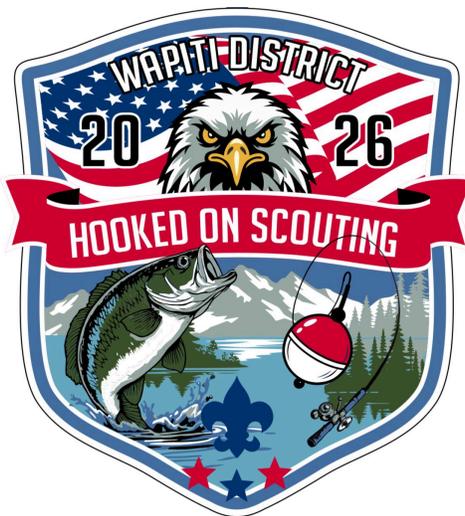


Lincoln Heritage Council
Scouting America

Hooked on Scouting Unit Leader Planning Guide

Preparing Young People for a Lifetime of Adventure



April 17-19, 2026
Tompkinsville Veterans 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, catch the biggest fish, and develop outdoor skills, conservation awareness, and character values such as sportsmanship and integrity. It is a great opportunity for fishing enthusiasts to come together, enjoy their favorite pastime, and learn practical skills like knot-tying and casting, while fostering a love for the outdoors.

Fishing derbies have several benefits including promoting camaraderie among participants, fostering community, encouraging and supporting conservation efforts, and providing educational opportunities. These events often have specific rules 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.

To prepare for our event, please ensure you have a valid fishing license if required by state regulations and have reviewed the specific event regulations, such as catch-and-release policies and size limits. Following these rules ensures a fair competition and upholds the Scout Law of being obedient and sportsmanlike.

Ready to win big? We have some awesome prizes up for grabs! While the top prize goes to the Scout who hooks the biggest fish, we'll also be rewarding 2nd and 3rd place, along with special categories to give everyone a chance to reel in a prize. Whether you're a beginner or an expert, there are plenty of chances to win. It's time to test your skills and land that trophy fish!

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

Cast your line for a day of adventure! Practice your angling skills alongside fellow Cub Scouts and compete to reel in the biggest catch of the day. On Saturday afternoon, dive into rank-specific activities to earn your next Adventure loop or pin.



TROOP PROGRAM

Cast your line and reel in adventure! Spend the day fishing and tackle one of three challenging merit badges: Fishing, Fly Fishing, or Fish and Wildlife Management. Already a master angler? Scouts who have earned all three badges can seize the chance to earn the prestigious Complete Angler Award.



Hooked on Scouting Daily Schedule For Cub Scouts

NOTE: ALL TIMES ARE CENTRAL DAYLIGHT TIME

Friday, April 17th

- 6-9:00 pm Check-in (campsite setup)
- 7:00 pm Dinner (provided for campers)
- 9:00 pm Cracker barrel (snacks)
- 10:00 pm Taps (lights out)

Saturday, April 18th

- 7:00 am Breakfast (provided for campers)
- 8:00 am Check-In
- 8:30 am Opening Ceremony (flagpole at the dogwood camping area)
- 9:30 am Fishing activities
- 11:30 am Lunch (provided for all participants)
- 12:30 pm Presentation
- 1:00 pm Lion/Tiger Adventure (tennis court)
- 2:00 pm Wolf/Bear Adventure (tennis court)
- 3:00 pm Webelos/AOL Adventure (tennis court)
- 4:00 pm Scouting for Clean Waterways (dogwood shelter)
- 5:30 pm Closing Ceremony (dogwood shelter)
- 6:30 pm Dinner (provided for campers)

Sunday, April 19th

- 8:00 am Religious Service and Breakfast (provided for campers)
- 8:30 am Certified Angling Educator Class
- 9:00 am Clean-up camp
- 10:00 am Clean-up activity areas and depart



Cub Scout Activities

On Saturday afternoon, we will have BB (tiger through AOL) and Slingshot (lion through AOL) ranges as well as an activity 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 & 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.

