

Tuscarora
Council
2023 Summer Cub
Scout Camp



Camp
Tuscarora

June 20-24

Tuscarora Council



Camp Tuscarora

965 Scout Road
Four Oaks, NC 27524

Thank you for choosing to participate in the exciting, fun Summer Cub Camp opportunities for Cub Scouts and Webelos at Camp Tuscarora. Summer Cub Camp is one of the highlights of your scout's scouting year. We can guarantee that your child will have a great outdoor summer camping experience with us!

Our camp directors have been hard at work recruiting and training a top-notch, quality staff to deliver an outstanding and memorable program. Participating in our outdoor programs is a great place where you and your son or daughter will have fun, meet new people, and discover new things all at once. You and your child will have a great family experience and build memories that will last a lifetime.

This Camp Guide provides all the information you will need (and then some) to have a good time and be prepared for your camping experience. If we can be of any assistance before camp starts, please do not hesitate to contact the Tuscarora Council Service Center at 919-734-1714. If you have any questions about the program, feel free to contact:

- Susan Lewis, Volunteer Summer Cub Camp Program Director 919-221-8502 (susandlewis16@gmail.com).

We look forward to a fun-filled session with you and your Pack this year at Camp Tuscarora. On behalf of the Council Executive Board, the Camping Committee, and the entire Camp Tuscarora Staff we can't wait to see you this summer!

Yours in Scouting,

Stuart Goins

Tuscarora Scout Executive

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Tuscarora Council | Camp Tuscarora

Summer Cub Scout Camp Leader Guide

Theme: Rise Of The Tuscarora Scouts!



The Evening of June 20th through Saturday Morning, June 24th

Summer Cub Scout Camp Program Overview!

We have a wonderful summer program available for all our Cub Scouts, from Tigers to AOLs! All Cub Scouts can choose which summer camp option is best for them! There are two Cub Camp Sessions for our scouts to choose from, so come join us for the fun!

New This Year!

- We want everyone to come to Summer Cub Camp! We are offering 2 camper options -> Day Camper & Resident Camper!
- **We are offering 3 full days of programming for our Day & Resident Campers! That's 3 ½ days and 4 nights for your Resident Campers! We have also added an option for Resident Campers to check-in and set-up Tuesday evening!** Please note that dinner is not being provided Tuesday evening. For any Resident Campers spending the night on the 20th, breakfast will be provided. If you can't make the Tuesday evening check-in, you still have the option to check-in at 7:00 am Wednesday morning. Please be prompt so our staff can eat breakfast and you have time to set-up before the activities start.
- **Wondering where you can get a WEBELOS and AOL program that helps prepare your Cub Scouts for BSA Scouts? It's right here at Camp Tuscarora!** A New & Improved WEBELOS program! This is a "WEBELOS Camp" built into our Summer Cub Camp. This includes First Year and Second Year WEBELOS (Arrow Of Light Scouts) program. As a bonus for our older scouts, we are offering boating!
- There is no need to sign-up for classes. If you have attended Day Camp with us before, you know that we place scouts in rank specific classes and activities. To keep the fun going, they will have some choices for non-adventure activities.

General Schedule – The general schedule below illustrates when the day camper and resident camper check-in, check-out and attend activities.

Tuesday Evening Schedule 6/20/23:			
6:00 pm	Resident Camper Check-In & Campsite Set-Up; Units & Campers must provide their own meals Tuesday Evening		
8:30 pm	Resident Camp Den Leaders Meeting		
9:00 pm	Return to Campsites		
Wednesday Schedule 6/21/23:		Thursday Schedule 6/22/23:	
7:00 am	Optional check-in for Resident Campers who can't check-in Tuesday evening & Campsite Set-Up	7:45 am	Breakfast for Resident Campers
7:45 am	Breakfast for Resident Campers		
8:30 am	Day Campers Check-In	8:45 am	Day Campers Check-In
9:00 am	Morning Flag	9:00 am	Morning Flag
9:30 am	Activities: <ul style="list-style-type: none"> • 9:30-10:30 – Activity 1 • 10:45-11:45 – Activity 2 	9:30 am	Activities: <ul style="list-style-type: none"> • 9:30-10:30 – Activity 1 • 10:45-11:45 – Activity 2
Noon	Lunch for Day & Resident Campers	Noon	Lunch for Day & Resident Campers

Wednesday Schedule 6/21/23 (Continued):		Thursday Schedule 6/22/23 (Continued):	
1 pm	Afternoon activities: <ul style="list-style-type: none"> • Activity 3 - 1-2 • Activity 4 - 2:15-3:15 • Activity 5 - 3:30-4:30 	1 pm	Afternoon activities: <ul style="list-style-type: none"> • Activity 3 - 1-2 • Activity 4 - 2:15-3:15 • Activity 5 - 3:30-4:30
4:45 pm	Closing Flag	4:45 pm	Closing Flag
5:00 pm	Check-Out Day Campers	5:00 pm	Check-Out Day Campers
5:15 pm	Resident Campers Report to DH For Dinner	5:15 pm	Resident Campers Report to DH For Dinner
8:00 pm	Opening Campfire	8:00 pm	Movie & Popcorn Night for Tigers-WEBELOS; AOLs return to the other side of the lake
Friday Schedule 6/23/23:		Saturday Schedule 6/24/23:	
7:45 am	Breakfast for Resident Campers	7:45 am	Breakfast for Resident Campers
8:45 am	Day Campers Check-In	8:15-	Resident Campers Pack, Clean-Up Campsites
9:00 am	Morning Flag	10:00am	All Resident Campers Should Be Checked Out
9:30 am	Activities: <ul style="list-style-type: none"> • 9:30-10:30 – Activity 1 • 10:45-11:45 – Activity 2 		
Noon	<ul style="list-style-type: none"> • Lunch for Day & Resident Campers 		
12:30 pm	Resident Campers Skit Auditions for Closing Campfire		
1 pm	Afternoon activities: <ul style="list-style-type: none"> • Activity 3 - 1-2 • Activity 4 - 2:15-3:15 • Activity 5 - 3:30-4:30 		
4:45 pm	Closing Flag		
5:00 pm	Check-Out Day Campers		
5:15 pm	Resident Campers Report to DH For Dinner		
8:00 pm	Closing Campfire		

