



2019 Cub Scout Resident Camp Leader's Guide



Prepared. For Life.™

Louisiana Purchase Council

Camp Attakapas

June 23-26

Cub Scouts Is Magical



CUB SCOUTS IS MAGICAL

2019 LOUISIANA PURCHASE COUNCIL CUB SCOUT RESIDENT CAMP
JUNE 23-26 CAMP ATTAKAPAS

Dear Leaders and Parents,

Welcome to Cub Resident Camp 2019---*Cub Scouts is Magical*. 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 23rd – Wednesday, June 26th

Camp Attakapas

This Year's Louisiana Purchase Council THEME is "Cub Scouts is Magical", which will contain Cub Scout skills and activities related to themes and characters introduced in JK Rowling's popular Harry Potter book series. The book series has inspired reading in boys and girls around the world! We hope both you and your Scouts will embrace this new theme and this will inspire your Scouts to read, spark their imagination and enjoy the magic all around us.

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 week with you!

Important Dates:

May 24th (Friday)	CUB SCOUT Early Bird registration closes (\$100/ Scout; \$50/adult – Scouts save \$25 off Regular fee with Early Bird Registration) Must have \$25 deposit paid
May 24 (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.
June 14th (Friday)	Last day for Regular Registration (\$125/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

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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 1st grade and were a Tiger, at camp they will be a Wolf.**
The following will be grouped together: Tigers (upcoming 1st graders); Wolves (upcoming 2nd graders); Bears (upcoming 3rd graders); Webelos 1 (upcoming 4th graders); and Arrow of Light (upcoming 5th 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 **\$125** per Scout.

There is a special **\$25 early bird discount for Scouts who are registered AND PAID by May 24th, 2019.**

The price for anyone registering after May 24th is \$125. 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 24th, 2019.

- 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 24th, 2019. 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 24th 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 July 8, 2019. Fees are not refundable for homesickness. Leader fees are refundable under the same conditions as camper fees.

II. MINISTRY OF MAGIC PROCLAMATIONS

#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. This will be an staff member who will go around with them to all their morning activities to make sure everyone is going in the right direction. The Cubs will breakup into their groups each morning after breakfast.

#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 and broomsticks 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) Fire Safety:

- Camp Attakapas has a fire and emergency alarm system. 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 or "HOSPITAL WING".
- 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 Hospital Wing 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.**
- 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 Health Lodge for medical checks and then to 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 such as werewolves.

#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) GREAT FEASTS:

- 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.
- 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.

#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 WEDNESDAY.

#13) REGULAR CHECK OUT:

- PLEASE BE SURE THE CAMPSITE IS CLEAN, ALL LITTER AND TRASH HAS BEEN DISPOSED OF PROPERLY, NO SOCKS ARE LEFT BEHIND FOR HOUSE ELVES AND BE SURE TO **CHECK-OUT WITH A REPRESENTATIVE FROM THE PROGRAM STAFF BEFORE YOU LEAVE.**

V. PROGRAM

#1) SCHEDULE

DAY 1- Sunday, June 23

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

DAY 2- Monday, June 24

6:30 A.M.-REVILLE

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

7:00 A.M.-FLAG CEREMONY

7:15 A.M.-GREAT FEAST

ACTIVITY/CLASS

	TIGERS	WOLF	BEAR	WEBELOS	ARROW OF LIGHT
8:30A.M.- 9:45A.M.	BB	SLINGSHOT	BEAR CLAWS	AQUANAUTS	CAMPER
10:00A.M.- 11:15A.M.	SLINGSHOT	BB	SALMON RUN	WALKABOUT	CASTAWAY

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

12 P.M.- GREAT FEAST

12:30 P.M.-1:45 P.M.-FREE TIME

ACTIVITY/CLASS

	TIGERS	WOLF	BEAR	WEBELOS	ARROW OF LIGHT
1:45 P.M.- 3 P.M.	TIGERS IN THE WILD	SPIRIT OF THE WATER	BB	CAST IRON CHEF	SLINGSHOT
3:15P.M.- 4:30 P.M.	CURIOSITY, INTRIQUE, AND MAGIC	PAWS ON THE PATH	SLINGSHOT	BB	AQUANAUTS
4:45P.M.- 5:45 P.M.	FLOATS AND BOATS	Herbology (Grow Something)	FUR, FEATHERS, AND FERN	SLINGSHOT	BB