Hooked on Scouting Daily Schedule For Troop

NOTE: ALL TIMES ARE CENTRAL DAYLIGHT TIME

Friday, April 17th

6 - 9 pm	Check-in and campsite setup	Dogwood Shelter
7:00 pm	Dinner (provided for campers)	Dogwood Shelter
9:00 pm	Cracker barrel (snacks)	
10:00 pm	Taps (lights out)	

Saturday, April 18th

7:00 am	Breakfast (provided for campers)	Dogwood Shelter
8:00 am	Check-in	Dogwood Shelter
8:30 am	Opening ceremony	Flagpole at the dogwood camping area
9:30 am	Fishing MB	Patterson Point area
	Fly fishing MB	Patterson Point area
	Fish & wildlife mgt MB	Patterson Point area
11:30 am	Lunch (provided for all participants)	Dogwood Shelter
12:30 pm	Presentation	Dogwood Shelter
1:00 pm	Fishing MB	Patterson Point area
	Fly fishing MB	Patterson Point area
	Fish & wildlife mgt MB	Patterson Point area
4:00 pm	Scouting for Clean Waterways	Dogwood Shelter
5:30 pm	Closing ceremony	Dogwood Shelter

Sunday, April 19th

8:00 am	Religious service and breakfast (provided for campers)	Dogwood Shelter
8:30 am	Certified Angling Educator Class	Dogwood Shelter
9:00 am	Clean-up camp	
10:00 am	Clean-up activity areas and depart	

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.

- **Complete 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.

While we aim to facilitate as much progress as possible, completing all requirements for a merit badge during a single event is not guaranteed. Scouts must personally satisfy that they meet all requirements, which may involve follow-up work after the session

Camp Specific Information

Deadline for Registration is Friday, April 3rd (in order to obtain the proper amount of food).

Registration Fee: \$20 for Scouts and \$10 for adults/siblings. (breakfast and dinner provided for campers; lunch provided for all registered participants) 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; however, children ages 6 and under who are not currently enrolled in Scouts may join the fun for 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. All registrations take place through Tentaroo. Scouts may be registered individually or as a unit. If you are unsure which option is best, please contact your unit's leadership.

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, 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. Clothing portraying images of drugs, alcohol, tobacco, or other messages inconsistent with the Scout Oath and Law will not be permitted. All scouts must wear close-toed shoes for the entirety of camp. No Crocs, flip-flops, or sandals of any kind are allowed.

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. All scouts must wear close-toed shoes for the entirety of camp. No Crocs, flip-flops, or sandals of any kind are allowed. 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 and Quiet Time

Rest will affect the person's ability to function in a cheerful and safe manner. Leaders are expected to set the example by respecting quiet times for the benefit of neighboring campers and themselves. Please keep conversations low and activities to a minimum between the hours of 10:00pm and 6:00am.

Identification

Wristbands will be issued to all youth and adults upon arrival. Wristbands must be worn at all times to properly identify to others that you belong at the event. In order to participate in adventure areas, a wristband is required – no exceptions. In the event a wristband is lost, a replacement is available. Your cooperation, as a leader in enforcing the wristbands and your adult's registration will help the staff make sure your Scouts are in a safe environment.

Electricity

Electricity is not available in campsites. If you use a CPAP, power will not be available.

Equipment

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

Flag Ceremonies

One of a Scout's duties is their Duty to Country. We honor that duty by performing traditional flag ceremonies. Camp wide flag raising will be held Saturday morning at 8:30. Units may sign up to serve as color guards for the ceremony. Please see the Program Director for scheduling and instructions.

Ground Fires

Campfires are only allowed in approved established areas.

Parking

Each unit is permitted one gear vehicle to enter the camp grounds on Friday night for unloading. Once unloaded, all vehicles must be moved to designated parking areas immediately. All other vehicles must proceed directly to parking upon arrival.

Participants who are "Out of State" cannot bring firewood into Kentucky per KY State law to protect the spread of invasive pests. 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

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.

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 and food disposal. Latrines will be located throughout the area.

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

Swimming

Swimming is prohibited in this area to protect the public water supply from contamination.

Unauthorized Areas

Everyone must stay away from UNAUTHORIZED AREAS.

Wastewater Disposal

Please do not dump wastewater in public areas.

Water

Potable water will be supplied.

After 5:30pm

Hooked on Scouting operates only between the hours of 8:30am-5:30pm. After 5:30pm, any Cub Scouts still onsite are deemed to be participating in family camping. Cub Scout Family Camping is an extension of the day time program. Any Scouts BSA still onsite are deemed to be unit camping.

Camping

Veterans Park offers families the opportunity of primitive tent camping featuring picnic tables, fire circles, and grills. Hammock camping is permitted. Campers have access to restrooms. Electricity is not available in campsites. Units requiring electricity for operation of medical equipment should contact the Council Office in advance to make arrangements prior to arriving at camp. Please practice low impact camping principles.

