

Lincoln Heritage Council
Scouting America

Hooked on Scouting Unit Leader Planning Guide

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



**April 25-27, 2025
Tompkinsville Veteran's Park
1701 Mill Creek Rd
Tompkinsville, KY 42167**

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

"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 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 weekend with the proper leadership. **Plan to camp as a unit.**

LEARN TO FISH FOR EVERYONE

Spend some time with a BSA Certified Angling Educator or 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, or 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 to earn their Angler Award.



Hooked on Scouting Daily Schedule



Friday, April 25th

- 6:00 - 9:00 p.m. Check-In (campsite setup)
- 7:00 p.m. Dinner
- 8:00 p.m. Cracker Barrel
- 10:00 p.m. Taps (lights out)

Saturday, April 26th

- 8:00 a.m. Check-In
- 8:30 a.m. Opening Ceremony (flagpole at the dogwood camping area)
- 9:30 a.m. Fishing and MB activities
- 11:30 a.m. Lunch
- 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 27th

- 8:00 a.m. Religious Service and Breakfast
- 8:30 a.m. Certified Angling Educator Class
- 9:00 a.m. Clean-up camp
- 10:00 a.m. Clean-up activity areas
- 11:00 a.m. Depart

* NOTE: ALL TIMES ARE CENTRAL DAYLIGHT TIME *

Cub Scout Activities

On Saturday afternoon, we will have BB (tiger through AOL) and Slingshot (lion through AOL) ranges as well as a tie-dye station available during each den's adventure time.

Cub Scout Adventures

Lion Elective Adventure: Go Fish

1. With your Lion adult partner, learn the rules of fishing safety.
2. Draw a picture of the type of fish you think lives in the water where you are going fishing.
3. Go fishing with your Lion adult partner.

Tiger Elective Adventure: Fish On

1. With your den or Tiger adult partner, identify the body of water where you will go fishing.
2. With your Tiger adult partner, learn the rules of fishing safely.
3. Draw a picture of the type of fish you think lives in the water where you are going fishing.
4. Go fishing with your Tiger adult partner.

Wolf Elective Adventure: A Wolf Goes Fishing

1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safely.
5. With your den, pack, or family, go fishing.

Bear Elective Adventure: A Bear Goes Fishing

1. Learn about three types of fish in your area.
2. Learn about your local fishing regulations with your den leader or an adult.
3. List three of the regulations you learned about, and one reason each regulation exists.
4. Become familiar with the safe use of the fishing equipment you will be using on your outing.
5. Learn the proper way to attach the hook, lure, or fly to the line.
6. Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.

Webelos Elective Adventure: Catch the Big One and AOL Elective Adventure: Fishing

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the Scouting America SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

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 the three fishing related merit badges:
 - Fishing
 - Fly Fishing
 - Fish and Wildlife Management
- Completing one or more of the following 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 fishing derby or tournament, either a Scouting or Community event.
 - Complete a conservation project that will benefit a local fishery.

General Information

Deadline for Registration is Friday, April 18th.

Registration Fee: \$20 for Scouts and \$10 for adults/siblings. (breakfast, lunch, and dinner are 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 (Kindergarten or up to 17 years old). Siblings not in at least kindergarten 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 assigned 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: Class B (activity) shirts are acceptable during the day on Saturday. Full Class A (field) uniforms must be worn for Saturday's opening ceremony and Sunday's closing 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: Class B (activity) shirts are acceptable for the weekend. Full Class A (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. Clothing portraying images of drugs, alcohol, tobacco, or other messages inconsistent with the Scout Oath and Law will not be permitted.

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 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.

Refunds

Refund requests are given on an emergency basis. Please email all refund requests to District Executive Josh Hutcheson at 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 breakfast, lunch, and dinner.
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	Tents
Sleeping Bag	Uniform (field and activity)
Rain Gear	Sun Screen
Flash Light	Reusable Water Bottle
Bug spray/sunscreen	

Scouting America Scouts

Personal Gear	Tent
Sleeping bag	Uniform (field and activity)
Sun/Rain gear	Dining gear
Flash light	Reusable water bottle
First Aid Kit	Fire Starters
Troop/Patrol Gear	Bug spray/sunscreen

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 2025

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 18, 2025.**

UNIT TYPE AND #: _____

Council Name: _____

District Name: _____

Name: _____

Position: _____

Address: _____ City: _____ State: _____ Zip: _____

Phone: _____ Email: _____

If not a Scout Volunteer, name of Civic Group: _____

Volunteers are needed to help with set up in the days prior and through the entire weekend. 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"/>	Scouting America 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: _____

Submit this form no later than 4/18/2025



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.

Questions? Contact the following:

Camp Director

Chrystena Chapman
cchapman231@gmail.com
270-427-8377

Program Director

Darla Henry
dkhae77@gmail.com
270-392-4442

Brad Chapman
cbrad7774@gmail.com
270-427-7127

District Executive

Josh Hutcheson
josh.hutcheson@scouting.org
270-535-7588