

2018 CUB SCOUT RESIDENT CAMP



CAMP TUSCARORA

Session One June 17-20

Session Two June 20-23



Tuscarora Council
Goldsboro, North Carolina



CAMP TUSCARORA

Tuscarora Council

Goldsboro, NC 27530

(919) 734-1714 / FAX (919) 734-6540

Thank you for choosing to participate in the exciting, fun summer camping opportunities for Cub Scouts and Webelos Scouts in the Tuscarora Council. Some of you may have been with us at Day Camp or at Camp Tuscarora before. We can guarantee that your scout will have a great summer outdoor experience with us.

Our camp leadership have been hard at work recruiting and training a quality staff to deliver an outstanding and memorable program. Participating in our outdoor programs is a great place where your son will have fun, meet new people, and discover new things all at once. You and your son will have a great experience and you can join him as well to help build those memories.

This Camp Guide gives you all the information you will need to know (and then some) to have a good time and be prepared for your camping experience. If we can be of any assistance before camp starts, please do not hesitate to contact the Tuscarora Council office at 919-734-1714.

I look forward to a fun filled week with you and your Pack this summer at Camp Tuscarora. On behalf of the entire Camp Staff we can't wait to see you this summer!

Yours in Scouting,

Martin Clemmer
Camp Tuscarora Director

Table of Contents

| | |
|----------------------------------|----|
| Camp Registration and Fees | 4 |
| General Information | 5 |
| Rules and Safety Information | 8 |
| Emergency Procedures | 10 |
| What to Bring | 11 |
| Camp Program | 12 |
| Camp Schedule | 13 |
| Activity Control Form and Waiver | 17 |
| Pack Roster | 18 |
| Camp Fee Form | 19 |
| Camp Tuscarora Map | 20 |
| Program Sign Up Form | 21 |



Camp Registration and Fees

Registering for Cub Resident Camp:

Registration can be done as a Pack or den by completing the Registration Form and returning it to the Council Office. There are two sessions of Cub Resident Camp for your Pack to choose from. Packs are encouraged to start registering early. For questions about camp or assistance with the registration process please contact Martin Clemmer at 919-734-1714 or martin.clemmer@scouting.org.

Who May Attend:

All registered Wolves, Bears, and Webelos may attend Cub Scout Resident Camp. Registered leaders and parents may serve as Pack leadership at camp.

Leaders in Camp:

All Packs must have at least one adult for every three Scouts attending. Adults attending may be registered leaders or parents in the Pack. Every pack that attends must be under the supervision of its own adult leadership at all times. A minimum of two-deep leadership is required at all times. You are in charge of your pack at all times and responsible for the discipline and organization of your pack. It is never the camp staff's task to take over your role as leader of your unit.

Camp Fees:

- 🌟 Early Bird Fee: \$120 per Scout and \$50 per adult (Paid in full by May 1)
- 🌟 Camp Fee: \$130 per Scout and \$50 per adult (Paid in full by June 1)
- 🌟 Late Fee: \$150 per Scout and \$65 per adult (Any registrations submitted after June 1)

Each Pack with a minimum of six Scouts will get two free adults.
T-shirts are not part of the camp fee.

Camperships:

Camperships are scholarships given to scouts who are in need of financial assistance to attend camp. Please use the application on the council website to apply for a campership. Be sure to get all applications to the Council Office before April 2, 2018. A confirmation and amount of campership will be sent from the Camp Director. All approvals will be made after the application deadline.

Camp Refund Policy:

- All request must be made in writing and submitted to the council office
- Fees are transferable from one camp session to another
- Full camp fees are refundable if request is made prior to June 1.
- Half the camp fee will be given if request is made within one week of camp date
- **No refund will be given for no-shows**
- Please allow 2 weeks for delivery of refund

General Information

Medical Forms (required for all Scouts and adults):

Every Scout and adult must complete an Annual Health and Medical Record prior to camp. For Cub Scout Resident Camp **Parts A & B will be required** for all participants. Every camper must have all parts completed for their medical record. Anyone arriving at camp without the proper medical form and appropriate signatures as stated above will not be allowed to participate in camp programs.

