

Parent & Leader Guide

Cub Scout Resident & Family Camp 2025

Welcome

We are thrilled to welcome you and your Cub Scouts to this year's exciting Resident and Family Camp adventure—**Invention Convention!** Get ready for a trip filled with creativity, discovery, and hands-on fun as our Scouts explore the world of inventors, tinkerers, and trailblazers.

The purpose of our camp is to provide a safe, engaging, and enriching environment where Cub Scouts can learn new skills, make new friends, and build confidence through themed activities that spark their imagination. The outdoor program is an integral part of the Scouting program, and for many youth, the camp experience is the pinnacle of program for the year.

Being outdoors is the majority of what Scouting is all about! This year, we're diving into the spirit of innovation—encouraging Scouts to think outside the box, solve problems, and bring their wildest ideas to life.

Our dedicated volunteers and leaders have worked hard to create a program that is not only fun but also reinforces the values of Scouting—responsibility, cooperation, perseverance, and creativity.

Please take a moment to review the rest of this guide for important information about what to bring, daily schedules, safety procedures, and contact details. We encourage you to reach out with any questions or concerns—we're here to help make this a memorable experience for both you and your Scout.

Thank you for being a part of our Scouting family. We can't wait to see your Scout this summer!

Yours in Scouting,

Danston Wood

Council Cub Scout Camp Director
Cub Scout Resident & Family Camp 2025 – *Invention Convention*

Table of Contents

Welcome	2
Preparing For Camp	4
What to Bring	4
Cell Phone / Internet Services	5
Wildlife	5
Altitude	5
Campsite Equipment Resources	6
Rules & Saftey	7
Lost and Found	8
Damage To Campsite or Camp Materials	8
Bear Country	9
Check-in / Check out	11
Emergencies	12
Master Schedule	14
Friday & Saturday Schedule	15
Map	17
Contact Us	18

Preparing For Camp

What to Bring

- Forms Part A and B (PLEASE COMPLETE PRIOR TO ARRIVAL)
 (https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001 AB.pdf)
- A small light backpack with:
 - Mini First Aid Kit 2-4 adhesive bandages for skinned knees
 - o Filled Water Bottle To stay hydrated throughout the day.
 - Trail Food A nutritious snacks to keep energy levels up.
 - Medium size Towel
 - Pencil and Paper
- Dressing for camp, Cub Scouts should wear:
 - Closed-toe shoes To protect feet from injuries; no flip-flops.
 - Activity Shirt T-shirt with Pack Logo (other BSA t-shirt, or a single color tshirt without any advertising)
 - Weather-appropriate clothing Consider layers for varying temperatures, and please include a rain jacket.
 - o **Hat** with brim or bill for additional sun protection to protect from sunburn.
 - o Field Uniform Encouraged for flags but not required.

Recommended Participant Packing List

Alarm Clock		Long-Sleeve Shirts	Spending Money
Backpack		Notebook and	(\$30-\$60)
Camera		Pencils/Pens	Sunglasses
Compass		Official Scout	Sunscreen
Deodorant		Uniform	Sweatshirt or
Extra Blanket		Pajamas	Jacket
First Aid Kit		Pocket Knife	Swimsuit
Fishing Gear		Rain Gear	Toothbrush and
Flashlight or		Scout Handbook	Toothpaste
Headlamp		Shampoo	Towel
Foam Pad or Cot		Sleeping Bag	T-Shirts
Hand Sanitizer		Sneakers/Hiking	Underwear and
Hat		Shoes	socks for each day
Insect Repellent		Small Pillow	of camp
Jeans and Shorts		Soap	Watch
Lip Balm			
Scouts will probably	part	and valuables with name AND icipate in a water activity or get extra clothes and footwear.	•

Provided by Camp

- Canvas Wall Tents on platforms (sleeps 3 people)
- Pavillion
- Flagpole

- Garbage Cans
 - Garbage Liners
 - Latrine
 - Latrine Cleaning Materials
- Picnic Tables
- Running Water
- Toilet Paper

What to Leave at Home

- Personal Shooting Equipment
- Inappropriate shirts
 Alcohol
 Aerosol cans
 Excessive jewelry
- Fireworks
- Drugs of any kind
 - Laser pointers

 - Other Valuables
- Personal Electronics
- Inappropriate material such as pornography
 - Pets

Cell Phone / Internet Services

Camp Alexander is located in a valley surrounded by mountains. Cell phone coverage is very limited in our area; please do not rely on personal cell phones during your stay. We have limited wireless internet

