

Lincoln Heritage Council Boy Scouts of America

# Hooked on Scouting Unit Leader Planning Guide

**“Making the most of your  
experience”**

**April 26-28, 2024  
1701 Mill Creek Rd, Tompkinsville, KY 42167**



Quotes from Baden Powell, the founder of Scouting, about Fishing:

“Every Scout ought to be able to fish in order to get food for himself.”

“A fisherman does not bait his hook with food he  
likes. He uses food the fish likes.”

“When you catch a fish do as I do – only keep those you specially want for food; put back the others the  
moment you have landed them.”

# What is a Hooked on Scouting?

Hooked on Scouting is a fun and competitive event where anglers gather to show off their skills and catch the biggest fish. It is a great opportunity for fishing enthusiasts to come together and enjoy their favorite pastime.

Fishing derbies have several benefits, including promoting camaraderie among participants, raising funds for charitable causes, and encouraging conservation efforts. These events often have specific rules that participants must follow, such as catch and release policies, size limits for fish, and designated fishing areas. These rules ensure fair competition and help protect the fish population.

Hooked on Scouting benefits extend beyond the thrill of the competition. They provide a platform for anglers to exchange knowledge and techniques, learn from each other, and improve their fishing skills. Additionally, these events often raise funds for conservation organizations or local charities, contributing to the betterment of the environment and community.

Most fishing derbies require participants to have a valid fishing license, so make sure you have one before you go. Additionally, there may be specific fishing regulations that you need to follow, such as catch and release policies or size limits for certain fish species. It's important to familiarize yourself with these rules to ensure a fair and enjoyable competition.

Now, let's talk about the prizes. Fishing derbies often offer a variety of enticing rewards for participants. The most common prize is awarded to the angler who catches the biggest fish, but there may also be prizes for the second and third largest catches. Some derbies even have categories for different age groups or types of fish, giving everyone a chance to win. Prizes can range from cash and gift cards to fishing gear and trophies, so there's plenty of motivation to reel in a whopper!

## What can we do?

### CAMPING FOR EVERYONE

All Scout units are encouraged to camp. Packs and Troops can stay the entire Friday night with the proper leadership. **Plan to camp as a unit.**

### LEARN TO FISH FOR EVERYONE

Spend some time with a BSA Certified Angling Instructor. If you have never fished or want to learn more come join in.



## CUB SCOUT PROGRAM

Enjoy the day fishing. Work with others to learn how to fish and work your way to catch the biggest fish. Saturday afternoon there will be rank specific activities where you can earn an Adventure.



## TROOP SCOUT PROGRAM

Spend the day fishing with your buddy. The scouts will also have opportunities to participate in earning Fishing, Fly Fishing, Fish and Wildlife Management merit badges. There is only time for a scout to complete one of the merit badges. We will also offer the opportunity for a scout that has completed all three merit badges, the scout can complete their Angler Award.



# Hooked on Scouting Daily Schedule



## Friday, April 26

6:00 - 9:00 p.m.  
Check-In (Campsite  
setup)  
8:00 p.m. Cracker  
Barrel  
10:00 p.m. Taps (Lights  
out)

## Saturday, April 27

8:00 a.m. Check-In  
8:30 a.m. Opening Ceremony  
(Main Activity Field)  
9:30 a.m. Fishing  
11:30 a.m. Lunch *will include a choice of one (1)  
hamburger or two (2) hotdogs, chips, dessert.*  
12:30 p.m. Fishing  
1:00 p.m. Lion/Tiger Adventure  
2:00 p.m. Wolf/Bear Adventure  
3:00 p.m. Webelos/AOL Adventure  
5:30 p.m. Closing Ceremony

## Sunday, April 28

8:00 a.m. Religious Service  
8:30 a.m. Closing Ceremony  
(Main Activity Field)  
9:00 a.m. Clean-up Camp  
10:00 a.m. Clean-up activity area  
11:00 a.m. Depart

\* NOTE: ALL TIMES ARE CENTRAL DAYLIGHT TIME \*

# Cub Scout Activities

## Cub Scout Adventures

### Lion Elective Adventure: On Your Mark

1. Participate in a game with your den.
2. Participate in an obstacle course relay.
3. Participate in a box derby race.

### Tiger Elective Adventure: Tiger Tag

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about how to play and why you like this game.
2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
4. With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

### Wolf Elective Adventure: Spirit of the Water

Complete the following Requirements (5 will not be completed at event)

1. Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

### Bear Elective Adventure: A Bear Goes Fishing

Complete at least three of the following.