Very Important Information, Dates & Forms

Very Important Dates

- **CAMPERSHIP APPLICATIONS** are due by **March 26, 2023**. Please email these to the Council Office.
- **SHIRT PRE-ORDERS AND PAYMENTS** must be made on the Tentaroo site and are due by close of business on **Friday, May 19th, 2023**.
- **REGISTRATION closes on May 31st, 2023!**
- **EXPRESS CHECK-IN FORMS** (Medical Forms, Activity Forms & COVID-19 At-Risk Participant Statements) must be turned into a Council Employee at the Council Service Center by **May 31st, 2023**.

Very Important Forms

- **BSA HEALTH AND MEDICAL RECORD FORM 680-001** - Parts **A, B1, B2, and C will be required** for all youth and adults. (*This is an NCAP requirement by National BSA and we are mandated to collect the full medical forms including Part C. Please bear with us and we thank you for helping to keep us fully compliant.*) Every camper must have all parts completed for their medical record. Anyone arriving at camp without the proper medical form and appropriate signatures as stated above will not be allowed to participate in camp programs. Current blank medical forms can be found at this link - https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

- **ACTIVITY CONTROL FORM AND WAIVER** - Every Scout must have an activity control form filled out by the Scout's parent or guardian. This form is made available so parents or guardians can select which potentially hazardous activities their minor child will be allowed to participate in. Scouts who attend without this signed form will not be allowed to participate in the activities.
- **YPT CERTIFICATES FOR ALL LEADERS AND PARENTS** – All parents serving as Pack Leadership at camp or on-site for more than 72 hours **MUST** be YPT certified. Please bring a copy of the YPT Certificates for check-in.
- **Save yourself some time and use Express Check-In!** We are required to have these documents on camp, secured with camp administration and/or the medical officer for the duration of the event. ***If you don't use Express Check-In, you need to bring these forms to check-in at camp.***
- **Please provide a regularly monitored e-mail address and easily accessed best contact phone number for the Pack leader that you wish us to communicate with prior to your arrival at Camp.**

Leadership In Camp & Youth Protection

- Every Pack that attends must always be under the supervision of its own adult leadership. ***Unit leaders are in charge of their pack at all times***, and responsible for the discipline and organization of the pack. It is never the camp staff's task to take over your role as leader of your unit. At Camp Tuscarora, our expectation for the behavior of all Scouts is that they will hold themselves to the Scout Oath and Scout Law. The Unit's leaders are responsible for all actions, behavior, and conduct of their Scouts at all times while at Camp Tuscarora—this **includes program areas, campsites and in the showers**. If a Scout must leave camp early for any reason, it is the responsibility of the Unit Leader to ensure the proper procedures are followed for releasing a minor.
- **TWO-DEEP LEADERSHIP** - A minimum of two-deep leadership is always required. Packs should plan to have enough Pack leadership at camp to ensure that this happens.
- **WHO CAN SERVE AS PACK LEADERSHIP?**
 - Registered adult leaders and parents (over 21 years of age) may serve as Pack leadership at camp.
 - A Den Chief does not qualify as an adult leader to accompany Scouts to each of their activity areas.
- **YOUTH PROTECTION TRAINING:**
 - ***Pack Leadership is required to take Youth Protection training prior to coming to camp. This includes the parents serving as Pack Leadership at camp.***
 - **All adults on site for more than 72 hours MUST also be YPT certified. Please bring copy of YPT certificate for check-in.**
 - Youth Protection Training is available at <https://my.scouting.org/>.
- **RESPECT OF PRIVACY** - Adult leaders **must respect the privacy of youth members** in situations such as changing clothing, changing into swimsuits, or taking showers. Adults must also protect their own privacy in similar situations. When camping, no youth is permitted to sleep in the tent of an adult that is not their own parent or guardian. Adults are not permitted to be in a youth shower area unless it is necessary to stop behavior issues or in matters of health and safety of your Scouts.
- **YOUTH PROTECTION VIOLATIONS** - Camp is often a place where we are made aware of Youth Protection violations, whether they happened at camp or elsewhere. Please report any youth protection violations or suspected abuse to the Camp Director immediately.
- **RATIO OF PACK LEADERSHIP TO CUB SCOUTS** - All Packs must have at least ***one adult for every three Cub Scouts*** attending. This does not include the adult attending with their Lion or Tiger Scout. ***Lions and Tigers must have an adult partner that attends camp with them***

Registration, Fees, T-Shirts & Patches

Who Can Attend

- All registered Tigers, Wolves, Bears, Webelos, and AOLs may attend Cub Scout Resident Camp
- Den Chiefs and Siblings may attend as well. A registered Scout aged 13 years or older can become a Den Chief.
- Adults attending may be registered leaders or parents in the Pack.