Wildlife

There is abundant wildlife at camp including, rabbits, squirrels, fox, deer, elk, bears, and bald eagles. Bears are known to visit Camp Alexander in search of food and they have an exceptional sense of smell. Food and candy should not be stored in any campsite and no food should be taken from the dining hall. All trash collected in the campsite must be tied in a bag and brought to the trash truck, located behind the Elk's Lodge, prior to 8 p.m. each night. Chipmunks and squirrels are also a part of Camp Alexander and have been known to chew through backpacks to get candy and food. Please keep all food out of the tents. Please lock all food items in trailers or other critter-proof con-tainers.

Bugs

Bugs are not typically a large issue at camp, although we have had instances of ticks, mosquitos, and horse flies towards the end of the summer season. Staying on trails and away from water sources reduces contact with these critters. Applying bug spray can also be helpful to deter the bugs.

Altitude

The elevation at Camp Alexander varies between 8200 and 8600 feet, and the camp area consists of hills, low mountains, and valleys covered by a mix of Ponderosa pine forests, high-altitude grasslands, and wetland vegetation along the lake and stream. Preparing yourself for this difference is extremely important, especially if you are coming from sea level. Altitude sickness can cause many symptoms, and these can vary depending on the severity. The symptoms of acute mountain sickness (AMS) usually appear within the first day or so of reaching a high altitude. The symptoms of AMS include; Headache (this is the most common symptom), Nausea and vomiting, Loss of appetite, Fatigue (even when resting), Malaise (a noticeable "unwell" feeling), Trouble sleeping, and Dizziness or lightheadedness.

There's only one way to "cure" altitude sickness outright: descend to a lower altitude. Several treatments can help altitude sickness when it's not as severe. Some of these are also helpful when an immediate descent isn't possible. Treatment approaches include; Stop and acclimate. Stopping and resting is a good idea at the first signs of altitude sickness. Hydration can solve a lot of the problem of altitude sickness, increasing your water intake and also drinking electrolytes can help reduce headaches and make you feel better overall. You should begin increasing your water intake well before arriving at camp.

Campsite Equipment Resources

Camp Alexander's 16 campsites come in all different shapes and sizes and are annually updated and improved. Noted below is a basic campsite inventory that your unit can expect upon its arrival.

- Tents per campsite maximum, reserved for youth, adults must bring their own tents to use at the campsites. (3 scouts per tent. Tents are 8ft. deep x12ft. wide)
- Dining Shelter
- Garden Hose
- Running Water
- Picnic Table (numbers vary depending on capacity of site)
- Flagpole
- Latrine
- Hand Wash Station
- Rake, Shovel, & Broom

Campsites have NO ELECTRICITY. Campers are NOT allowed to run extension cords from nearby facilities with electricity. Fires are only allowed in raised fire pits with a burn permit from the Camp Office. Building of fire rings is not allowed.

Clean Campsite

You will be expected to keep your campsite, latrine, and showers clean. If you have problems (leaky pipes, need supplies, etc.) please report to the Ranger or Camp Office. Campsites are inspected upon departure.

Rules & Saftey

Safety

Our <u>Commitment to Safety</u> is ongoing and the safety of our youth, volunteers, staff, and employees cannot be compromised. Scouting America puts the utmost importance on the safe and healthy environments for its youth membership. Pathway to the Rockies Council takes great strides to ensure the safety of its youth as well as the volunteer leadership that interacts with them.

The <u>Guide to Safe Scouting</u> policies must be followed. All participants must follow <u>Youth Protection Guidelines</u> at all Scouting events. Highlights include:

- Two-deep leadership on all outings required.
- One-on-one contact between adults and youth members is prohibited.
- The buddy system should be used at all times.
- Discipline must be constructive.

Health and safety must be integrated into everything we do, to the point that no injuries are acceptable beyond those that are readily treatable by Scout-rendered first aid. To aid in the continuing effort to protect participants in a Scout activity, the BSA National Health and Safety Committee and the Council Services Division of the BSA National Council have developed the "Sweet Sixteen" of BSA safety procedures for physical activity. These 16 points, which embody good judgment and common sense, are applicable to all activities.

Buddy System

Camp runs on the buddy system. Where it is necessary, Scouts may be grouped together as buddies. Each Scout should know where their buddy is at all times and should not leave his buddy for any reason. This includes traveling to the restrooms, trading post, lunchtime and program activities. Chaperones should immediately question any Scout found by himself to ask where their buddy is and stay with the Scout until the buddy is found.