1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes.
2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

### Webelos/AOL Elective Adventure: Into the Woods

Complete Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.

2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.



# Troop Activities

- **Fishing Merit Badge**

- Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.

- **Fly Fishing Merit Badge**

- Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

- **Fish and Wildlife Management Merit Badge**

- Learn how animal diversity impacts the planet and the longevity of communities across the globe with the Fish and Wildlife Management Merit Badge. The Fish and Wildlife Merit Badge is a conservation-based merit badge recognizing our ecological impact and responsibility to preserve and protect animal life. Scouts will learn the purpose of fish and wildlife conservation while listing at least three significant problems threatening fish and wildlife resources in their community.

- **Angler Award**

- Earning these merit badges:
  - Fishing
  - Flyfishing
  - Fish and Wildlife Management
- Completing one or more of these projects:
  - Teach a Fishing or Fly Fishing merit badge skill to your troop, crew or team as part of a unit program activity.
  - Help instruct Cub Scouts on fishing skills or fishery management as part of a Cub Scout meeting or outing.
  - Participate in a local Hooked on Scouting or tournament, either a Scouting or Community event.
  - Complete a conservation project that will benefit a local fishery.

# **General Information:**

**Deadline for Registration is Tuesday, April 17.**

**Registration Fee: \$20 for Scouts and \$10 for adults/siblings. (Saturday lunch ONLY included)**

Anyone not pre-registered by deadline will have to register as a walk-in with a fee of \$25 for scouts and \$15 for adults/siblings.

**EVERYONE PAYS REGISTRATION FEE except Non-Scout Children 6 and under are free.**

**SIBLINGS can participate if they are of Scout age (7 years old or in 1<sup>st</sup> grade up to 17 years old). Siblings under the age of 5 will not be able to participate in the program activities.**

**Only participants with wrist bands will be able to take part in the adventure areas.**

## **Check-In**

Upon arrival, have a designated representative from your unit check in with a campmaster and find your signed camping area.

## **Check-out**

Before units are permitted to depart the campsite on Saturday evening or Sunday morning, their campsites must be inspected. Prior to the inspection, units should pack all gear and clean their site. When the unit leader has determined that the site is ready for inspection and the unit is packed and ready for departure, he should contact the Headquarters or one of the Campmasters in the area to request a campsite inspection. Once the inspection is completed, the unit will be permitted to depart.

## **Uniforms**

**Scouts:** Unit T-shirts/activity dress is acceptable during the day on Saturday. Full field uniforms must be worn for Saturday's opening ceremony. Clothing portraying images of drugs, alcohol, tobacco, or other messages inconsistent with the Scout Oath and Law will not be permitted.

**Leaders and Staff:** BSA or unit T-shirts/activity uniform are acceptable for the day on Saturday and Sunday. Full field uniforms must be worn for Saturday's opening ceremony and Sunday's closing ceremony. Adult visitors who are not registered leaders are reminded that this is a family event and should dress modestly.

## **Curfew**

Curfew is 10:00 pm. All Scouts are to be in their unit campsite by this time unless a program activity would extend that time. Lights out in the camping area will be at 10:00pm Friday and 10:00pm Saturday.

## **Identification**

Wristbands will be used for identification of Hooked on Scouting participants. In order to participate in adventure areas, a wristband is required – no exceptions.

## **Ground Fires**

Campfires are only allowed in approved established areas.



**Participants who are “Out of State”** cannot bring firewood into Kentucky **per KY State law** to protect the camp from insect/beetle problems. Wood must be obtained or purchased within the state of Kentucky.

Scouts **should not** bring electronic games or game machines. **Firearms, fireworks, explosives, alcohol, and drugs are prohibited.** (Tobacco products in designated areas only.)

### **Refunds**

Refund requests are given on an emergency basis. Please email all refund requests to District Executive Josh Hutcheson at [josh.hutcheson@scouting.org](mailto:josh.hutcheson@scouting.org)

### **Camp Code**

- Units must adhere to campsite curfew (10:00pm) and lights out times (10:00 pm Friday 10:00 pm Saturday). Violators will be asked to leave.
- Scouts are asked to be courteous at all times. The Scout Oath and Law are to be your guidelines.

### **Time Schedule**

Friday night campsite check-in can begin at 6:00 p.m. Staff will be on site until 10:00 p.m. to help with checking in units.

### **Equipment**

Please limit the amount of equipment used. Bring only what you need.