Medical Treatments and Medication:

An emergency medical technician is on duty at all times and a physician is on call 24 hours a day. Every Scout and adult must have an annual health history form completed prior to camp. All treatments are given at the health lodge except in an emergency. All injuries and illnesses, minor or severe are to be taken to the health lodge. Serious injuries or illnesses must be reported immediately to the camp director. If a scout becomes sick (cold, flu, virus, etc.), we will ask that he be sent home, to prevent others from becoming sick. The camp medical technician will collect all medications during check-in and administer them appropriately at the health lodge. Exceptions must have prior approval of the medical technician. All youth medications must be accompanied by written permission from a parent or legal guardian. All participants using inhalers and/ or epi-pens must have them on their person at all times. Youth participants must have written permission from their parent or guardian to carry an inhaler and/or epi-pen themselves; otherwise it must be carried by an adult who must accompany that youth at all times while on camp.

Activity Control Form and Waiver:

Every Scout must have an activity control form filled out by the Scout's parent or guardian. This form is made available so parents or guardians can select which potentially hazardous activities their minor child will be allowed to participate in. All Scouts must wear knee and elbow protection. All Scouts are required to wear a helmet when participating in skateboarding, BMX and general bicycle use around camp. Scouts who attend without this signed form will not be allowed to participate in the activities.

Buddy System:

The buddy system should always be used while at Camp. Buddies can be fellow Scouts, a Scout's parent, or the entire Pack. NO ONE should ever go anywhere alone.

Den Chiefs and Siblings :

If a Pack has a Den Chief or sibling in camp, a \$50.00 fee will be charged. Please be aware that the fee charged is for food and insurance; this does not include craft supplies used during the activity sessions. Those materials are for Scouts only. Please note that a Den Chief does not qualify as an adult leader to accompany Scouts to each of their activity areas. A registered Boy Scout age 13 years or older can become a Den Chief.

Check-In:

Please plan to arrive and start the check-in process as a Pack at 1:00 pm. Please do not plan on arriving before this time. One leader will need to come to the camp office to check-in the Pack before going to the campsite. All unpaid fees, Activity Control Forms, and a completed Pack roster must be turned in at this time. Medical forms for all Scouts and adults should be ready for the medical recheck. Each camper including Adults must be present during medical recheck. Swim tags will be issued after completion of medical recheck where your unit will proceed to the waterfront to complete swim checks. A staff guide will be available to assist your Pack with the check-in process. There will be a meeting with the leader from each Pack at 5:00pm in the Office.

Safety and Security:

Several measures are used at Camp Tuscarora to ensure the safety and security of all campers. All the campers and guests must wear wristbands. If a wristband falls off, please come by the Camp Office to receive a new one. The staff members are identified by the Boy Scout uniform or staff shirt. If you see anyone suspicious in camp, please report it to the Camp Director immediately.

Check-Out:

Before leaving camp please take time to clean your campsite and the adjoining bathhouse to your campsite. Carts are available to take gear to the parking lot, but please remember that there are others that may need to use them. The towing vehicle may be driven to the site to pull the Pack trailer. Send one leader to the Camp Office to check-out the Pack. All Packs are requested to check-out by 10:00 am.

Visitors:

Please make sure that all visitors sign-in at the Camp Office upon arrival and sign-out upon departure. All vehicles will remain in the parking lot. If a visitor wants to eat in the dining hall a meal ticket can be purchased at the Trading Post for \$5.00 per person. We encourage family members to attend any of our campfire programs. We ask that they eat dinner prior to arrival at camp. Campfire visitors are asked to arrive after 7:00 pm.

Dining Hall and Special Needs:

Before the morning and evening meal, Packs line up in formation around the flag pole in front of the trading post. The officer of the day will lead the flag ceremony as appointed by the Program Director. Scouts and leaders should wear their field uniform to the flag lowering. Announcements for the entire camp will occur during assembly. Packs must assist with setting up and cleaning up the tables that they use in the dining hall for each meal. They should show up 15 minutes before the meal to make sure set up is complete. Special dietary needs should be submitted in writing to the Camp Director two weeks **prior** to attending camp. We will do our best to accommodate these needs if substitutions are noted. For specific dietary requirements, some supplements may need to be brought from home.

Uniform in Camp:

The official BSA summer uniform is suggested for Scouts and leaders. This uniform will be worn at flag lowering ceremonies, supper, and campfires. During the day Scout shorts and camp T-shirt is appropriate.