6:00 P.M.-WAITER'S CALL

6:05 P.M.-FLAG CEREMONY

6:15 P.M.-GREAT FEAST

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

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

DAY 3- Tuesday, June 25

6:30 A.M.-REVILLE
 6:45 A.M.-WAITER'S CALL
 7:00 A.M.-FLAG CEREMONY
 7:15 A.M.-GREAT FEAST

ACTIVITY/CLASS

	TIGERS	WOLF	BEAR	WEBELOS	ARROW OF LIGHT
8:30A.M.- 9:45A.M.	FLOATS AND BOATS	ROCKWALL	BALOO THE BUILDER	ARCHERY	ARCHERY
10A.M.- 11:15A.M	TIGER BITES	SPIRIT OF THE WATER	ROCKWALL	CASTAWAY	SCOUTING ADVENTURE

11:45 A.M.-WAITER'S CALL
 12 P.M.-GREAT FEAST
 12:30 P.M.-1:45 P.M.-REST

ACTIVITY/CLASS

	TIGERS	WOLF	BEAR	WEBELOS	ARROW OF LIGHT
1:45P.M.- 3 P.M.	ARCHERY	AIR OF THE WOLF	SALMON RUN	ROCKWALL	OUTDOORSMAN
3:15P.M.- 4:30P.M.	ROCKWALL	ARCHERY	BEAR NECESSITIES	STRONGER, FASTER, HIGHER	AQUANAUTS
4:45P.M.- 5:45P.M.	MY TIGER JUNGLE	RUNNING WITH THE PACK	ARCHERY	AQUANAUTS	ROCKWALL

6:00 P.M.-WAITER'S CALL
 6:05 P.M.-FLAG CEREMONY
 6:15 P.M.-GREAT FEAST
 7:15 P.M.-CLOSING CAMPFIRE AND TRIWIZARD TOURNAMENT
 9:00 P.M.-LIGHTS OUT / TAPS

DAY 4 Wednesday, June 26

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) ACTIVITY DESCRIPTIONS

House Cup:

Before Dinner Sunday Night all Packs will be sorted into one of four Houses. House Points may be added and/or subtracted throughout camp— only awarded by an official Hogwarts professor. At the end of the weekend, the House with the most House points will earn the House Cup.

Magical House Item Scavenger Hunt:

Four items will be hidden throughout camp. Clues will be given to each House to lead them to their item. Each House that finds their item will receive points for their House.

Ollivander's Wand Shop:

Each Scout will visit Ollivander's Wand shop to receive their own wands Monday evening during the Quidditch Tournament.

QUIDDITCH TOURNAMENT at the Quidditch Field:

Monday evening, the Houses will compete in a Quidditch tournament.

Quidditch is a wizarding sport played traditionally on broomsticks. Since you have not yet learned how to fly on broomsticks, it will be played on the ground. It is the most popular game among wizards and witches, and, according to Rubeus Hagrid, the equivalent to Muggles' passion for football/soccer.

How to play:

- The object of the game is to score more points than your opponents.
- Each Quaffle (ball) thrown through an opposing gold hoop is worth ten points
- The team that scores 150 points is declared the match winner.
- The Quaffle (ball) must be passed to a player on the same team at least two times in a row before being thrown towards the opposing team's hoop. If the Quaffle is not passed

to another player on the same team twice in a row before a goal, then the goal does not count.

- If an opposing member touches a player holding the ball, the player carrying the ball must FREEZE (stop running) and the Quaffle must be thrown immediately at least 20 meters towards an open spot on the field and the Quaffle cannot be recovered by the same player (but it can be recovered by the same or opposing team).
- When not played on broom sticks, a penalty (subtraction of points) might be called by the referee for any type of unnecessary rough play.
- Play begins when the referee blows a whistle and throws the Quaffle into play.
- After a goal is scored, the team that was just scored against will start again by carrying the Quaffle back into play.
- The goal hoops cannot be obstructed by anything other than a single keeper (goalkeeper). If the goal is obstructed by multiple keepers or other objects, the referee may choose to signal the team for poor sportsmanship and may choose to lock the offending players in Azkaban for two minutes.
- If a player is injured, a hoop is accidentally broken or the Quaffle leaves the playing field, then a time-out may be called by any wizard in order to organize a proper safe game.

Two Houses will compete against each other in a single Quidditch game, while the other two Houses decorate their wands. Then the two sets of Houses will swap activities. The winning Houses from both games will play in a final game to determine the top Quidditch House.