How Do You Register?

- Registration and payment are available online only through the Tentaroo online registration Portal. Please go to <https://www.tuscarorabsa.org/> and select **Summer Cub Scout Camp**
- Registration can be done:
 - As a Pack,
 - or by provisional families that wish to be placed with a host Pack. We will place Provisional Scouts with another unit that has been approved to support Provisional Campers to ensure they have the best possible experience while at Camp Tuscarora. The Provisional Scout must register online via our online registration and payment link
- Packs are encouraged to start registering early since there is only one session of Resident Camp.
- When making your reservation please provide us with the most accurate estimate you can of the number of youth and adults you will be bringing, as well as any other health, logistics, facilities, or transportation concerns regarding your campsite. Some campsites may be limited due to unit size and prior availability. For assistance with the registration process contact Amanda Greeno at the Council Service Center
- **Registration closes on May 31st, 2023!**

Camper Fees/ Fee Schedule:

	Day Camper	Resident Camper
Scout	\$85 (\$45 at registration; \$30 additional by April 30 th ; Remainder by May 31 st)	\$135 (\$45 at registration; \$30 additional by April 30; Remainder by May 31 st)
Den Chief/Sibling	\$75	\$85
Adult	\$20	\$65
Meals Included	Lunches all 3 days	4 Breakfasts, 3 Lunches & 3 Dinners

Fee Schedule:

- Each Pack with a minimum of six Cub Scouts will get one FREE adult.
- **You can pay the entire fee upfront** or follow the fee schedule by type of camper below.
- **Resident Campers will pay:**
 - UPON REGISTRATION – \$45 for a Scout; \$40 for a Den Chief/Sibling and \$5 for an adult
 - BY APRIL 30, 2022 - \$30 additional per Scout; \$25 additional per Den Chief/Sibling; \$15 additional per adult
 - BY MAY 31ST, 2022- Remainder of unpaid fees which is \$60 per Scout; \$20 per Den Chief/Sibling; and \$45 per Adult
- **Day Campers will pay:**
 - UPON REGISTRATION - \$45 for a Scout; \$40 for a Den Chief/Sibling and \$5 for an adult
 - BY APRIL 30, 2022 - \$30 additional per Scout; \$25 additional per Den Chief/Sibling; \$15
 - BY MAY 31ST, 2022- Remainder of unpaid fees, which is \$10 per Scout; \$10 per Den Chief/Sibling and \$0 per Adult

- **LATE Fees & Registrations:** For any campers (Scout, Sibling/Den Chief and Adult) that are not fully paid by June 1st & for any add-on registrations received after June 1st, there will be a \$10 per camper late fee above the regular fee.
- Units may elect to exchange adults during the week with no additional charge if the total number of adults does not exceed the Pack's registered number of adults. Everyone needs to check in and out at Headquarters.

Summer Cub Scout Camp T-Shirts & Patches:

- T-shirts can be pre-ordered for Cub Scouts, Den Chiefs, Siblings and Adults.
- Short Sleeve T-shirts Size Youth XS to Adult XL are \$ 14.00 apiece.
- Short Sleeve T-shirts Size Adult 2X to Adult 4X are \$ 16.00 apiece.
- T-shirts must be pre-ordered through the Tentaroo Link. **Shirt pre-orders and payments are due by close of business on Friday, May 19th, 2023.**
- **Refunds** - There are **no refunds** on pre-ordered T-shirts.
- **All Participants will receive the 50th Year Camp Tuscarora Memorabilia Patch. Will have an opportunity to purchase up to an additional 4 Memorabilia Patches.**

Camperships

A limited amount of funding is available to registered Tuscarora Cub Scouts who need financial assistance and would not otherwise be able to attend resident camp without financial aid. An application for **Direct Assistance** is available by request by emailing the Council Office.

All applications requesting financial aid are due no later than March 26th, 2023. Late or incomplete applications will not be honored. Applications will be reviewed over the third week of April, and all camperships awarded will be communicated to the unit leader directly by the Council Office.

Camp Refund Policy

- Requests **must be made in writing** and submitted to the Camp Director.
- Fees are transferable to another participant in your Pack if request is received in writing prior to May 31st, 2023.
- Refund requests received after May 31, 2023, and before the Pack's arrival date will be subject to a non-refundable fee of
 - For Day Campers - \$45 per Scout; \$40 per Sibling/Den Chief; \$10/Adult
 - For Resident Campers - \$75 per Scout; \$45 for Den Chief/Sibling; \$35 per Adult
- **Requests received for campers departing camp early for any reason or for no-shows will not be honored.**
- Refunds, once verified, will be refunded to your original method of payment, and can take up to a week to be processed.

Check-In/Check-Out

Express Check-In->Skip The Line

Skip The Line & Submit all your Pack's paperwork early! (This is the preferred check-in option, and we encourage all units to take advantage of this method if possible.) No waiting, no standing in line, no shuffling through a stack of forms, no calling parents for missing signatures...Just show us your approval form and we'll get you to your campsite!