"Orphaned" Campers

Your are responsible for the members of your group until they have all been collected or you are released by the camp director or professional staff. A staff member will remain to provide two-deep leadership. If a scout is still remaining 15 minutes after the designated checkout time, the chaperone should notify the camp administration so that contact with parents, guardians, or other emergency contacts can be attempted.

Lost and Found

- The Lost and Found will be situated at the camp office.
- During checkout, ensure your child has all their belongings.
- Our staff will endeavor to return lost items to the rightful Scout.
- To facilitate quick returns, please label your child's items with their full name and pack number.
- Items that are not labeled or cannot be identified will be hel. Scouts and their parents are welcome to search these items at any time.
- Any items left unclaimed by the end of the camp will be available for pickup at the Scout shop for the following week. After that, unclaimed items will be donated to charity.

Please label all items with Full Name and Pack number brought to camp.

Photographs

Notice! Please be advised that promotional filming/photography will be in progress at any time at an event. Your entrance and that of your child constitutes your agreement that the council has the right to reproduce your likeness in videography/photography for promotion (e.g., publications, internet, newspaper). If your child is not to be photographed, this must be declared at check-in, to allow staff to know this when filming and photographing during the day.

For more information about Social Media Guidelines: https://scoutingwire.org/social-media-quidelines/

For those who might take photos with a personal device during the day, please also review: https://scoutingmagazine.org/2021/05/avoid-social-media-safety-pitfalls/

Damage To Campsite or Camp Materials

All campsites and camp owned equipment used by a unit will be inspected before the unit checks in and as the unit checks out. Any damages that occur will be assessed by the Camp Director and must be paid for, or arrangements made to pay, before the unit leaves camp. Damage could include but is not limited to breaking or losing equipment, defacing tables, latrines and buildings, cutting or tearing canvas on tents.

Please report pre-existing damage immediately! Contact the Camp Director (or designee) by Noon of your first full day at camp to report pre-existing damage or issues. Each Scout and Unit is responsible for taking care of camp equipment that has been assigned for their use. In case of damage to this equipment, the individual or unit is responsible for payment or repairs or replacement.

Note: Aerosol spray cans used inside tents will remove waterproofing from tents. The estimated charges for misuse of equipment are as follows:

- Cots: Canvas Replacement (rips, cuts, writing on canvas) \$50.00
- Cot Replacement (When canvas & frame are damaged) \$80.00
- End Board Replacement (each)\$15.00
- Leg or Side Board Replacement (each) \$18.00
- Tents & Patrol Fly: Rips, Cuts and Tears (Per inch) \$10.00
- Writing on Canvas (Per panel) / or small burn holes \$20.00
- If waterproofing is destroyed the cost is determined by the individual case.
- ●Cut or missing tiebacks (woven straps each) \$30.00
- Total Wall Tent Replacement \$850.00
- Total Patrol Fly Replacement \$200.00

- Uprights Wooden type (Each) \$25.00
- Ridge Poles Wooden type \$35.00
- Tent Frames- Metal pipe (Per damaged section/joint) \$35.00
- Tent Platforms: New board replacement the cost is determined by the individual case (minimum \$40)
- Replace Entire Platform (Permanent type) \$500.00
- Dutch Ovens: Replacement Cost (significant damage or lost) \$65.00
- Re-seasoning/Cleaning \$20.00
- Picnic Tables: Replacement Cost
 (Metal 2 leg per set) \$200.00
- Replacement Cost (Per board) \$40.00
- Chef Kit: Replacement Cost (significant damage or lost) \$35.00
- Replacement Cost (per item) \$5.00
- Trash in latrine that is not retrieved per item: \$100

Remember, this is your camp and equipment. Please protect and preserve it.

Bear Country

Camp Alexander shares its home with various wildlife to include bears. When <u>camping</u> <u>in bear country</u>, the easiest way to avoid bears is to not have anything in your campsite that has a smell that will attract them.

- Safely store food, beverages and toiletries in campsite lockers called bear boxes (if provided), in bear-proof containers away from your tent or locked in the trunk of your vehicle.
- Stash your trash. Put all trash in bear-proof trash receptacles or bear canisters.
- Keep a clean campsite. Scrape grill grates after use and clean used dishes.
- Never bring food or anything that smells like food which includes toiletries, sunscreen and even the clothes you wear when cooking into your tent.
- Lock cars and RVs whenever you leave your site and at night and close windows.

