

LINCOLN HERITAGE COUNCIL

SPY CUBS

APRIL 28TH-30TH 2023



**CRAFTS, BBS, ARCHERY, SLINGSHOTS,
FISHING AND MORE!**

TUNNEL MILL SCOUT RESERVATION

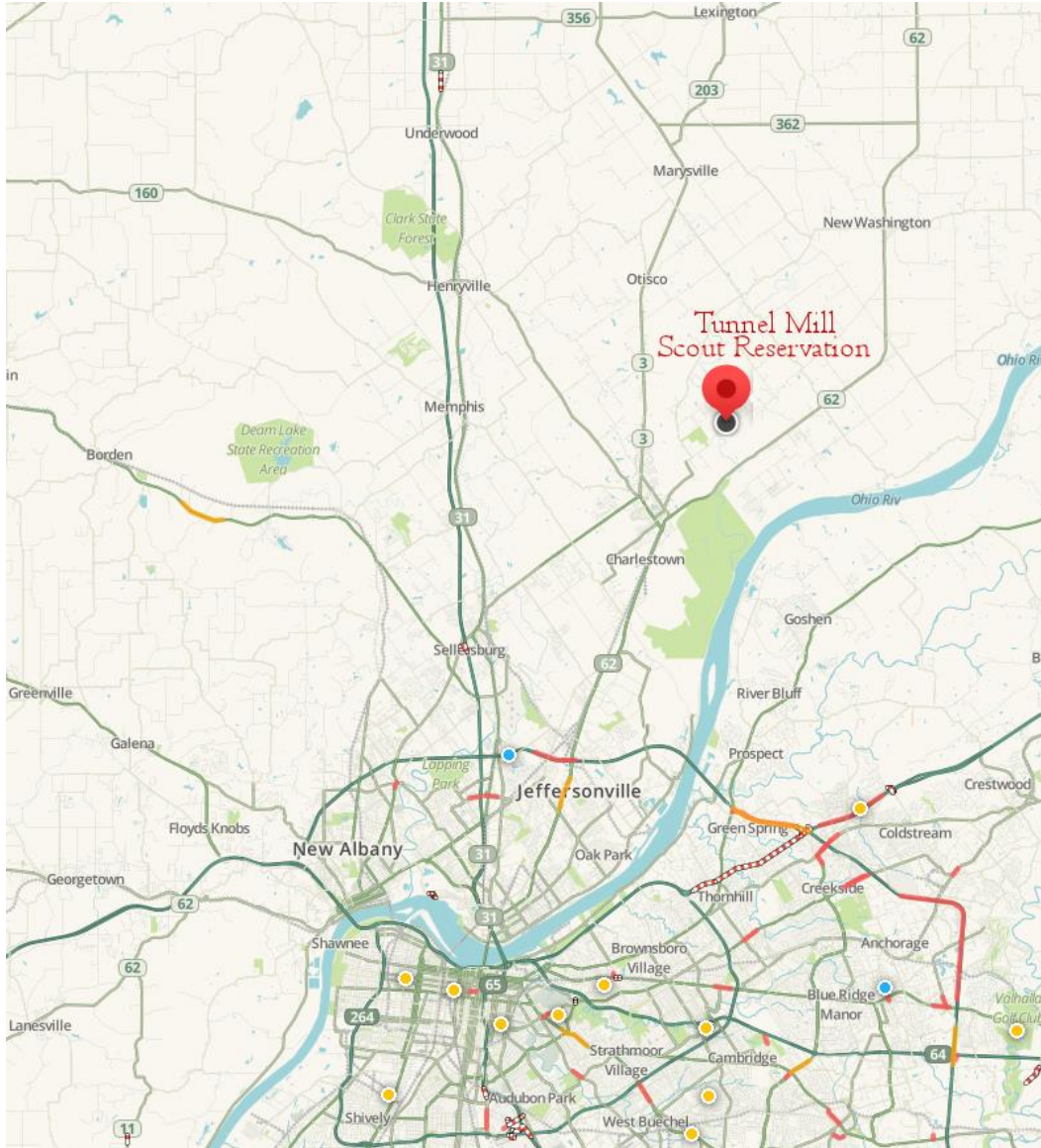
**3913 TUNNEL MILL ROAD
CHARLESTOWN, INDIANA 47111**



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Location:
TUNNEL MILL SCOUT RESERVATION
3913 TUNNEL MILL ROAD
CHARLESTOWN, INDIANA 47111



Event Contacts:

Bill Hauber, Seneca District Regional Event Chair

502-727-0404

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Charlie Todd, Seneca District Program Chair

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Event Schedule

- Friday, April 28th
 - 5:00-8:00 PM Camping Participant arrival/check-in at Admin Building
 - 11:00 PM Lights Out