EXPRESS CHECK-IN PROCESS:

1. Log in to the Tentaroo registration and payment portal and enter **ALL Participants names, demographic data, and Cub Scout ranks. Then, print out a roster to submit with your Express Check-In paperwork. Our Express Check-In Staff will not have access to your on-line Pack Rosters.**
2. **Please email allergy information** for your Pack to The Council Office **prior to May 31st, 2023.**
3. Gather all **completed and signed medical forms** (BSA Health & Medical Record 680-001, Parts A, B1, and B2 and C signed by your healthcare provider with a current, unexpired date); **completed and signed activity waivers; YPT Certificates for All Leaders and Parents (All parents serving as Pack Leadership at camp or on-site for more than 72 hours MUST be YPT certified);** and **a Pack Roster.** Don't have all the paperwork by the deadline? That's ok! If you have at least 70% of your paperwork to go along with your complete roster, you can still take advantage of early check-in and drop off what you have!
4. Drop off or mail (**only mail if your unit is out of Council, please**) all early/express check-in paperwork for Summer Cub Scout Camp at the Tuscarora Council Service Center beginning _____, and no later than **May 31st, 2023.**
 - a. If dropping paperwork off in person at the Council Service Center, please make sure you leave your packet with a Council staff member, so they can secure them appropriately for our registration team to pick them up and review them.
 - b. If mailing your express paperwork, please use a **trackable, signature-required** mailing or shipping method as we regret that we will not be responsible for lost, damaged or delayed mail.
5. Once reviewed, a member of our Camp Tuscarora Summer Camp registration staff will contact the unit leader to let them know if all information is correct and accounted for, or if there are missing or incomplete forms. This should give the unit ample to time to submit any missing information and/or complete any items that are outstanding. If all items are complete, the unit will be marked as having completed express check-in and will be given an approval form to present to our camp administration staff upon your arrival for your stay at summer camp for the week
6. Send the **names** and **mobile phone numbers** of **ALL leaders** that will be attending Resident Camp with your Pack (either all session or swapping in and out) to the Council Office.

Check-In At Camp

1. **RESIDENT CAMPERS =>**
 - a. **CHECK-IN WILL BEGIN AT 6:00 P.M ON TUESDAY JUNE 20TH FOR RESIDENT CAMPERS.** Please do not arrive prior to this time as our staff will not be equipped or prepared to assist you.
 - b. **THERE IS AN OPTIONAL CHECK-IN WEDNESDAY MORNING AT 7:00 AM FOR THOSE RESIDENT CAMPERS THAT CANNOT CHECK-IN TUESDAY EVENING.** Please arrive promptly at 7am, so our staff can eat breakfast. Also, do not arrive prior to 7am as our staff will not be equipped or prepared to assist you.
2. **INSTRUCT ALL YOUR CAMPERS TO PARK IN THE MAIN PARKING AREA** and wait for your Pack to be checked in. Why? **Per our BSA liability policy, no one is allowed in campsites or camping areas until they have completed the check-in process and all required forms (See "Very Important Forms" above) have been submitted and verified.**
3. **TO HELP EXPEDITE THE CHECK-IN PROCESS,** Packs are requested to send only one leader to the check-in area in front of Headquarters to check in the unit.
4. **IF YOUR PACK CHOOSES THE EXPRESS CHECK-IN OPTION:**
 - a. all you need to bring to check-in at camp is your approval form (issued once all forms have been verified by our express registration staff), or your missing and/or incomplete paperwork.
 - b. We will have dedicated registration stations for Express Check-In
 - c. Your Pack will be directed to medical for a medical re-check. Each camper including adults must be present during medical recheck. Swim tags will be issued after completion of medical recheck
5. **IF YOUR PACK DOES NOT CHOOSE THE EXPRESS CHECK-IN PROCESS:**
 - a. Cub leaders should turn in all their Pack's Medical forms and Activity Waivers at camp check-in. **Don't forget that Pack Rosters should have been entered into the Tentaroo system & printed out.**

- b. There will be several check-in stations on site. All Packs with complete and accurate forms should be able to progress through the check-in process in a timely manner.
 - c. We will have one station dedicated for units who have incomplete, missing, or incorrect forms. If paperwork issues are discovered at check-in, we will kindly ask that you proceed to our dedicated “wait station” so as not to hold up the line for other units that are ready to check-in.
 - d. All unpaid fees and Activity Control Waivers must be turned in at this time.
 - e. Medical forms for all youth and adults should also be ready for the medical recheck. Each camper including adults must be present during medical recheck. Swim tags will be issued after completion of medical recheck.
6. **PACK TRAILERS** - We will allow those units with a Pack trailer to take the trailer to the campsite upon arrival after completing med checks. The Towing vehicle should be returned immediately to the parking lot. **However, you must first let a gate staff member or admin staff member in Headquarters know that you have completed med checks and are ready to proceed to your site to drop your trailer**
7. **Once check-in has been completed successfully**, the Pack will then be given a complete packet, including gear drop passes, confirmed schedule of events, confirmation of campsite, wristbands, and swim tags.