Leader's Meetings:

A camp leaders' meeting will be held on check-in day at 5:00 pm at the camp office. Please make sure at least **one** leader from each unit is present. This will ensure that your pack has all necessary information for a safe and fun time at camp.

Trading Post:

Visit our Trading Post for cool camp merchandise, entertainment, necessities, ice cream, slushies, sodas and snacks. Each Scout should be responsible for bringing extra money if he wants something from the Trading Post. Open each day and evening during posted hours.

Swimming & Boating:

Any Scout or adult participating in any swimming or boating activity must first take a swim test. Swim tests are given during check-in when your pack arrives at camp. It is recommended that boys wear aqua shoes during swimming and boating sessions. Swimming and boating are restricted to times listed on the program schedule.

Fishing:

Fishing is available at our lakes for Scouts and leaders. If your Pack wants to fish it is necessary to bring fishing poles and bait with you.

Camp Patch:

An embroidered patch is awarded to each Scout and leaders who have stayed with their boys for the entire session. Patches will be given to the Pack leader at checkout.

Camp Telephone:

The camp office phone number is 919-934-9538 and is restricted to camp business and emergency use. In case of an emergency, callers will need to give the Pack number along with the Scout's name. Please discourage parents from making unnecessary phone calls. Remind them the Scouts are not located near the phone.

Camp Communication:

The camp utilizes a messaging system using each leader's cell phones. This message is in the form of a text message. During check-in, the camp will collect cell phone numbers of leaders who will be staying on camp. These messages will be used for general camp information as well as emergency alerts. Any leaders who "switch-out" need to add the new leader to the communication list with the Camp Director.

E-mail and Internet:

For your convenience, we provide 802.11 b/g wireless access for your laptop or handheld near the headquarters building at no cost. See the camp director when you arrive for the network access code.

Camp Mail:

Mail will run daily at Camp Tuscarora. All incoming mail will be given out daily to the units. The camp address is:



Scout's Name
Pack number
Camp Tuscarora
965 Scout Road
Four Oaks, NC 27524



Rules and Safety Information

Tents:

All tents, be the camps or personal, must never have a flame of any kind inside it. There must be sign stating "NO FLAMES IN TENT" on personal tents in the campsite. All camp tents have been labeled as well. Canvas tents are provided in the campsite, but if a unit wishes to provide their own tents, it is also acceptable.

Campsites/Electricity:

Campsites at Camp Tuscarora are primitive sites. Though most have a shelter and running water, they do not have electricity. For this reason, those needing to operate devices such as a cpap machine will need to make arrangements to bring a battery pack.

Firearms and Liquid Fuels:

Personal firearms and fireworks are strictly prohibited. Liquid fuel lanterns/stoves are restricted to adult use only. They are not allowed in tents under any circumstances.

Smoking and Alcohol:

The use of any tobacco product by a youth is prohibited. Adults are prohibited from smoking in any location where they can be observed by youth. A smoking area for adults only is provided directly behind the camp trading post. The use of alcoholic beverages and/or controlled substances at camp is prohibited.

Trucks, Trailers, and Campers:

The beds of a truck or a trailer must never be used for carrying people. Trailer type campers and R/V's are not allowed in camp. Vehicles are not allowed to stay in the campsite over night.

General Cleanliness and Sanitation:

A Scout is clean. Showers and toilets are available to Scouts and leaders. These facilities must be cleaned by the Scouts and leaders while at camp. It is best to spot clean after each use to prevent a large cleaning time. Trash bags are provided and regular trash pick-ups will be made. Your Pack can get additional supplies from Headquarters or the Trading Post.

Scouts Leaving Camp Property:

Campers are not to leave camp during the camping period without the approval of their leader and the Camp Director or Program Director. In cases of emergency, a senior staff member will accompany the Scout to established medical treatment centers, or approved transportation as may be determined in agreement with the leader. With prior approval of parents and the leader, a Scout may leave camp with a responsible adult, but he must check out and back in with the camp office. Any Scout leaving with his parent must also be checked out at the camp office, regardless of the circumstance. In the event that one parent has court approved custody of a Scout the camp director must be informed in writing during check-in of any restrictions on leaving camp with anyone other than the court approved guardian or parent.

