

LINCOLN HERITAGE COUNCIL

# *Jungle Cubs*



**2025 SPRING CUB SCOUT Event**

**April 25<sup>th</sup> – 27<sup>th</sup> 2025**

**LEADER'S GUIDE**



LINCOLN HERITAGE COUNCIL  
SCOUTING AMERICA

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Tunnel Mill Scout Reservation  
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Indiana  
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## Table of Contents:

Registration and Contact Information	4
What is Jungle Cubs	5-6
Event Schedule	7
Fee Schedule/Refund Policy	8
Unit Preparation for Camp	9
Camp Policies and Procedures	10-15
Camp Fire Program	16
Suggested Packing List	17
Camp Map	18

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# Registration and Contact Info

- [Register online via Tentaroo](#), or access via the LHC website Events Page <https://lhcbasa.org/eventsandactivities/>

If you have trouble registering online, or have any other questions, please contact Grayson Edwards or anyone on our event team

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## What is Jungle Cubs?













Step into the heart of the jungle, where adventure awaits at every turn! This action-packed Cub Scout experience will transport scouts into a world of excitement, exploration, and discovery.

Scouts will navigate thrilling obstacle courses like daring jungle explorers, put their survival skills to the test with hands-on challenges, and uncover the secrets of the wild. Along the way, they'll encounter some fascinating (and friendly!) jungle creatures, dive into team-building adventures, and forge unforgettable memories with fellow scouts.

With the spirit of adventure in the air, **Jungle Cubs promises nonstop fun, learning, and the ultimate scouting experience!** Don't miss out on this wild expedition—grab your gear and get ready for the adventure of a lifetime!

Packs will participate in volunteer-run program activities such as BBs, Archery, Slingshots, Fishing, Crafts, and other Jungle themed activities. All youth participants will receive a Patch, Jungle Explorer bag, Jungle Safari Hat, and work to uncover the mysteries of the Jungle! They are sure to have a wonderful time.

## Activities and Crafts for Adventurers:

-  **Reptile Encounter Zone:** Get up close with real jungle reptiles! Learn about their natural habitats, their survival adaptations, and why they play an important role in the ecosystem.
-  **Wild Explorer's Trek:** Join us for a guided hike through the “jungle,” where Scouts will discover native plants, learn about wildlife, and experience the wonders of nature firsthand.
-  **Jungle Archer Challenge:** Test your aim and focus with archery as you practice this ancient skill of the wild.
-  **Slingshot Safari:** Take on the slingshot range and see if you can hit the target with precision and skill.
-  **Jungle Range Challenge:** Practice responsibility and marksmanship on the BB gun range in a safe and controlled environment.
-  **Jungle Lagoon Fishing Adventure:** Cast your line into the “Jungle Lagoon” and see if you can reel in a big catch!
-  **Explorer's Survival School:** Learn essential jungle survival skills, from building shelters and tying knots to navigating using nature's clues.
-  **Jungle Science & STEM Station:** Discover the science behind the jungle! Conduct hands-on experiments, learn about rainforests and ecosystems, and explore the technology that helps real-world explorers survive in the wild.
-  **Treasure Hunt Expedition:** Follow the map, solve riddles, and work as a team to uncover a hidden jungle treasure.
-  **Jungle Creations Station:** Get creative and make jungle-inspired crafts like animal masks, vine bracelets, and explorer journals to take home.
-  **Jungle Face Painting:** Transform into your favorite jungle creature or adventurer with face painting! Become a tiger, parrot, or fearless explorer as you prepare for your expedition.
-  **Campfire Tales & Jungle Feast:** Gather around the campfire for exciting adventure stories. ( Page 15 )

## Live the Theme!

Scouts are encouraged to dress as jungle explorers—think khaki shorts, and adventure-ready gear! Make sure to wear sturdy shoes for hiking and bring a water bottle to stay hydrated.

### **Jungle Camp Challenge – Best Campsite in the Wild!**

Each den or family can take part in our **Jungle Campsite Decorating Challenge!** Bring decorations to transform your campsite into a jungle oasis—think vines, animal prints, explorer hideouts, and hidden treasures.

