and WOLVES</b>	<b>BEARS</b>	<b>WEBELOS and ARROW OF LIGHT</b>
2:30 P.M.- 3:45 P.M.	Water Front Safety and Swimming		Into the Wild
4-4:45 PM	Squire Training	Slingshot	
5.-5:45P.M.	Slingshot	Super Science and Adventures in Science	

6:15 P.M.-WAITER'S CALL

6:20 P.M.-COLORS

6:30 P.M.-DINNER

7:30 P.M.-NIGHT ACTIVITY/GAME

9:30 P.M.-Cub Scout LIGHTS OUT / TAPS

## **DAY 3- Tuesday, June 7**

6:30 A.M.-REVILLE  
 7:15 A.M.-WAITER'S CALL  
 7:30 A.M.-COLORS  
 7:45 A.M.-BREAKFAST

### **ACTIVITY/CLASS**

	<b>TIGERS and WOLVES</b>	<b>BEARS</b>	<b>WEBELOS and ARROW OF LIGHT</b>
8:30 A.M.- 9:30 A.M.	Waterfront: Canoeing and Swimming		Archery
9:45 A.M. 10:45 A.M.	Handicraft	Archery	Aquanauts: Canoeing and Swimming
11-11:45	Archery	Outdoor Ethics and Hiking	

11:45-WAITER'S CALL  
 12 P.M.- LUNCH  
 \*12:45- Leader's Meeting  
 1:15PM- 2:15- FREE SWIM, FREE TIME, HOOP BALL

### **ACTIVITY/CLASS**

	<b>TIGERS and WOLVES</b>	<b>BEAR</b>	<b>WEBELOS and ARROW OF LIGHT</b>
2:30 P.M.- 3:45 P.M.	Physical Fitness and Health	Handicraft	
4P.M.-5:15 P.M.	Scout's Choice: 1		
5:30- 6 PM	Scout's Choice: 2		

6:15 P.M.-WAITER'S CALL  
 6:20 P.M.-COLORS  
 6:30 P.M.-DINNER  
 7:30 P.M.-Cub Scouts Closing Campfire  
 9:00 P.M.-Cub Scout LIGHTS OUT / TAPS

## **DAY 4 Wednesday, June 8**

6:30 A.M.-REVILLE

7:15 A.M.-WAITER'S CALL

7:30 A.M.-COLORS

7:45 A.M.-BREAKFAST

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

8:30 A.M.-CLEAN UP CAMPSITE/ CAMPSITE INSPECTION

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

12:00 P.M.-CAMP CLOSED

## #2) Program Notes:

Scouts who have attended past Cub Resident Camps will notice some major differences in the program from years past. Some of the most notable changes will be listed below.

- a) **Cub Res Camp will be held concurrently with Boy Scout Summer Camp.**
- b) **Some of our Cub groups will work on different activities together. These activities have been especially chosen to cover multiple Rank requirements. Please see below for a detailed description of what each Activity will cover for each Rank.**
- c) **Short Leader's meetings will be held following lunch daily to help keep everyone informed and to be able to answer any further questions that arise.**

### Activity and Class Explanations:

#### Monday:

**Tiger and Wolves Nature: Req covered for My Tiger Jungle, Paws on the Path**  
**Tigers and Wolves Outdoor Ethics: Req. covered for Tigers in the Wild, Call of the Wild**  
**Tigers and Wolves Squire Training: Cubs will practice their Knight skills in this fun activity. Tigers will complete some requirements for Good Knights.**

#### Tuesday:

**Tigers and Wolves Handicraft: Scouts will do a camp themed craft.**  
**Bears/Webelos Outdoor Ethics and Hiking: Fur, Feathers, and Ferns, Outdoor Adventurer, Webelos Walkabout**  
**Tigers and Wolves Physical Fitness and Health: Req. covered for Tiger Bites, Running with the Pack**  
**Bears/ Webelos Handicraft: Scouts will be able to finish their Building or Carving Projects from Monday.**  
**SCOUT'S CHOICE 1: Scouts may choose either to return to the Shooting Sports Ranges to earn their Shooting Sport Pins OR take a basic First Aid Course.**  
**SCOUT'S CHOICE 2: Scouts who wish to cook campfire meals will join the Troops at their campsites for dinner OR Scouts who want to eat in the dining hall can take a Fire Safety class.**

This year we will not be having a table decorating contest. Try to work with your Pack on skits and songs to present at the campfires. There will be a Medieval Costume Contest.

## #3) Scout Awards and Advancements

### 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 Camp. 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 Scouts 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.
- Scouts will also have the opportunity to earn the Shooting Sports Pins.

## **#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. 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. 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.

## Colors (Flag Ceremony):

- If your unit would like to participate in one of the flag ceremonies while at camp (this is a requirement for many of the Cub Ranks) please let us know at the Leader's meeting.