Leaders Leaving Camp:

Leaders who must leave camp for any reason must sign in and out of the Camp Office at the time of departure and return. A check-out sheet is available. Two-deep adult leadership must be maintained at all times.

First Aid:

First aid for injuries is provided by our full-time medic on staff at our Med Lodge.

Vehicles in Camp:

All vehicles are to be parked in the camp parking area. Pack equipment trailers can be towed to and left in the campsite. Towing vehicles must be returned to the designated parking area immediately. **No vehicles will be allowed to stay in campsites.** Only clearly marked camp service vehicles are allowed to travel camp roads. Under no circumstances should passengers ride in the back of pick-up trucks or trailers!

Bicycles:

Personal bicycles are allowed at camp. **Helmets are required at all times with no exceptions.** Riders must be courteous to walkers. **Walkers always have the right of way especially on trails.** Bicycles are not allowed on the main camp road from the front gate to the headquarters building nor in the parking lot where cars can be moving. To reach the first year camper area bikers are to ride across the large field between BMX and the rappelling tower. After dark, bicycles are not to be ridden and must be walked back to campsites. It is the responsibility of all adult leaders to insure Scouts are courteous and follow these directions. Remember, the use of a bicycle on camp by an individual is a privilege which if abused will be revoked.

Skateboarding:

Helmets, knee, and elbow pads must be worn at all times with no exceptions.

Adult supervision will be provided in compliance with safety guidelines. Levels for degree of difficulty will be assigned, and Scouts must respect and follow all directions and rules of the adult supervisor.

Valuables:

Each Pack should provide adequate protection for its valuables. A foot locker with lock is recommended. The Tuscarora Council is not responsible for lost or stolen items. The lost and found will be at the Camp Office. To increase your chance of recovering a lost item, make sure you label name and unit number on personal gear.

Diversity Policy:

The Tuscarora Council has a zero tolerance for Scouts or leaders that do not treat other Scouts and leaders by the Cub Scout Twelve Core Values, Scout Oath, and Law. Scouts must be on guard to always be aware of actions or behavior which might cause others to be hurt by words or deeds.

Adult Unit Leaders are responsible for making sure that this policy is followed at all Scouting events.

Emergency Procedures

To ensure proper care and protection is provided to our youth and adults, the following emergency procedures are compulsory:

- A text system will be used to the primary leader of each unit and must be kept on their person at all times for immediate communications and notifications.
- Emergency procedures will be reviewed at the first leaders meeting along with alternative instructions and options for extreme situations.
- Camp emergencies include tornado watch, tornado warning, severe weather, lost camper, lost bather or other serious situations as deemed by the Camp Director.
- In the event of an emergency the Camp Director will issue each primary leader an "**EMERGENCY IN THE CAMP**" text page, broadcast the camp emergency notice on the p/a and ring the camp emergency bell whereby all youth and adults are required to assemble in the amphitheater without exception and remain until dismissed by the Camp Director.
- Leaders will group their youth and adults and give an accurate accounting when called on.
- In the event of high winds or a tornado, all youth will stay at the bottom of the OA Building for protection. Larger youth and adults will position themselves next to the younger children to assist and calm them.

What to Bring

Pack Equipment:

Den and Pack flag, lantern, and other equipment you think you might need.

Personal Equipment:

Each Scout and leader is responsible for his/her own personal gear. A suggested checklist follows:

- | | |
|--------------------------------------|---------------------------|
| 1 complete Scout uniform | |
| 2 bath towels | |
| 4 t-shirts | |
| 2 pair extra trousers/shorts | |
| 4 sets of underwear | |
| 4 pairs of socks | |
| 2 handkerchiefs | |
| 1 sweater or jacket | |
| 2 pairs of shoes (no open toe shoes) | |
| Scout Handbook | |
| 1 sleeping bag or | |
| 1 pillow and case | |
| Camera and film | |
| Raincoat or poncho | |
| Sunscreen, hat | |
| Swim Trunks | |
| Bible or Prayer Book | |
| Mosquito net | |
| | 1 wash cloth |
| | Shampoo |
| | Toothpaste and toothbrush |
| | Comb/brush |
| | Soap and soap dish |
| | Fishing pole & tackle box |
| | Flashlight |
| | Pencil and paper |
| | 2 sheets and 2 blankets |
| | Spending money |
| | Insect repellent lotion |
| | Watch |
| | Camp chair |
| | Canteen |
| | Aqua Shoes |