### **Sanitation/Trash**

All units are expected to “pack out” their trash. A limited number of dumpsters will be on site in common areas for event staff and food vendors. Latrines will be located throughout the area.

A Scout is Clean. Report any vandalism. Vandals will be removed and possibly prosecuted.

**Electricity:** Is not available in campsites. If you use a CPAP, we will not be able to provide you with power.

**Safety:** So that we keep our Scouts safe, we ask that your vehicle not leave the site once you have arrived. In the event of an emergency and you need to leave the site, please let us know so we can move you and your vehicle in the safest way possible.

**Wastewater Disposal:** Please do not dump wastewater in public areas.

## Site Layout



# Policies and Procedures for Hooked on Scouting

1. Hooked on Scouting fees include a Hooked on Scouting commemorative patch and all event arrangements and activities.
2. Everyone must stay away from UNAUTHORIZED AREAS.
3. One gear vehicle from each unit will be allowed to enter the camping grounds Friday night, not on field. Other vehicles will be directed to the parking area. All gear vehicles must be unloaded and moved to the parking areas Friday night after unloading.
4. Water will be supplied.
5. No unit will be allowed to participate without the appropriate adult leadership: Troops: 1:8; Cub Scouts: parent and Scout; Webelos: 2:5.
6. Scouts should use the “buddy system” when leaving their campsites. All participants must wear their participant wristband at all times.
7. All units (Packs, Troops) will do their own cooking/heating of food and water with approved liquid fuel method, charcoal or wood in approved campfire sites. No wood is available. All liquid fuels must be properly stored and maintained. The use of liquid fuels to start any fire is prohibited.
8. Event will provide lunch on Saturday, PACKS or TROOPS are to provide their own breakfast and dinners.
9. WHO NEEDS A LICENSE? (KRS 150.010, 150.170) **Anyone age 16 and older** must carry a KY Fish and Wildlife fishing license. <https://app.fw.ky.gov/Solar/>
10. All units must pack their own trash out - there will be limited dumpsters available.





# Prepared. For Life.™

## **WHAT TO BRING**

### **Cub Scouts**

Personal Gear  
Sleeping Bag  
Rain Gear  
Flash Light

Tents  
Uniforms  
Cooking and Dining Gear  
Water Bottle

### **BSA Scouts**

Boy Scout Handbook  
First Aid Kit  
Sleeping Bag  
Troop/Patrol Gear  
Water Bottle  
Flash Light

Boy Scout Fieldbook  
Fire Starters  
Tents  
Uniforms  
Rain Gear

**Scouts are not to bring electronic games or game machines. Two way radios of any type are not to be used due to possible interference with Staff communications equipment. Firearms, fireworks, explosives, alcohol, and drugs will not be tolerated. All vehicles are subject to search.**

## **Things to Remember**

1. Two Deep Leadership (minimum) who are properly trained must accompany each unit.
2. Bring only the items needed for the weekend. This will ensure quick processing through the gates in case of vehicle searches.
3. **DO NOT bring firearms, air guns, black powder, fireworks, or explosives.**
4. Parking staff are enforcing policies put in place by Lincoln Heritage Council. Everyone is expected to adhere to the traffic flow and obey all parking and traffic policies as directed by the Safety Committee.

# Hooked on Scouting 2024

## VOLUNTEER REGISTRATION FORM

It takes a team of volunteers to ensure that this event is a success for the hundred+ youth and adults who attend. Please fill out the following form and remit to the email address below. **This form must be turned in no later than April 1, 2024.**

**UNIT TYPE AND #:** \_\_\_\_\_  
**Council Name:** \_\_\_\_\_ **District Name:** \_\_\_\_\_  
**Name:** \_\_\_\_\_ **Position:** \_\_\_\_\_  
**Address:** \_\_\_\_\_ **City:** \_\_\_\_\_ **State:** \_\_\_\_\_ **Zip:** \_\_\_\_\_  
**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_  
**If not a Scout Volunteer, name of Civic Group:** \_\_\_\_\_

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**Volunteers are needed to help with set up in the days prior and through the entire weekend of October 14-16, 2022. Please check below what you would be interested in helping with:**