Contact with Wildlife

Veterans Park is a natural habitat for many species of animals. Please keep in mind that these animals make their residence on a year-round basis. If you encounter wild animals while on a hike or in your campsite, do not disturb, injure, or attempt to chase it away. All campers are expected to respect wildlife and subscribe to the Outdoor Code while at camp. If you come in contact with an animal that is behaving strangely, (staggering, lying still - not trying to flee, seems sickly, foaming at the mouth, etc.) immediately report it to the Camp Staff. Do the same if you are bitten or scratched by any wildlife. Never pick up or touch an animal that is injured or dead.

Site Layout:



Directions to Veterans Park:

Veterans Park is located at 1701 Mill Creek Rd, Tompkinsville, KY

From Bowling Green:

Go North on I-65. Exit onto Cumberland Parkway (I-65 Exit 43).

Take Cumberland Parkway to Exit 14 (Hwy 90-Burkesville Rd.)

Turn right at the stop sign at the end of the exit ramp onto Hwy 90 East-Burkesville Rd.

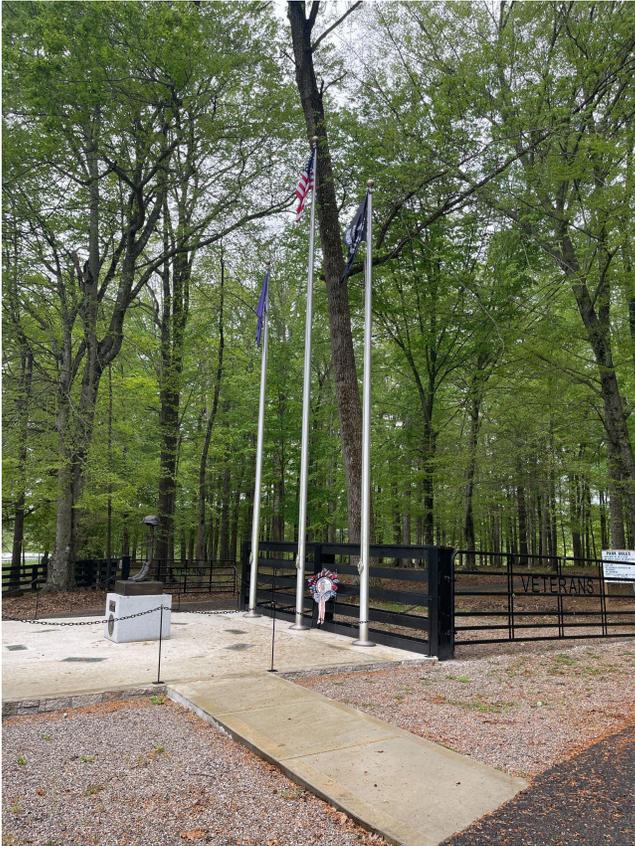
Travel 15 miles. Turn right onto Hwy 163 South.

Travel 12 ½ miles continuing straight through Tompkinsville via Hwy 163 and Hwy 375.

Turn left onto E 4th Street.

Travel 0.3 miles. Turn right onto Mill Creek Rd.

Travel 1.7 miles to the park entrance on your right.



(park entrance)

Who Needs a Fishing License?

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/>

All persons (residents and nonresidents) must fill out and carry the proper license and permit to fish any Kentucky waters.



Fishing Specific Scouting Policies

Hats or caps with brims are recommended.
All hook barbs must be crimped down.
NO treble hooks

Scouting Policies and Procedures

Anyone participating in this event will be required to follow Scouting America 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, and Slogan.

Buddy System: Everyone will use the Buddy System pairs for safety. Scouting's buddy system calls for Scouts to pair up with a friend or two for all activities. This helps ensure safety and accountability, and teaches Scouts to have responsibility for others. The buddy system is a key part of Scouting. Adults/Leaders should be notified before scouts leave a designated area.

Appropriate Adult Leadership: No unit will be allowed to participate without the appropriate adult leadership: Troops: 1:8; Cub Scouts: parent and Scout; Webelos: 2:5.

Safeguarding Youth (SGY): Camp will adhere to all SGY Guidelines. Leaders, parents, and staff are required to adhere to all SGY Guidelines. For more information regarding Scouting's SGY policy, go to: <https://www.scouting.org/training/youth-protection/>

Camp Security: All visitors to the camp must stop at the registration table or other communicated location and check-in. All visitors will receive a wristband to wear while on property. Upon conclusion of their visit, guests will sign out so camp administration will know who is on camp property at all times.

Camp Emergencies: If there is an emergency, there will be 3 long blasts of the air horn and everyone should rally in a designated area. Once the emergency has passed, campers will be given instructions on where to go next. Campers should remain in the designated area until the "All Clear" signal of 5 long blasts has been given. Leaders should review these procedures with their campers.