## Delivering the Program

Come be a part of delivering the scouting program by taking a journey through time on this Medieval-themed adventure. To make this event successful and as fun for your Cubs as possible, we ask pack leaders, den leaders, parents, den chiefs and other attending be prepared to help with the experience. **Be prepared to have one adult volunteer available to help staff an activity or craft station.** Plan to participate in the Jungle theme too. Have a costume you can wear? Plan to wear it. It's a great time to help create your Cubs journey, bring the fun and be a part of the experience too.

## Event Schedule

### Friday, April 26

- 5:00 PM – 9:00 PM **Check-in at Admin Building**, camp set-up
- 11:00 PM Lights Out

### Saturday, April 27

- Breakfast in campsites if camping
- 8:00 – 9:00 AM **Arrival/Check-in at Dining Hall** for day-only participants *and units only camping Saturday night*
- 9:00 AM **Opening Flag** Ceremony in the field by the Pirate Ship
- 9:15 AM – 11:45 PM **Program Activities**
- 11:45 PM – 1:15 PM **Lunch** with Pack in Campsites
- 1:15 PM – 4:30 PM **Program Activities** resume
- 4:30 PM – 7:00 PM **Dinner in Campsites**, Skit/Song Practice with Unit
- 7:30 PM **Campfire**, Amphitheater, *Come share a skit or song!*
- 10:00 PM **Lights Out**

### Sunday, April 28

- Breakfast in campsites, **pack up** and begin journey home by 10:00 AM
- Clean and pick up areas before departure
- Check-out with the Camp Master or Jungle Cubs Staff

## Fee Schedule / Refund Policy:

**Fee Schedule:** All fees should be paid based on the following information:

Please complete the event registration link for all participants:

### **Day Only**

Youth: 15

Adult 10

### **Camping**

Youth: 20

Adult 10

Day Only Walk-in Registrations at Dining Hall

**Refunds:** A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge if a written request is made at least 30 days prior to a council or district program/activity.

- No refunds will be given to an individual or group that cancels program attendance/registration within 30 days of a scheduled council or district program/activity. Exceptions for medical situations or family emergencies can be made but must be submitted in writing within 7 days after the program/activity.
- Fees are transferable to other scouts but not refundable. All requests for refunds must be submitted in writing with a copy of the receipt or cancelled check.

# Unit Preparation for Camp

If your unit follows the steps listed below, the process of preparing everyone for an enjoyable experience at Tunnel Mill Scout Reservation should go smoothly.

## Upon Receiving the Leaders Guide:

- Inform or remind all Scouts and parents of the Camp Dates.
- Recruit **three** or more adult leaders. **Two will spend the weekend with your unit, one will staff one of the activity/craft stations.**
- Make sure all of your Scouts and Leaders have [medical forms part A & B](#)

## Finalizing plans for the outing:

- Give final notice to all Scouts and parents about plans for attending camp.
- See that all Scouts and adults have a current medical form.
- Arrange for your transportation to and from camp.
- Establish a meal plan and adult assignments for cooking.
- Ensure all your Scouts' families have the information on the weekend.
- Register online at [www.lhcbasa.org](http://www.lhcbasa.org) or send registration form and fees to the Scout Service Center.

## One week before Camp:

- Review Schedule with your Scouts and families.
- Double check medical and health history.
- Finalize meal preparation plans and assign adults for purchasing.
- Prepare the unit equipment to bring to camp.
- Inspect each Scouts personal gear- be prepared for all types of weather!
- Finalize Transportation arrangements to and from camp
- Ensure Packs have **three** or more adult leaders. **Two will spend the weekend with your unit, one will staff one of the activity stations.**



# “So We’ve Arrived at Camp. What’s Next?”

## Safe Campsites:

Ensure your unit has checked in. See Event Schedule for details. We ask that you work with the units around you to ensure a safe and orderly camp as free from danger as possible. This includes grouping tents together to limit tripping hazards and marking all guide wires. Staff, adult leaders, and Scouts should ensure that tents and gathering areas are not placed under dead branches or near damaged trees. Fires (if permitted) should be started only in the pre-established rings available in each campsite. Tents should not be any closer than 10 feet to the fire ring and should be moved if they are. There should be no flames in any tent.