DO NOT bring pets, firearms, fireworks, sheath knives, Game Boys, iPods, or other electronic games





Cub Resident Camp Program



Session 1: June 17-20 | Session 2: June 20-23

Program overview

The program is designed for Wolf, Bear, and Webelos at Camp Tuscarora. Scouts and parents can expect a full program from 8:00 am until 9:00 pm each day. Mornings and afternoons will be filled with classes offering chances to earn Adventure awards. There are special programs each evening, such as free swim, free shoot, open boating and campfires.

Theme

Each year our Cub Camping programs follow a different theme. For the summer of 2018 our theme is Space Explorer. Many of the regular program activities will also be geared toward our theme.

The Staff

The staff at Camp Tuscarora is second to none! It is comprised of young men and women with scouting backgrounds who commit their summer to the Scouts. You can expect a high-energy, knowledgeable group of individuals who are dedicated to Camp Tuscarora and its program.

Special programs

There are also a number of special programs taking place throughout the session, mostly in the evening hours. Brief program descriptions of special program highlights are as follows:

- **Opening & Closing Campfires:** The staff will entertain Scouts and adults alike with an energetic, audience-participation campfire program reflecting the theme of the summer. On your last night with us, your scouts will get the chance to share their talents with the entire Camp.
- **Open Activities:** Each full day will have two hours open that will enable Scouts and adults to enjoy shooting BBs, archery, BMX, hiking, swimming, boating, or fishing.
- **Camp Wide S'mores:** After the closing campfire, hang out with your pack and the rest of the camp and cook up some s'mores.

Rainy day program

Liquid sunshine never washes fun out of the day! In the event of rain or other inclement weather, program will be provided by the staff indoors or under our many shelters throughout Camp. Some programs, like camp craft, can easily be taken inside without modification. Other program areas have special rainy-day backup activities that will keep everyone busy.

Advancement Opportunities

Resident camp is first and foremost about having fun and experiencing new things. That being said, there are advancement opportunities available. Below is a list of the Adventures that are being offered. Paperwork will be given to Leaders at the end of Camp detailing which requirements were covered for each Adventure. **Classes will be done in a two-day time span.**

| LOCATION | 8:45-9:35 AM | 9:50-10:40 AM | 1:30-2:20 PM | 2:35-3:25 PM |
|------------------|---|--------------------------|---------------------------------|--------------------------|
| AQUATICS | Salmon Run | Spirit of the Water | Salmon Run | Spirit of the Water |
| AQUATICS | Aquanaut | Aquanaut | Aquanaut | Aquanaut |
| AQUATICS | Instructional Swim | Instructional Swim | Instructional Swim | Instructional Swim |
| HANDICRAFT | Bear Claws | Howling at the Moon | Bear Claws | Howling at the Moon |
| HANDICRAFT | Building A Better World | Building A Better World | | |
| FIRST AID | | First Responder | | First Responder |
| NATURE / ECOLOGY | Air of the Wolf | Fur, Feathers, and Ferns | Air of the Wolf | Fur, Feathers, and Ferns |
| NATURE / ECOLOGY | Earth Rocks | Into the Woods | Earth Rocks | Into the Woods |
| NATURE / ECOLOGY | Into the Wild | A Bear Goes Fishing | Into the Wild | A Bear Goes Fishing |
| OA BUILDING | STEM: Out of this world (2 Hour Course) | | STEM: 1-2-3 Go! (2 Hour Course) | |
| SCOUTCRAFT | Paws on the Path | Cast Iron Chef | Paws on the Path | Cast Iron Chef |
| SCOUTCRAFT | Camper | Camper | | |
| SCOUTCRAFT | Bear Picnic Basket | | Bear Picnic Basket | |
| TKAHSAHA | Running with the Pack | Call of the Wild | Running with the Pack | Call of the Wild |
| TKAHSAHA | Stronger, Faster, Higher | Cast Away | Stronger, Faster, Higher | Cast Away |
| TKAHSAHA | Scouting Adventure | Scouting Adventure | Bear Necessities | Bear Necessities |

The Next Step Program: Each Arrow of Light Scout will be placed into a patrol that they will work with each day during afternoon program sessions. The afternoon will consist of special programs and work towards awards such as the Outdoor Ethics Awareness Award and Outdoor Activity Awards that they will do together with their patrol. The group will also campout across the lake away from main-camp on Monday/ Thursday.