Vehicle Access Rules for Scout Safety

A SCOUT IS OBEDIENT & COURTEOUS: For the safety of all campers and in adherence to National policies as they relate to our BSA liability insurance coverage, ***vehicle entry to campsites will be strictly controlled*** as follows:

- AFTER your Unit has completed the check-in process - we will allow 2-3 vehicles per Pack to enter the campsite gates and drop gear. ***Do not stay to set-up your campsite*** since this will delay other vehicles from entering campsites and cause a back-up in the parking area. Drop your gear, then take your vehicle promptly back to the parking area.
 - Gates will be open Tuesday evening from 6-8:30 pm for the first Resident Camper Check-In
 - Gates will be open from 7-7:45 am Wednesday morning for the second Resident Camper check-in.
 - Gates will be open Saturday morning from 8:15-10:00am.
- For the safety of our campers, ***no unauthorized vehicles will be allowed past the campsite gates or in the campsites from “gate closed” hours during the event.*** We will have carts available to help you carry gear to your campsites if you arrive during “gate closed” hours.
- A Pack trailer will be allowed to be kept in the campsite.
- **No vehicles will be allowed to park in the site. No exceptions.** Our staff will be checking campsites to make sure vehicles have been moved back to the parking area. If you are asked to move a vehicle out of your campsite, please remember to be kind and courteous to our staff.
- All vehicles are to be parked in the large field parking lot.
- The circle drive in front of the camp headquarters building is for equipment drop-off and pick-up only. Only camp service vehicles and instructors’ vehicles should be parked in this area.
- **Riders are NOT allowed in the bed of pickup trucks or on trailers.**

Swim Checks:

For liability reasons, all our unit swim checks must be conducted at camp by a member of our aquatics staff. Swim checks are scheduled for all ranks the first day. Adult Leaders, Den Chiefs and siblings should get their swim check at the same time as their dens if they intend to swim.

Visitor Information:

- Please make sure that all visitors sign-in at the Camp Office upon arrival and sign-out upon departure. All vehicles will remain in the parking lot.
- If a visitor wants to eat in the dining hall a meal ticket can be purchased at the Headquarters Building -> \$8.00 for an adult (18 and up) and \$6.00 for a child (under 18).

- We encourage family members to attend any of our campfire programs. We ask that they eat dinner prior to arrival at camp. Campfire visitors are asked to arrive after 7:00 pm.

Leader's Meeting

A camp leaders' meeting will be held Tuesday evening at 8:30 pm in Camp Headquarters. Please make sure at least one leader from each unit is present. This will ensure that your pack has all necessary information for a safe and fun time at camp.

Leaders Leaving Camp:

Leaders who must leave camp for any reason must sign in and out of the Camp Office at the time of departure and return. A check-out sheet is available. ***Two-deep adult leadership must be maintained at all times.***

Scouts Leaving Early

- Campers are not to leave camp during the camping period without the approval of their leader and the Camp Director or Program Director.
- In cases of emergency, a senior staff member will accompany the Scout to established medical treatment centers, or approved transportation as may be determined in agreement with the leader.
- With prior approval of parents and the leader, a Scout may leave camp with a responsible adult, but he must check out and back in with the camp office.
- Any Scout leaving with his parent must also be checked out at the camp office, regardless of the circumstance.
- If one parent has court approved custody of a Scout, the camp director must be informed in writing during check-in of any restrictions on leaving camp with anyone other than the court approved guardian or parent.

Check-Out

- Before leaving camp, please take time to clean your campsite and the adjoining bathhouse to your campsite.
- Carts are available to take gear to the parking lot, but please remember that there are others that may need to use them.
- The towing vehicle may be driven to the site to pull the Pack trailer.
- Send one leader to the Camp Office to check-out the Pack. All Packs are required to check-out by 10:00 am.

Advancement Opportunities & Activities

Advancement Opportunities

Resident camp is first and foremost about having fun and experiencing new things. As part of the fun, Cub Scouts of all ranks will have advancement opportunities. Below is a list of the Adventures that are being offered. Paperwork will be given to Leaders at the end of Camp detailing which Adventure and Award requirements were covered for each level of camper.

Detailed Class Schedules:

- COMING SOON!

- You do not need to sign up for classes for Summer Cub Camp. Cub Scouts will be placed into an age/rank appropriate selection of classes. They will still have FREE time and choices when they get to camp. We want everyone to have a wonderful summer camp experience!

Tigers:

- **My Tiger Jungle (R)** – In this adventure, Tigers will learn that there are many types of living things that share the place where we live. All animals, plants, and insects have a purpose in our environment. It is everyone’s duty to be mindful of other creatures’ habitats. Regardless of their age, Tigers can make a difference.
- **Tigers In The Wild (R)** - Tigers will learn how to put the “outing” in Scouting with this required outdoor adventure. They will start to develop an understanding of the Outdoor Ethics program as they are introduced to many skills that will be important throughout their Scouting careers.
- **Team Tiger (R)** - This required adventure will introduce Tigers to the concept of teamwork and to the idea that—even at a young age—they can make a difference in the world.
- **Curiosity, Intrigue & Magical Mysteries (E)** - This adventure helps Tigers explore how things work. Tigers learn about cracking codes and solving mysteries, as well as discovering how science helps us solve problems and understanding why things work in certain ways.
- **Floats & Boats (E)**– This adventure will teach Tigers about different Types of Boats, how to build a boat using recycled materials, and how to stay safe on the water.
- **Sky Is The Limit (E)** – This adventure will help Tigers learn about the night sky

Wolfs:

- **Call of the Wild (R)**: This class is a required adventure for Wolf Scouts. They will begin the journey outdoors and learn how to be prepared.
- **Council Fire (R)**: This required adventure will give Wolf Scouts the opportunity to learn more about their neighborhood and community structure, how they can be a part of their community through service, and how other have provided service to our country.
- **Paws On The Path (R)**: By completing the Paws on the Path Adventure, your Wolf Scout will learn about hiking safely, being mindful of the environment while outdoors, and maps.
- **Running With The Pack (R)**: This Wolf Cub Scout elective adventure focuses on physical fitness with a dash of healthy eating.
- **Finding Your Way (E)**: This elective adventure gives Wolf Scouts an introduction to maps and teaches the valuable skill of being able to read and use a map and a compass.
- **Spirit of the Water (E)**: In this adventure, Wolf Scouts will learn how to conserve water and keep it clean in their homes and neighborhoods. Then they’ll have a chance to swim together, having fun while practicing aquatics safety.