<input type="checkbox"/>	Set Up	<input type="checkbox"/>	Cub Scout Events
<input type="checkbox"/>	First Aid	<input type="checkbox"/>	BSA Scout Events
<input type="checkbox"/>	Registration	<input type="checkbox"/>	Certified Angler Instructor
<input type="checkbox"/>	Clean Up	<input type="checkbox"/>	Opening/Closing Ceremony
<input type="checkbox"/>	Information Booth	<input type="checkbox"/>	No Preference
<input type="checkbox"/>	Religious Services	<input type="checkbox"/>	Fishing assistance
<input type="checkbox"/>	Fishing Merit Badge	<input type="checkbox"/>	Fly Fishing Merit Badge
<input type="checkbox"/>	Angler Award	<input type="checkbox"/>	Monitor (Walking around checking for safety)

**I've already been recruited by:** \_\_\_\_\_ **as:** \_\_\_\_\_

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**We also need to know the following information:**

### T-shirt Size

<input type="checkbox"/>	Small	<input type="checkbox"/>	X-Large
<input type="checkbox"/>	Medium	<input type="checkbox"/>	XX-Large
<input type="checkbox"/>	Large	<input type="checkbox"/>	XXX-Large

**E-mail to:** randy.richey1@gmail.com

***Submit this form no later than 4/1/2024***



## Fishing

### **Plan Ahead and Prepare**

- Know the local fishing and boating regulations for the area where you'll fish. Obtain licenses and stamps and have them with you.
- Use a personal flotation device where required and/or appropriate.
- Learn to identify the different species of fish in the area where you'll be fishing.
- Obey the limits on the size and quantity of fish you are allowed to keep. Abide by regulations concerning types of bait and tackle permitted where you are fishing.
- Prepare for extreme weather, hazards, and emergencies.
- Plan your trip to avoid times of high use.

### **Travel and Camp on Durable Surfaces**

- Durable surfaces include rock, gravel, water, established trails and campsites, sand, or snow.
- Concentrate use on existing trails, campsites, and boat launches.
- Focus activity in areas where vegetation is absent. ▪
- Avoid trampling aquatic vegetation when wading. Refrain from wading in spawning areas when possible.
- Enter and leave water sources at places where the banks are low or where there are gravel bars.
- In pristine areas disperse use to prevent the creation of new campsites and trails.
- Protect riparian areas by camping at least 200 feet from lakes and streams.

### **Dispose of Waste Properly**

- Pack it in, Pack it out. Inspect your camp and rest areas for trash or spilled foods. Pack out all monofilament fishing line, leftover live bait, and bait cups.
- Avoid using lead sinkers and jigs. If lead sinkers are found, pack out for proper disposal.
- ▪ Use established bathrooms when available. If not available, deposit solid human waste in catholes dug 6 to 8 inches deep



and 200ft away from water sources.

- Check with local land managers for regulations on the disposal of fish entrails. Pack out entrails when possible. If not possible, burial, deepwater deposition, or moving water deposition are acceptable options in most areas.
- To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.

### **Leave What You Find**

- When practicing “catch and release”, use barbless hooks and be sure to not injure the fish. Do not fight a fish to exhaustion, use a rod and line of sufficient strength, and avoid suspending fish out of the water by the fishing line. Keep fish in water when handling for release and do not touch gills.
- Carry and use needle-nose pliers or hemostats for hook removal.
- Take care not to introduce non-native species to water sources and surrounding areas. Pack out all unused bait and dispose of it properly (e.g. worms, minnows, leeches) and properly wash all equipment between fishing trips.
- Avoid transferring fish from one watershed to another.
- Preserve the past: observe, but do not touch, cultural or historic structures and artifacts.

### **Minimize Campfire Impacts**

- Campfires can cause lasting impacts. Use a lightweight stove for cooking when possible.
- Where fires are permitted use established fire rings, mound fires, or fire pans, and consider bringing your own firewood.
- Keep fires small and use only dead and downed wood that can be broken by hand.
- Burn all wood and charcoal to ash. Ensure that fire is completely out and properly dispose of cold ashes by scattering or packing out.

### **Respect Wildlife**

- Respect fish by humanely dispatching catches you are keeping with a quick blow to the back of the head with a rock or other solid object.
- Refrigerate or eat fish quickly to avoid wasting them. Check local regulations on using stringers.
- Use caution when cooking fish in bear country.
- Never feed wildlife. Feeding wildlife damages their health, alters natural behaviors, and exposes them to predators and other dangers.
- Control pets or leave them at home.

### **Be Considerate of Others**

- Respect other visitors and protect the quality of their experience. ▫ Non-motorized crafts usually have right-of-way over powerboats: slower boats should keep to the right.
- If using a radio keep volume low or wear headphones, let nature's sounds prevail.
- Pick campsites that are away from shorelines or trails and avoid crowding other visitors.