## Happy Campsites:

Most likely there will be other units in your campsite so it may be necessary for you to communicate with the other leaders sharing the campsite to ensure the best camping experience. A Scout is friendly and courteous so be sure to be respectful as we accommodate those around us!

## Smooth running schedule:

Our goal is to provide a high-quality program to Scouts who attend our camp. To that purpose, we have a schedule which will be maintained throughout camp to the best of our capabilities. Arriving to all activities on time will help facilitate the best possible experience for your Scouts. Most places can be walked to within 15 minutes. Please ask the staff if you have any questions.

## Departing Procedures:

- Walk all gear to the front of the campsite, then retrieve your car.
- Load quickly and move out of the field carefully.
- Please take all garbage to dumpsters located by the Dining Hall.
- Patrol the area for additional gear and trash – a Scout is clean!
- Send one leader from each Pack to check-out at the admin building to receive patches.

## Potential Unit Gear to bring

- Copies of Medical Forms
- Battery Powered Alarm clock
- First Aid Kit (for minor cuts, scrapes, etc)
- Parent’s Emergency Phone Numbers
- Trash bags
- Camera
- Coolers, ice, any meals for the campout
- Lantern (battery preferred)
- Lawn Chairs
- Sharpie Marker
- Hand sanitizer
- Webelos Handbook (optional)
- Bedtime snacks kept in a cooler or “Rubbermaid” type box
- Skit Ideas for Closing Camp Fire
- **Campsite Decorations**

# Camping Policy

For this event, each unit will operate in their campsite independent of Camporee Staff. Each unit will be responsible for all meals, basic first aid and cleanliness of respective sites. On Sunday, check out will be conducted following the direction of the camp master for the weekend.

## The Camp Policies and Procedures:

Anyone participating in this event will be expected to follow BSA National Guidelines as outlined in the Guide to Safe Scouting.

**The Law is the Rule:** Everyone is expected to abide by the Scout Law, Oath, Slogan, and the Venturing Code.

**Buddy System:** Everyone will use the Buddy System. Pairs for Safety. Adults/ Leaders should be notified before Scouts leave their campsites.

**Camp Security:** All visitors to the camp must stop at the camp office and sign in. A sign-in book for this will be maintained and positive identification is required. A visitor name tag will be given. Upon conclusion of their visit, guest will sign out so that camp administration will know who is on camp property at all times.

**Alcoholic Beverages:** This will not be tolerated and is against BSA policy. Possession or use will result in immediate dismissal from camp.

**Smoking:** An important way adult leaders can model healthy living is by following the policies on alcohol, tobacco, and drugs. Leaders should support the attitude that they, as well as youths, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.

In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

**Vehicles:** The health and safety committee along with the camping committee has established a written policy and procedure of vehicles in camp. Unload and set up camp as quickly as possible, then return your vehicle to the Main Parking Lot. Each unit may leave one equipment trailer with attached vehicle at the campsite. The roads must remain clear for emergency vehicles and event activities. Park your vehicle temporarily on the road and unload from there, do not drive into campsites.

- NO vehicles will be allowed to remain in campsites without pre-approval from camp administration.
- Weather permitting, trailers will be allowed in campsites. However, vehicles used to pull trailers need to be moved back to designated parking lots.
- 3 MPH (Walking speed) speed limit.
- One person per seatbelt and they must be worn. No riding in truck beds. No RV's, ATV's, golf carts or generators. Only Staff carts are permitted.

**Parking:** Park in designated parking areas only. Unit leaders need to help enforce this policy. We need to help preserve Camp.

**Uniforms:** We ask that all Scouts be in Field (class-A) Uniform for Campfire Program. Scouts are free to wear whatever their unit has approved as an Activity Uniform throughout the remainder of the weekend.