Bears:

- **Bear Necessities (B)**: This required adventure will introduce new Bear Scouts to basic outdoor skills while helping more experienced Scouts improve and develop skills they learned in previous ranks.
- **Bear Claws (R)**: Bear Scouts will learn about knife safety as they earn their Whittling Chip in this required adventure.
- **Fur, Feathers, and Ferns (R)**: Bear scouts learn about plants and wildlife in this required adventure.
- **A Bear Goes Fishing (E)**: Bear Scouts Learn how to fish and the habitats fish live in.
- **Salmon Run (E)**: This elective adventure will introduce Bear Scouts to swimming safety, boating safety, physical development and fitness, skill development, and fun in the water. Bears in nature like to swim and play in the water, and so can Bear Scouts.

First Year WEBELOS Program:

- WEBELOS Scouts will be boating this year!
- **Cast Iron Chef (R)**: This class is required for the Webelos Program. Learn how to build a campfire to cook on and prepare a meal. *NOTE: We will not be covering requirements 2 and 3.*

- **First Responder (R):** This class is required for the Webelos Program. A first responder is a person who is ready for first aid situations. *NOTE: We will not be covering requirements 7 and 8.*
- **WEBELOS Walkabout (R):** This required adventure prepares Webelos Scouts for an outdoor experience and hiking activity. For this adventure, Webelos plan and carry out a three-mile hike and complete a service project.
- **Aquanaut (E):** This elective adventure will introduce Webelos Scouts to the key principles of aquatics safety as they develop their swimming and boating skills. Scouts taking Aquanaut should be classified as a Swimmer or a strong Beginner. ***Non-swimmers will be taking Instructional Swim.***

Next Step Program for Second Year WEBELOS (AOLs):

- Each Arrow of Light Scout will be placed into a patrol that they will work with each day during afternoon program sessions. The afternoon will consist of special programs and work towards awards such as the Outdoor Ethics Awareness Award and Outdoor Activity Awards that they will do together with their patrol.
- Their Patrols will campout across the lake away from main-camp Thursday.
- AOL Scouts will be boating this year!
- In addition, AOLs will work on the following Adventures:
 - **Aquanaut (E):** This class is an elective for the Webelos/ Arrow of Light program. Aquanauts are at home both around and in the water. Basic water skills are the goal of the Aquanaut. Scouts taking Aquanaut should be classified as a Swimmer or a strong Beginner. ***Non swimmers should take Instructional Swim.***
 - **Building a Better World (R):** This class is required for the Arrow of Light Program. There are many places to build a better world and it starts in your community and state.
 - **Outdoorsman (R):** This class is required for the Arrow of Light Program. An outdoorsman has the skills needed to make you feel at home in the outdoors. They know how to pitch a tent, tie knots, and Leave No Trace.

Special Programs & Activities

There are also special activities taking place throughout the session. For instance:

- **Build Your Own Light Saber & Star Wars Character Mask!**
- **Join our Jedi Training Academy** – Join one of our Jedi Masters and learn how to be a Jedi Knight!
- **Make Star Wars Glowing Slime to light your way at night!**
- **Marshmallow Storm Trooper contest!**
- **Instructional Swim** – will be provided during all swimming adventures as an optional activity for our non-swimmers or beginning swimmers. All camper levels have scheduled swim time.
- **Waterslide** – The waterslide will be open during all FREE swim periods!
- **FREE Time:** Scouts will have at least one time-period during the day where they can choose their own activity. For instance, they can go to shooting sports, fish (Bring your own pole & bait!), bicycle (bring your own bicycle!), skate-board, hike, or swim. They can also visit the **Trading Post** or play in the GaGa ball pit, Human Foosball court or playground.

For Resident Campers Only, we have some extra special fun!

- **Opening & Closing Campfires:** The staff will entertain Scouts and adults alike with an energetic, audience-participation campfire program reflecting the theme of the summer. On your last night with us, your scouts will get the chance to share their talents with the entire Camp. ***Cub Scouts should wear their BSA Field Uniform to campfires.***
- **Free Star Wars Slushies** after dinner on Day 1 for all Resident Camper Scouts, Siblings and Den Chiefs at the Galaxy's Edge Trading Post!

- **Movie & Outpost Mix Night:** Enjoy a movie and some Outpost Mix with your scouts! The AOL Scouts will be across the lake camping as a Patrol during this time.
- **Camp Wide S'mores:** After the closing campfires, hang out with your pack and the rest of the camp and cook up some Tie Fighter S'mores.

Swimming, Boating, Fishing, Skateboarding

- **Any Scout or adult participating in any swimming or boating activity must first take a swim test.** Swim tests are scheduled on Day 1 for all ranks.
- **It is recommended that youth wear aqua shoes during swimming and boating sessions.**
- Swimming and boating are restricted to times listed on the program schedule.
- Fishing is available at our lakes for Scouts and leaders. **If your Pack wants to fish it is necessary for you to bring fishing poles and bait with you.**

Galaxy's Edge Trading Post:

Visit our **Galaxy's Edge Trading Post** for cool camp merchandise, entertainment, necessities, ice cream, slushies, sodas, and snacks. Each Scout should be responsible for bringing extra money if they wish to purchase something from the Trading Post. Open each day and evening during posted hours.