Adventure Descriptions

Please note that not all requirements will be met for some of the Adventures/ Pins. See descriptions below for details.

STEM PROGRAM:

Out of this World: Discover the wonders of space exploration. This session is open to all Cub Scouts. *NOTE: We will not be covering requirement 2.*

1-2-3 Go!: Explore how math affects your life each day. This session is open to all Cub Scouts. *NOTE: We will not be covering requirement 2.*

WOLF ADVENTURES:

Air of the Wolf: This class is an elective for new Cub Program. Investigate how air works and travels by paper airplane and kites.

Call of the Wild: This class is required for the Wolf Program. Begin the journey outdoors and learning how to be prepared. *NOTE: We will not be covering requirement 6.*

Howling at the Moon: This class is required for the Wolf Program. Learn how to communicate in different ways and how a campfire program works.

Paws on the Path: This class is required for the Wolf Program. Hike around Camp Tuscarora and learn how to become a better hiker.

Running with the Pack: This class is required for the Wolf Program. Health and fitness is important to everyone. Learn to take the first step in a healthy lifestyle.

Spirit of the Water: This class is an elective for the Wolf Program. Discuss the uses of water and how to rescue a swimmer.

BEAR ADVENTURES:

A Bear goes fishing: This class is an elective for the Bear Program. Learn how to fish and the habitats fish live in.

Bear Claws: This class is required for the Bear Program. Learn about knife safety as you earn your Whittling Chip.

Bear Necessities: This class is required for the Bear Program. Develop more camping skills and how to set up a campsite. *NOTE: We will not be covering requirements 5, 6, and 9.*

Fur, Feathers, and Ferns: This class is required for the Bear Program. Learn about plants and wildlife. *NOTE: We will not be covering requirement 7.*

Salmon Run: This class is an elective for the Bear Program. Water safety is important. Learn about swimming techniques and water safety.

Bear Picnic Basket: This class is an elective for the Bear Program. Learn how to make a nutritious snack. *NOTE: We will not be covering requirement 1c.*

WEBELOS ADVENTURES:

Cast Iron Chef: This class is required for the Webelos Program. Learn how to build a camp fire to cook on and prepare a meal. *NOTE: We will not be covering requirements 2 and 3.*

First Responder: This class is required for the Webelos Program. A first responder is a person who is ready for first aid situations. *NOTE: We will not be covering requirements 7 and 8.*

Stronger, Faster, Higher: This class is required for the Webelos Program. An athlete knows that a good training program includes exercises that build strength and endurance. *NOTE: We will not be covering requirements 3, 4, and 5.*

ARROW OF LIGHT ADVENTURES:

Building a Better World: This class is required for the Arrow of Light Program. There are many places to build a better world and it starts in your community and state. *NOTE: We will not be covering requirements 4, 5, 9, and 10.*

Camper: This class is required for the Arrow of Light Program. A camper has the skills needed to make you feel at home in the outdoors. They know how to pitch a tent, knots, and Leave No Trace ethics. *NOTE: We will not be covering requirements 1 and 4.*

Scouting Adventure: This class is required for the Arrow of Light Program. Be prepared to start becoming a Boy Scout and learning what it takes to do a good turn daily. *NOTE: We will not be covering requirements 2, 3, and 4.*

WEBELOS/ ARROW OF LIGHT ADVENTURES:

Aquanaut: This class is an elective for the Webelos/ Arrow of Light program. Aquanauts are people who are at home both around and in the water. Basic water skills are the goal of the Aquanaut. Scouts signing up for the Aquanaut should be classified as a Swimmer or a strong Beginner. ***Non-swimmers should take Instructional Swim.***

Cast Away: This class is an elective for the Webelos/ Arrow of Light program. Learn about survival skills in the wilderness like making a shelter and dealing with emergency situations. *NOTE: We will not be covering requirement 2b.*

Earth Rocks: This class is an elective for the Webelos/ Arrow of Light program. Scouts will explore the study of rocks and learn about what you can use rock for. *NOTE: We will not be covering requirements 7 and 8.*

Into the Wild: This class is an elective for the Webelos/ Arrow of Light program. Scouts will explore wildlife and ecosystems. *NOTE: We will be covering requirements 2 and 3.*

Into the Woods: This class is an elective for the Webelos/ Arrow of Light program. Scouts will learn about tree and plant identification. *NOTE: We will not be covering requirement 5.*



CUB RESIDENT CAMP ACTIVITY CONTROL FORM & WAIVER

To be filled out by the Scout's parent or guardian, please print in ink.