**Stoves and Lanterns:** Follow BSA regulations according to fuels. Keep open flames out of and away from tents.

**Camp: Follow BSA guidelines for camping.**

- Walk, do not run, within your campsite.  
Remember tent stakes and tie downs.
- Closed toed shoes must be worn at all times.
- Stay out of the creek if you are in or near old camp.
- Fish may be taken with a hook and line only.
- Do not ditch or trench your tent.
- Leave no Trace.  
Trash your trash. It should be removed from all campsites.
- No pets or bikes.

**Campsites:** Do not cut trees. Bring your own firewood, charcoal or collect dead wood from the downed trees. No pit/trench fires use fire rings provided. Never leave a campfire unattended, especially when going to bed. *All campfires should be extinguished according to BSA guidelines.* Please make sure before leaving on Sunday that your campsite is completely cleaned up and all campfires are completely extinguished.

**Knives, Hatchets, Axes, Chainsaws or Firearms:** No firearms are permitted at Camp. No chainsaws are permitted. No fixed blade, sheath or survival knives are permitted. Folding or pocketknives are permitted by those Scouts that have earned their Whittlin' Chip or Toten Chip. Axes and Bow Saws are only permitted in axe yards of Scout BSA Troops / Venture Crews.

**Rocks and Sticks:** Although tempting, rocks must not be thrown or kicked and sticks may not be swung. Injury/damage to property usually results from this action. Such actions will result in your being asked to leave the campout immediately.

**First Aid:** The Health officer will be on site during the activity. Medical Emergencies should be directed through them. Units are responsible for assuring/handling all medical forms (A and B). In case of emergency notify the Camp Ranger and/or Campmaster on site.

If anyone in your Pack has medical limitations/food allergies that could affect their ability to camp and participate in the activities, please contact the event organizers ASAP.

**Trash:** Your trash must be taken to a dumpster. No trash should remain in campsites over night. Skunks and raccoons will visit your unit if this is not done.

**Cleanup:** A scout is clean! When your unit is ready to leave camp we ask that you please clean up your area and leave it the same or better than you found it. Please take everything with you. Trash can be dropped in the dumpster as you leave camp.

**Meals:** Units/individuals will be responsible for all meals of the event.

**Camp Emergencies:** With the exception of the weather emergency, all campers are to report immediately to their campsites upon hearing an emergency signal. In the case of a weather emergency, campers should seek protective shelter. Once the weather emergency has passed, campers should report to their campsites. Campers should remain in the campsites until the "All Clear" signal has been given. Leader should review these procedures with their campers.

***The following emergency signals will be used:***

Fire Alarm: Sound the siren (two long blasts).

Weather Emergency: Sound the siren (one long blast). All

Clear: Sound the siren (four long blasts).

**PACK LEADERSHIP:** All units are required to have at least two adult leaders on camp at all times. Those units that are unable to meet this requirement should consult other Packs in your council or district about coming to camp together. All adults must be registered members of Scouting America and must meet the qualifications for the leadership positions in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. All Adults must be registered, even if they are a parent of a Scout. If you have a girl Troop, you must have at least one female adult leader.

All adults at camp must have Youth Protection Training. Visit [My.Scouting.org](http://My.Scouting.org) for an online course. Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp.

## **Tunnel Mill Scout Reservation Policies**

- Knife Policy
  - Camp has the following Pocket Knife Policy over and above the guidelines set forth in the Guide to Safe Scouting:
    - Campers should not bring knives to camp that are:
      - (a) larger than 4 inches in blade length,
      - (b) unable to be sheathed or closed,
      - (c) illegal under local and state regulations.
    - As is the Policy of the BSA, Cub Scouts should not have or use a pocket knife, while engaged in a Scouting activity, without proper safety training. This training is conducted using the Whittling Chip program and is signified by carrying the Whittling Chip card. Only Bears, Webelos, and AOL Scouts can earn the Whittling Chip in Scouting. No Scout, while at camp, should use a pocket knife without adult supervision.
    - Scouts should always observe all rules of safe pocket knife handling, but should especially ensure proper distance from others and should always be conducted while seated and away from high traffic areas.
    - Staff members are expected to follow all rules of knife safety but may carry knives. Campers are not permitted to carry knives except as noted above. Please report any infractions to an Area Director or Administration Staff.
    - Adult participants are expected to enforce the rules of safe knife handling and the camp knife safety policy published in the pre-camp and camp leaders guide
    - Additionally, when responding to an infraction of knife safety, leaders should not “take a corner” from the Scouts whittling. This has been considered hazing in the past and does not