## **V. Notes to the Cub Leader:**

- 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 for Cubs 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.

## **VI. PACKING LIST**

### **#1) Pack Equipment**

- Pack 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

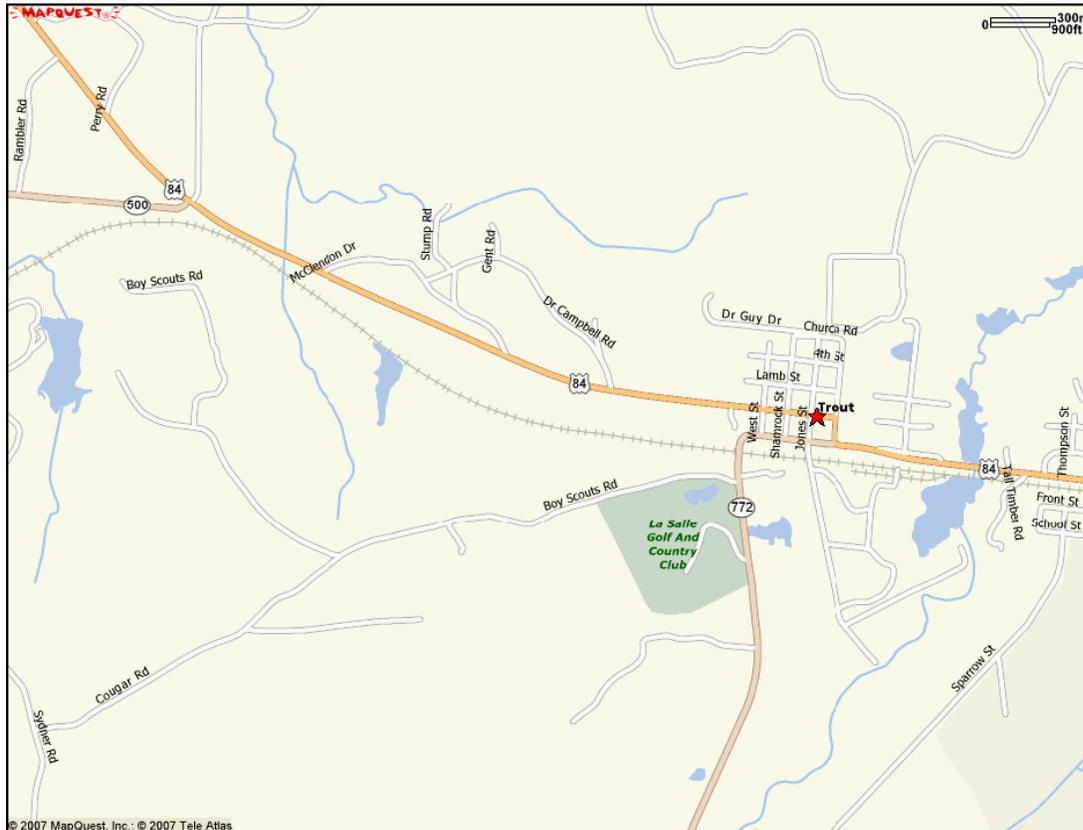
- A daypack (book bag) is recommended for each person at camp to help keep things together while hiking around camp from day to day. Keep your handbook, pencil, notebook, water bottle, personal first aid kit, sunscreen, and anything else that you may need in it. An extra gallon-sized ziploc bag keeps those wet swim trunks off the other dry items. Keeping handbooks in a Ziploc is also recommended to avoid ruined books in case of rain.

- National BSA Policy requires that no open-toed shoes be worn while walking on camp property. Sandals can be worn only in the showers. **THIS INCLUDES ALL VISITORS.**
- **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 (especially extra socks). 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. VOLUNTEER HELP**

**Would you or your Pack like to volunteer to help?** 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 are willing to make this a fantastic experience for all of the Scouts, please **contact**

# MAP TO CAMP ATTAKAPAS



## **From Alexandria:**

Take Hwy. 165 N. to LA Hwy 8 (has BSA sign), turn right, go to LA Hwy 772 (has BSA sign), turn left; go past LaSalle Country Club, immediately after the club, turn left at the BSA sign; follow black top road to Camp entrance.

## **From Allen Parish:**

Take Hwy. 165 N. Alexandria, follow directions from Alexandria.

## **From Avoyelles Parish:**

Take Hwy. 107 N. to LA Hwy. 115, turn right, go to LA Hwy. 28W (from Natchez), turn left; go through Jena, past Post office in Trout, continue straight on LA Hwy. 772 until you see BSA sign, turn right, follow black top road to Camp entrance.

## **From Monroe:**

Take Hwy 165 S to Urania, Make left on Hwy 84E to LA Hwy. 772 (at Post Office in Trout), turn right, continue straight on LA Hwy 772 until you see BSA sign, turn right, follow black top road to Camp entrance.