- Saturday, April 29th
 - Breakfast in campsites for those camping
 - 8:00-9:00AM Arrival/Check-in at Dining Hall for day only participants
 - 9:10 AM Opening Flag Ceremony
 - 9:30 AM – 12:00 PM Program Activities
 - 12:00 – 1:00 PM Lunch in Campsites
 - 1:15 PM – 5:00 PM Program Activities resume
 - 5:00 PM – 7:00 PM Dinner in Campsites, Skit/Song Practice with Unit
 - 7:30 PM Campfire at Amphitheater
 - 10:00 PM Lights Out

- Sunday, October 16
 - Breakfast in campsites, all units pack up and begin journey home by 10:00 AM
 - Clean and pick-up areas before departure
 - Check-out with the Campmaster or Spy Cubs Staff

What is Spy Cubs?

Spy Cubs allows units the chance to get out and enjoy nature and programs while also being able to experience a great overnight campout or a simple day adventure. Packs will participate in our volunteer-run staple program activities such as BBs, Archery, Slingshots, Fishing and Crafts. We will also have bouncy houses, opening and closing flag ceremonies, camp fire program, finger printing, code breaking and more!!!

Feel free to dress as your favorite spy/inspector/detective.

All youth participants will be given a Spy Cubs drawstring bag, patch and some spy gear. They are sure to have a wonderful time!

Arrival & Check-In - Camping

Units may start arriving Friday, April 28th after 5:00 PM. Plan to check-in at the Administration Building upon arrival. Please know that depending on the size of each unit, there may be multiple units sharing a campsite. Please remember that a Scout is friendly and courteous and we want to be respectful to everyone!

Arrival & Check-in – Day Only

If you are arriving for the day only option on Saturday, please ensure to check in at the Dining Hall. Check in will be from 8:00 AM – 9:00 AM and we will start our opening flag ceremony promptly at 9:10 AM!

If you're unit would like to participate in the flag ceremony, please contact Bill Hauber at kamerey@gmail.com prior to the event in order to coordinate details!

Fee Schedule/Refund Policy:

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

**Pricing: \$15.00 per Scout/Youth Day Only
\$20.00 per Scout/Youth Camping
\$10.00 per Adult**

Day Only Walk-in Registration at Dining Hall

Refunds: A refund will be made to an individual or group that cancels program attendance/registration, less a 15% administrative charge as long as 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.

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 Camp Crooked Creek should go smoothly.

Upon Receiving the Leaders Guide:

- Inform or remind all Scouts and parents of the Camp dates.
- Recruit two or more adult leaders to spend the weekend with your unit.
- Make sure your Pack gets registered.
- 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.
- Ensure all your Scouts' families have the information on the weekend.
- Register!

One week before Camp:

- Review Schedule with your Scouts and families.
- Double check medical and health history.
- Prepare the unit/patrol equipment to bring to camp.
- Inspect each Scouts personal gear- Be prepared for all types of weather!
- Finalize Transportation arrangements to and from camp.

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 the 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 Whittling Chip or Totin' 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 overnight; 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).

What to Bring to Camp:

Personal Gear: Please distribute copies of this page to each Scout. Camping will be in your own tents.

(Tents will not be provided)

Medical Form (MANDATORY)

T-shirts

Pants

Socks and Underwear

Footwear (waterproof)

Warm Clothes

Sleeping bag

Sleeping pad (Optional)

Toilet Kit (toothbrush, towel, soap, etc)

Water bottle

Flashlight (extra batteries)

Pen and paper

Be Prepared for the weather (Continue to check the report on the news the week before you arrive)

Pocket Knife (If you have your Whittling Chip or Totin' Chip card)

Watch (Optional)

Sunglasses (Optional)

Tent (If your unit doesn't have one for you)

What not to bring to Camp:

Bikes

Roller Blades or Skates

Skateboards

Sheath Knives

Butterfly Knives

Fireworks

Electronic devices (smart phones, video games, etc.)

Campfire Program (Saturday Night)

This year, we would like to implement a Campfire Program! And we want YOU to participate! We have built in time on Saturday evening to work on skits and songs as a pack and we would love for everyone to participate in our Program! We will ask during check in if you would like to participate and build a schedule from there!

You can do an original skit/song OR you can pick from one you have heard at another event or seen on the internet! Some ideas include:

SONGS:

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

BINGO

For more songs, check out <https://scoutermom.com/24691/cub-scout-song-book/>

SKITS:

Ice Fishing
Banana Bandana
Enlarging Machine
Invisible Bench
Bear Attack

For more skits, check out https://www.boyscouttrail.com/skit_search.asp

****Please ensure your skits do not have ANY form of hazing or bullying!!!****