promote the Scouts use of safe knife handling. While at camp, infractions should result in the loss of the privilege for an appropriate amount of time. Incidents requiring more severe punishments should result in the loss of the Scouts Whittling Chip and a retraining of knife safety before its return.

- Running

- Scouts are encouraged to walk at all times on camp unless participating in a designated activity.
- Scouts should not run on gravel roads and in their campsites.

- Play Structures

- Note: For all structures, leaders and parents are expected to monitor their Scouts' behavior and ensure they are being safe.
- The fitness equipment is off limits.
- The pirate ship is available at all times.
- The swings near the campsites are for everyone's enjoyment and should be shared appropriately.

# Campfire Program - Saturday Night

As the sun sets on our **Jungle Cubs Adventure**, Scouts will gather around the campfire for an evening of songs, laughter, and adventure! The night begins with a **torch-lighting ceremony**, symbolizing the spirit of the jungle. Cubs will then enjoy hilarious **skits, jungle-themed songs, and a thrilling campfire story** about courage and survival. Special **awards and recognitions** will celebrate the day's achievements, including the **Best Jungle Campsite Award**. The evening ends with a **Scoutmaster's Minute**, a heartfelt closing song, and the gentle fading of the fire, leaving every Scout with the spirit of the wild in their hearts. 🌿🔥🌟

Examples such as:

## SONGS:

Little Red Wagon  
If I weren't a Cub Scout...  
I'm a little teapot (Remix)  
Boom Chicka Boom  
BINGO

## SKITS:

Ice Fishing  
Banana Bandana  
Enlarging Machine  
Invisible Bench  
Bear Attack

For more songs, check out:

<https://scoutermom.com/24691/cub-scoutsong-book/>

For more skits, check out:

[https://www.boyscouttrail.com/skit\\_search.asp](https://www.boyscouttrail.com/skit_search.asp)

**\*\*Please ensure songs/skits [are Scouting appropriate](#) and do not have ANY form of hazing or bullying!!\*\***

# SUGGESTED PACKING LIST

Please distribute copies of this page to each Scout.  
Camping will be in your own tents. (Tents will not be provided)

## Saturday Suggested Packing List

*Bring if attending the day or if camping*

- Day bag
- Water bottle
- Medical Form (MANDATORY)
- Pen and paper
- Closed-toe Footwear (waterproof)
- Be Prepared for the weather
- ...check forecast before arriving*
  - Poncho or rain gear
  - Warm clothes, extra clothes
  - Jacket, ear covering, gloves
- Watch (optional)
- Sunglasses (optional)
- Hat (optional)
- Sunscreen and Insect repellent

## Camping Suggested Packing List

*bring the Saturday list and include if camping*

- Tent(s)
- T-shirts, Pants, Socks, Underwear
- Scout uniform
- Footwear (waterproof)
- Warm Clothes
- Sleeping bag or sheets/blankets
- Pajamas or clothes to sleep in
- Sleeping pad or cot (optional)
- Small pillow
- Toiletries kit (toothbrush, toothpaste, towel, soap, etc)
- Flashlight (extra batteries)
- Pocket knife with Whittling Chip
- Camp chair (optional)

Please do **NOT** bring to Camp:

*Bikes*

*Roller Blades or Skates*

*Skateboards*

*Sheath Knives*

*Butterfly Knives*

*Fireworks*

*Electronic devices (Smart Phones, video games, etc.)*

Camp is not responsible for any lost or stolen items.