All participants in the following activities must have a completed & signed form.

Scout's Name: _____ Date of Birth: _____

Pack #: _____

Name of parent or guardian: _____

Telephone (Day): _____ (Evening): _____

Potentially Hazardous Activities: (please check those events you consent for your minor child to participate in)

_____ **BB Guns**

_____ **Archery**

_____ **Swimming**

_____ **BMX**

_____ **Skateboarding**

_____ **Waterslide**

_____ **Boating**

_____ **All of the above**

WAIVER OF CLAIMS:

In consideration of the benefits to be derived from participation in the activities of the Boy Scouts of America at Camp Tuscarora, any and all claims against the Boy Scouts of America, the officers, employees, agents, or other representatives of any of them, or any other persons working under their direction or engaged in the conduct of their affairs, arising out of any accident, illness, injury, damage, or other loss or harm to/or incurred or suffered by the participant named above or to his or her property, in connection with or incidental to the activities at Camp Tuscarora, including preliminary training and travel, are hereby expressly waived by the participant and the participant's family or guardians.

This is to certify that I, as parent/guardian with legal responsibility for their participant, do consent and agree to his release as provided above, I release and agree to indemnify and hold harmless the Boy Scouts of America from any and all liabilities incident to my minor child's involvement or participation in these programs as provided above, EVEN IF ARISING FROM THE NEGLIGENCE OF THE RELEASEES, to the fullest extent permitted by law.

PARENT/GUARDIAN SIGNATURE:

DATE: _____

PACK ROSTER
(To be turned in at Camp Office during check-in)

Pack _____ Session _____ Campsite _____

Scouts

Rank

1. _____

21. _____

2. _____

22. _____

3. _____

23. _____

4. _____

24. _____

5. _____

25. _____

6. _____

Den Chiefs or Siblings

7. _____

1. _____

8. _____

2. _____

9. _____

3. _____

10. _____

4. _____

11. _____

Adult Leaders

12. _____

1. _____

13. _____

2. _____

14. _____

3. _____

15. _____

4. _____

16. _____

5. _____

17. _____

6. _____

18. _____

7. _____

19. _____

8. _____

20. _____

9. _____

Make Checks Payable to:
 Tuscarora Council
 Cub Scout Resident Camp
 172 NC HWY 581 S.
 Goldsboro, NC 27530

Cub Resident Camp Fee Form

Cub Leader _____ Pack _____ Session Requested: **One Two**

Phone _____ Cell _____ Email _____

Name of Cub Attending Rank

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____
- 9. _____
- 10. _____
- 11. _____
- 12. _____
- 13. _____
- 14. _____
- 15. _____

Adults Attending

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____
- 9. _____
- 10. _____

Name of Siblings or Den Chiefs

- 1. _____
- 2. _____
- 3. _____
- 4. _____

 Early Bird Fee: \$120 per Scout and \$50 per adult (Paid in full by May 1)
 Camp Fee: \$130 per Scout and \$50 per adult (Paid in full by June 1)
 Late Fee: \$150 per Scout and \$65 per adult (Any registrations submitted after June 1)

Number of Scouts _____ X _____ (fee) = \$ _____
 Number of Adults _____ X _____ (fee) = \$ _____
 Total submitted \$ _____

T-Shirt Pre-orders

Youth Sizes:
 Medium _____ Large _____

Adult Sizes:
 Small _____ Medium _____ Large _____
 X-Large _____ XX-Large _____ XXX-L _____

Total Shirts _____ x \$12 = \$ _____

Map of Camp Tuscarora

Camp Tuscarora
Tuscarora Council
965 Scout Rd.
Four Oaks, NC 27524

Cub Resident Camp Map