Flag Raising/Lowering Ceremonies & Uniforms

- Before morning activities and after afternoon activities, Packs should line up in formation around the flagpole in front of the trading post. The officer of the day will lead the flag ceremony as appointed by the Program Director. Announcements for the entire camp will occur during assembly.
- Since Day Campers are attending Flag raising and lowering ceremonies, **cub scouts can wear activity uniforms** (shorts and camp shirt). Once flag lowering ceremonies are complete, Day Campers will be checking out of camp.
- Scouts should wear their Field Uniforms (Official BSA Summer Uniform) at campfires.

Dining Hall & Pack Table Set-Up/Clean-Up

At Camp Tuscarora, **the Dining Staff will set up cups, plastic ware, and chairs.** However, every Pack should assign two Scouts for each meal that will serve as the Unit's waiters. These **waiters should clean up the table at the end of the meals, ensure that all trash is disposed of, and the table has been wiped clean with the cleaning materials provided by the kitchen staff.** After cleaning the tables, **waiters should stack the chairs on top of their Unit's table.** Finally, waiters are responsible for carrying **empty drink pitchers to the drink cart/table when refills are needed**

Health & Safety

Asthma – Inhalers

If asthma is listed as a condition by either parent or doctor, it should be considered a serious condition and appropriate medications need to be brought with the camper to Camp Tuscarora. All asthmatics should bring at least two (2) rescue inhalers and any other required medication to camp unless doctor or parent specify otherwise on medical form. You should have one inhaler with the Scout and one with the Unit leadership in the camp site.

Buddy System

The buddy system should always be used while at Camp. Buddies can be fellow Scouts, a Scout's parent, or the entire Pack. **NO ONE should ever go anywhere alone!**

Communications - Telephone #, Email & Internet, Mail

- **CAMP TELEPHONE** - The camp office phone number is 919-934-9538 and is restricted to camp business and emergency use. In case of an emergency, callers will need to give the Pack number along with the Scout's name. Please discourage parents from making unnecessary phone calls. Remind them the Scouts are not located near the phone.
- **EMAIL & INTERNET** - At Camp Tuscarora we have spotty, very slow Wi-Fi on a limited cellular plan which is restricted to use by our administrative staff to allow them access to the online registration system. If a leader needs access for work, access passwords can be obtained by adult leaders upon request if sufficient coverage is available. We can also suggest locations in Smithfield or Goldsboro where you can go for a cup of coffee and significantly faster internet connections.
- **CAMP MAIL** - Mail will run daily at Camp Tuscarora. All incoming mail will be given out daily to the units, but please plan to mail any letters or items well in advance or they may not arrive until after your camper has returned home. (We are not responsible for lost or late-arriving mail.) The camp address is:

Scout's Name
Pack Number
Camp Tuscarora
965 Scout Road
Four Oaks, NC 27524

Emergency Procedures:

To ensure proper care and protection is provided to our youth and adults, the following emergency procedures are compulsory:

- A text system will be used to the primary leader of each unit and must be always kept on their person for immediate communications and notifications.
- Emergency procedures will be reviewed at the first leaders meeting along with alternative instructions and options for extreme situations.
- **CAMP EMERGENCIES** include tornado watch, tornado warning, severe weather, lost camper, lost bather, fire, or other serious situations as deemed by the Camp Director.
- **IN THE EVENT OF AN EMERGENCY** the Camp Director will 1) issue each primary leader an "EMERGENCY IN THE CAMP" text page, 2) broadcast the camp emergency notice on the p/a and 3) ring the camp emergency bell. As a result:
 - All youth and adults are required to assemble in the amphitheater without exception and remain until dismissed by the Camp Director.
 - Leaders will group their youth and adults and give an accurate accounting when called on.
- **IN THE EVENT OF HIGH WINDS OR A TORNADO**, all youth will go to the Amphitheater for protection. Larger youth and adults will position themselves next to the younger children to assist and calm them.

First Aid, Medical Treatment & Medications

First aid treatment is available in Camp 24 hours a day. First aid for injuries is provided by our full-time medic on staff at our Medical Lodge. The closest hospital in our area is Johnston Memorial Hospital located in Smithfield, NC. This hospital treats emergency patients from camp and emergency transportation is always available. All first aid situations must be brought to the immediate attention of the Camp Medic.

All medications—including over the counter and prescription medications—that are brought to camp are to be the responsibility of the parent or unit leader. All Scouts bringing medication to Camp are required to have the

Prescription Medication Information Form filled out and turned in with their medication to their unit leader. These medications are to be kept in the campsite in a locked container (If kept by a Unit Leader). We can provide a lock box if needed. The medic will need to receive well-documented information on any medication that requires refrigeration. If you have a camper or adult leader with a special need, don't hesitate to contact us at (919)-734-1714.

General Cleanliness and Sanitation:

- A Scout is clean. Showers and toilets are available to Scouts and leaders.
- These facilities must be cleaned by the Scouts and leaders while at camp. It is best to spot clean after each use to prevent a large cleaning time.
- Regular trash pick-ups will be made.

Insurance Claims

The BSA Accident and Sickness Insurance plan's purpose is not to replace or diminish the need for family health insurance. Rather, its purpose is to provide assurance that financial help is available to help meet emergency medical expenses should an injury or illness occur during a Scouting activity. The "responsible party" for all medical services is the family of the person injured, and the family's health insurance should be reported as such to ensure proper billing. In the case of an accident the claims are to be made against the Unit's accident insurance. Units need to present proof of insurance at check-in on Sunday. If necessary, units will need to file their own medical/accident insurance claims.