What if a bear tries to enter a campsite?

Try to haze it away with loud noises such as yelling, banging pots and pans together or use your car horn or an air horn to scare the bear away. Notify Camp staff if a bear enters a campsite.

Stay alert at all times. Avoid using headphones and be extra cautious at dawn and dusk.

- Keep dogs leashed at all times.
- NEVER feed or approach a bear.
- Double bag food and pack out all food waste (including apple cores or banana peels) to avoid encouraging bears to see trails as a food source.
- Respect forage areas. If your usual trail runs through berry patches, oak brush or other known food sources, be extra vigilant. Make extra noise by periodically clapping or calling out to alert bears to your presence.

What if you surprise a bear on a trail?

Stay calm, stand still and speak to it in a firm tone of voice. The bear will most likely identify you and leave. Never run from a bear. If the bear does not leave, slowly wave your arms to make yourself look bigger. Continue facing the bear, slowly back away and keep slowly moving away until the bear is out of sight. If the bear gets within 40 feet, use bear spray.

If a bear attacks, do not play dead - fight back with anything available, including trekking poles, small knives or even your bare hands.

Sharing outdoor spaces with wildlife makes Colorado a wonderful place to live. Bear sightings from a safe distance can be a rare and wonderful experience for outdoor enthusiasts. Staying bear aware while on trails and camping helps keep bears wild and helps reduce human-bear conflicts.

For more resources and information on how to be "bear aware," visit cpw.state.co.us.

Check-in / Check out

Arrival and Check-In Procedures:

Camp Alexander opens at 1 p.m. the Thursday you arrive at camp and check-in continues until 4 p.m. If you wish to arrive any other time, please notify the Camp Office @ 719-219-2900.

 Check-In: Upon arrival, all individuals, including parents and guardians, must check in with camp staff at the designated check-in area. Cub Scouts must be checked in at the start of camp. This is mandatory for everyone, even if you're just dropping off an item.

Once the check-in is completed you will be directed to your campsite. When you arrive at your campsite, you will have time to unpack and get settled.

Check-Out and Early Departure Procedures:

- Check-Out: At the end of camp, Cub Scouts must be checked out before leaving. This ensures all Scouts and guests are accounted for. You campsite will be inspected prior to us allowing you to depart.
- Early Departure: If your Unit needs to leave early, the Camp Director must sign them out. 'Early' is defined as any time before the closing ceremonies conclude.
 Volunteer Sign-Out: Volunteers leaving early must also sign out with the Camp Director. This helps maintain an accurate count of present personnel and determine if replacements are needed.

Please adhere to these procedures to maintain a safe and organized environment for all camp participants. If you have any questions or need further clarification, feel free to ask!

Emergencies

In an emergency, campers have minimal tasks. Remember these points:

If three air horn blasts sound or emergency siren is heard, head to the Dining Hall.

Dangerous Animal

- Stay calm and keep others away.
- Leave wildlife alone unless it poses a danger.
- Notify the Camp Director if an animal is threatening.

Suspicious or Unauthorized Person on Camp

 Report any person without a band or uniform to staff immediately; especially if they are trying to directly associate with youth or acting strangely

Fire

All camp staff will assist participants to the designated area in the parking lot in an orderly manner. Everyone remains there until Camp Director gives further instructions.

- 1. The Camp Director will notify the nearest fire department and/or park personnel.
- 2. Immediately upon arrival at the designated area in the parking lot, den leaders will assemble their dens and conduct a roll call.
- 3. No vehicles will leave the area without approval of the Camp Director.
- 4. All camp staff are expected to help keep the youth calm and quiet, and to follow all instructions given by personnel.

Lost Camper

In the event of a lost camper, the following search plan will be followed:

- 1. If, at any time, a youth participant is believed to be missing, the adult participant or Den Leader MUST notify the director with all known information.
- 2. The front gate will be closed immediately and nobody allowed to enter or exit until the youth participant is located.
- 3. The camp director will confirm the last known location. First, Staff will search all locations and nearby program areas as a Level I Emergency.
- 4. If the person is not found, then a Level II Emergency will be initiated to have each program area check for the person. Once everyone at a program area has been accounted for, the activity may resume.

- 5. If the missing person is not located, the camp director will have available staff expand their search to include restrooms, vehicles, and the site property.
- 6. If missing person is not located, Camp Director contacts authorities.
- 7. Camp Director will notify parents.