Electronics: Scouts should not bring tablets or electronic game machines to camp.

Alcoholic Beverages and Illegal Substances will not be tolerated and are against Scouting America policy. Possession or use will result in immediate dismissal from camp.

Smoking and Tobacco: SA guidelines require a smoke-free, tobacco-free, vaping-free environment for our scouts. If you must smoke, vape, or use smokeless tobacco, please do so out of sight and smell of youth participants, youth staff, and not inside any buildings. Please "field dress" your butts and dispose of them properly remembering the ever-present danger of forest fires.

Camp: Follow scouting guidelines for camping:

- Walk, do not run, within the camp lunch area.

- Remember tent stakes and tie-downs.

- Closed-toed shoes must be worn at all times.

- Leave No Trace.

- Trash your trash. It should be removed from all camp areas.

- No pets or bikes.

Cleanup/Check-out: 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. Campsites must be inspected. Prior to the inspection, units should pack all gear and clean their site. Unit area must be checked by camp staff prior to departure. Once the inspection is completed, the unit will be permitted to depart.

Cooking/Heating Food: All units (Pack and Troop) who choose to do their own cooking/heating of food and water may only do so with approved liquid fuel method, charcoal or wood in approved campfire sites. All liquid fuels must be properly stored and maintained. The use of liquid fuels to start any fire is prohibited.

First Aid: There will be a medical officer stationed on camp. All medical treatment or emergencies should be directed to the health officer. Minor first aid treatment can be given in session areas where limited first aid supplies are available.

Knives, Hatchets, Axes, or Firearms: No firearms are permitted at camp. No fixed blade, sheath or survival knives are permitted. Folding or pocket knives are permitted by Scouts who have earned their Whittling, Chef's knife, Knife safety, or Totin Chip.

Trash: Your trash must be taken to a trash can provided. Any trash collected while camping must be packed out by someone in your unit. There are limited dumpsters available, and no trash is to be left on site.

Vehicles: The Health and Safety Committee along with the Camping Committee has established a written policy and procedure of vehicles in camp. Participant vehicles are to remain in designated parking areas during the entirety of the camp. Vehicles will be permitted to load and unload, but must then be parked in the designated parking. When traveling to camp, one person per seatbelt and seat belts must be worn. No riding in truck beds. No ATV's, go karts, or golf carts are permitted. Only Staff carts are permitted.

Medications: All Scouts bringing medication to camp must have the medications section of the Annual Health and Medical Form filled out by their parent/guardian prior to arrival at camp. When the scout checks in with the Health Officer, any specific storage requirements for medications will need to be disclosed. A locked refrigerator is NOT available. All medication must be in its original container with the original label. There should be no handwritten changes to labels. All medication must be current, and expired medication will not be released to scouts. All medication must be stored and dispensed through the Health Officer or the Scout's Unit Leader; the only exceptions are Epi-pens, inhalers, and other life-dependent emergency medicine. Use of non-prescription and/or over the counter medication should also be disclosed to the Health Officer. Camp is not the appropriate time to stop taking prescribed medications.

Unit leaders are encouraged to turn in health forms in advance to the Camp Director or Health Officer. By turning in the forms early, the Health Officer is able to better prepare for the coming week and identify any issues that may prevent scouts from participating in camp activities. It is much easier to obtain missing signatures or information the week before the scout arrives as opposed to trying to get signatures or authorization after arrival.



Prepared. For Life.™

WHAT TO BRING

Cub Scouts

Personal gear	Flashlight/headlamp	Uniform (field and activity)
Sleeping bag	Personal first aid kit	Rain gear
Tent	Reusable water bottle	Bug repellent
Close toed shoes	Whistle	Sun screen
Hat with brim		

Scouts BSA

Personal gear	Flashlight/headlamp	Uniform (field and activity)
Sleeping bag	Personal first aid kit	Rain gear
Tent	Reusable water bottle	Bug repellent
Troop/patrol gear	Mess kit	Sun screen
Close toed shoes	Hat with brim	

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.

Volunteer Information

Volunteers are essential to the success of the upcoming Hooked on Scouting event, helping to create a safe, educational, and fun experience for all participants. We are currently seeking more dedicated individuals to assist with key tasks, including teaching children how to cast, baiting hooks, registering participants, managing the weigh-in station, preparing and cooking meals, and helping with setup and cleanup. By volunteering, you play a vital role in mentoring young anglers, fostering a love for the outdoors, and building a stronger community. To get involved in this rewarding event, please contact the program or camp directors directly to sign up.



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

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

District Executive

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