TRIWIZARD TOURNAMENT at Closing Campfire:

During the week, each Scout will have the opportunity to write and enter their names into the Triwizard Cup for participation in the Closing Campfire's Triwizard tournament. The full name, Pack #, and House name must be written and entered into the cup prior to the start of the Final Great Feast. Three Scouts will be randomly chosen to participate in the Triwizard tournament. Only a brave Wizard that truly lives by the Scout Law should enter their name for a chance to participate in this dangerous and difficult Tournament, and the three tasks will be kept a secret until the event at Closing Campfire. Among the three chosen wizards, the winner will be awarded the glorious Triwizard Tournament Cup. However, if none of the three wizards survive the tournament, no awards or cup will be presented.

#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 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 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 a costume contest, themed skits contest, Triwizard Tournament, and House Cup presentation.

VI. 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 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. You will also receive your Pack's swim and shooting sports times at camp.
- 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.
- Remember to complete the online registration. Campsites will be assigned by the staff.
- Songs, skits, and etc. for the campfire program and Cub Scout Magic themed table decorations 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
- Table Decorations
- 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
- Costume For The Costume Contest (optional)

DIAGON ALLEY SUPPLY LIST

In addition to your typical camping gear, EVERY WIZARD (Scout) should also visit their local Diagon Alley (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!!!***

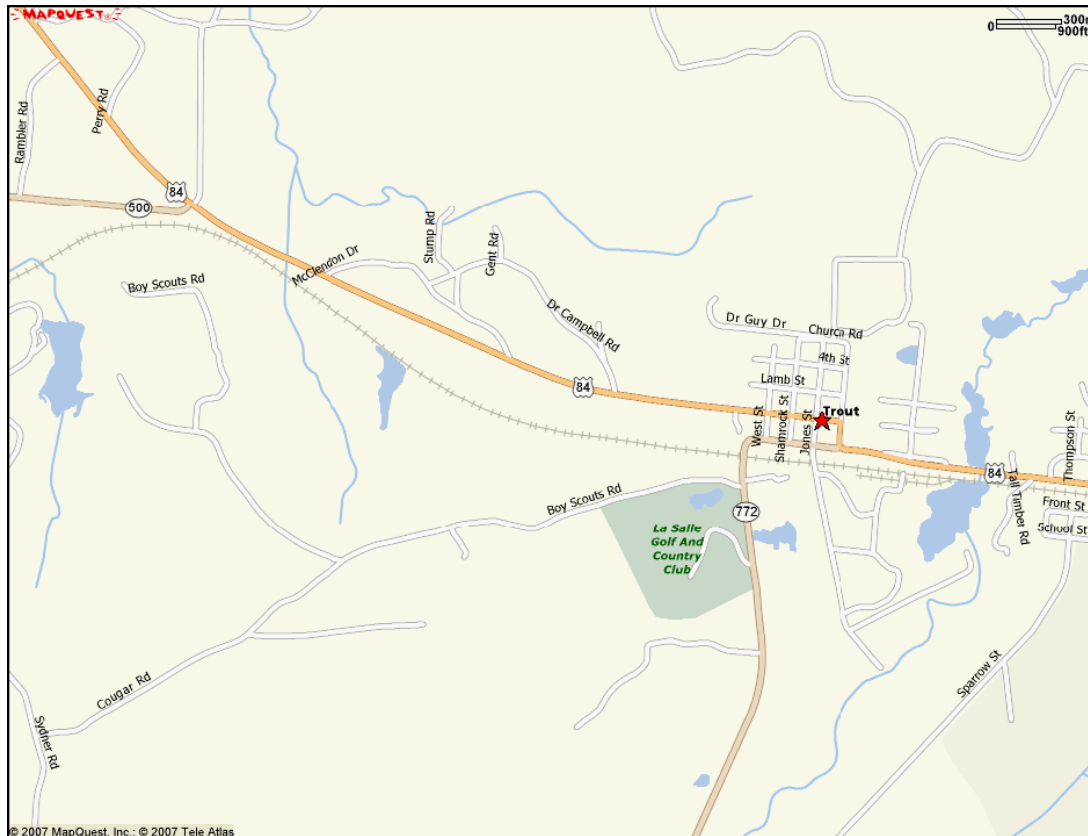
#3) TIPS

- 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. DUMBLEDORE'S ARMY

Would you or your Pack like to volunteer to be part of Dumbledore's Army and receive some special awards? 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, including: specific magical tasks, assisting as professors within classes, preparing fun skits and songs, and much more. If you would like to assist and willing to make this a fantastic experience for all of the Scouts, please use your Muggle telephone to **contact Professor Courtney Tidwell at 318-680-3818.**

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.