Major Accident Or Health Emergency

In case of a MAJOR ACCIDENT or HEALTH EMERGENCY at camp:

- 1. Stop life-threatening dangers to keep victim from further harm. Two runners or a call on the radio will be made to: The Camp Director, Program Director, and Medic will respond to the area.
- 2. The program staff will maintain order in their areas and continue activities.
- 3. If further emergency personnel or equipment are required, 911 will be called to request appropriate rescue service. One person will be sent to the entrance of the site and will direct emergency personnel to the accident scene.
- 4. The council office will be notified by the Camp Director of the parties involved and the circumstances surrounding the accident as soon as possible. The council staff will make notification of the parents.
- 5. If evacuation is necessary, at least one staff member in possession of appropriate medical release forms will accompany the injured to the hospital.
- 6. The Camp Director will ensure that an incident report is made of the accident as soon as practical after the occurrence of the accident within 48 hours.
- 7. If the press becomes involved, only council professionals shall release statements

Master Schedule

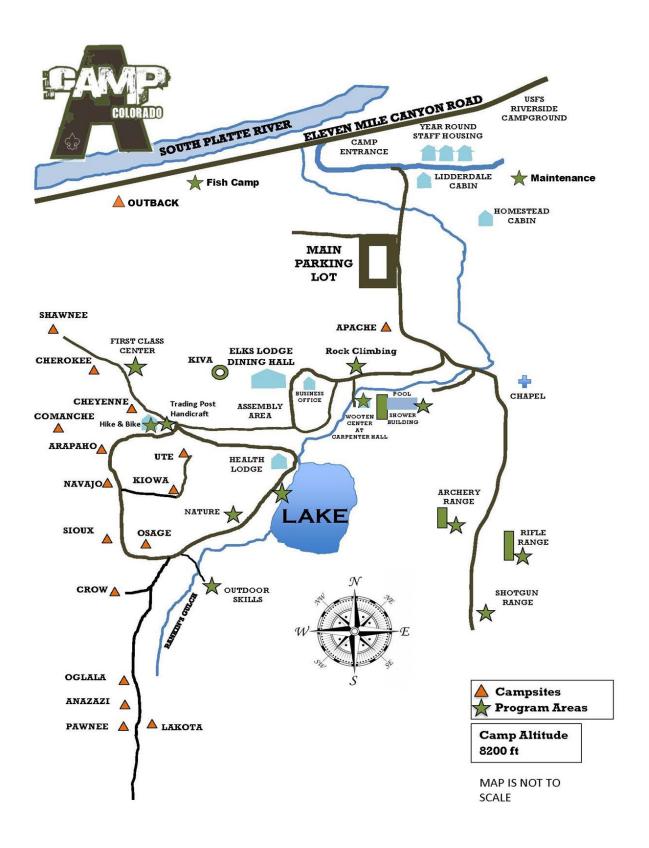
	Thursday, July 24	Friday, July 25	Saturday, July 26	Sunday, July 27
8:00 AM		Flags	Flags	
8:15 AM		Breakfast	Breakfast	Grab & Go Breakfast & Check Out
9:00 AM		Program Time Program Time		
12:30 PM		Lunch	Lunch	
1:15 PM	Check In	Program Time	Open	
5:00 PM	GHECK III	Flags	Flags	
5:15 PM	Dinner	Dinner	Dinner	
6:30 PM	Cracker Barrel	Ice cream Social/ Branding	Closing Camp Fire/ Smores	
9:00 PM	Lights Out			

Friday

	Group 1	Group 2	
9:00 to 10:00	Open Lake		
10:00 to 12:00	Cardboard Boat Race		
12:30pm	Lunch		
1:15 to 2:15	BB's	Archery	
2:25 to 3:25	Archery	BB's	
3:35 to 4:35	Sling Shots		
5:00pm	Flags		
6:30pm	Ice Cream Social /Branding		

Saturday

	Group 1	Group 2	
9:00 to 10:00	Hike		
10:00 to 12:00	Craft	Game	
	Game	Craft	
12:30pm	Lunch		
1:15 to 2:15	Free Pack/Family Time		
5:00pm	Flags		
6:30pm	Closing Camp Fire/ Smores		



Contact Us

Questions? Nee more information? Want to Volunteer? We want to hear from you!

For all inquiries regarding our Invention Convention events, contact:

Danston Wood

719-219-2900

danston.wood@scouting.org