Meals – Special Dietary Needs

Specific medically necessary nutritional needs, including food allergies, should be indicated in our online registration portal, AND submitted in writing to the Camp Director at least two weeks prior to attending camp. We will do our best to accommodate these needs if substitutions are noted. For specific dietary requirements, some supplements may need to be brought from home.

Safety & Security – Wristbands & Staff ID

- Several measures are used at Camp Tuscarora to ensure the safety and security of all campers.
- All the campers and guests must wear wristbands. If a wristband falls off, please come by the Camp Office in Headquarters to receive a new one.
- The staff members are identified by the Boy Scout uniform or staff shirt.
- If you see anyone suspicious in camp, please report it to the Camp Director immediately.

Traditional Scout Camping

Due to CDC and North Carolina State guidelines for Covid-19 virus and Mosquito-Borne Diseases Camp Tuscarora will not set up tents for Troops and campers to use during the 2023 camp season. Each campsite has a flagpole, bulletin board, shelter, and latrine. Hot showers are available for all campers at the shower house. Unless your unit is large, you will be sharing a campsite with another unit so bring any additional gear you feel is needed for your stay at Camp

Packs may however check out tents at no cost from camp quartermaster for use in their campsites. Tents may be checked out any time during their stay at Camp Tuscarora by coming by Headquarters and making a request for the number of tents needed.

Tents will be inspected by camp quarter-master staff along with a pack representative once the tent is up and before the pack is cleared to check out to leave. Any damage to the tents will be charged to the pack for repair or replacement.

Cots are available for use and may be check out at no cost by packs from camp quartermaster. Cots will be inspected by the quartermaster staff and a pack representative before being issued. Cots will be inspected by quartermaster at time of turn in for any damage. Any damage to the cots will be charged to the Unit for repair or replacement

Wildlife Encounters Policy

Camp Tuscarora is a haven for wildlife and serves as a wildlife sanctuary. We hope your visit at Camp Tuscarora includes wildlife encounters. There are a few rules we ask you to follow to ensure your safety and enjoyment:

- Observe wildlife in their natural habitat only. Never handle wildlife except with the guidance of the camp ecology staff and within the guidelines and needs of the camp ecology program. Our ecology staff will handle any intrusive or dangerous wildlife that appear in your campsite or around camp.
- Never feed wildlife. Wildlife has their own natural food sources. Human feeding can lead to the development of wildlife pests, destruction of camp and personal property, and potentially harmful encounters. Keep a clean camp and tent site. Be sure to collect and dispose of garbage regularly and store food in safe, wildlife-proof containers. Open food should never be stored in personal tents. Many animals such as opossums, skunks, and raccoons are nocturnal and will enter tents in search of a free meal.
- Stay away from poisonous plants such as poison ivy.
- Avoid contact with spiny caterpillars.

There are several plants and animals at Camp Tuscarora that can pose a health threat or make your stay at Camp an unpleasant one. While at Camp, learn to identify those that pose the biggest threat, how to protect yourself from them, and the proper first aid treatments should they become necessary. The Nature and First Aid areas can offer training in these areas upon request.

- Bees and other stinging insects, poison ivy, and caterpillars with spines can create allergic reactions that can be severe or life threatening to some campers.
- Ticks can transmit diseases and should be removed ASAP. Ticks that prove difficult to remove should be brought to the attention of the Camp Medic. Be sure to know the proper first aid treatment and perform a daily body check for ticks.
- Black Widow spiders like dark damp places. Never reach into an area if you cannot see what is there first.
- Poisonous snakes at Camp Tuscarora are the copperhead and the timber rattlesnake. Their bites can be dangerous. Other snakes can bite as well. Be sure to know how to identify these snakes and the proper first aid for snakebites.
- Should you observe any fur-bearing animals that seem to show strange behavior, do not touch, or go near them. Report the situation immediately to the camp office.
- Anytime you have a wildlife encounter that has the potential or proves to be a problem, please report it to the camp office.

What To Bring & What Not to Bring

- **PACK EQUIPMENT:** Den and Pack flag, lantern, and other equipment you think you might need.
- **PERSONAL EQUIPMENT:** Each Scout and leader is responsible for his/her own personal gear. A suggested checklist follows:

<input type="checkbox"/> 1 Scout Field Uniform	<input type="checkbox"/> Bath towels	<input type="checkbox"/> Mosquito Net
<input type="checkbox"/> 4 T-shirts	<input type="checkbox"/> Aqua Shoes	<input type="checkbox"/> Fishing Pole, Tackle Box & Bait
<input type="checkbox"/> 2 pairs of shorts	<input type="checkbox"/> 1 wash cloth	<input type="checkbox"/> Flashlight
<input type="checkbox"/> 4 pairs of socks	<input type="checkbox"/> Shampoo	<input type="checkbox"/> Scout Handbook
<input type="checkbox"/> 4 sets of underwear	<input type="checkbox"/> Toothpaste & Toothbrush	<input type="checkbox"/> Sleeping bag
<input type="checkbox"/> 1 sweater, sweatshirt, or jacket	<input type="checkbox"/> Comb/brush	<input type="checkbox"/> Pillow & Case
<input type="checkbox"/> 2 pairs of shoes – No open toes	<input type="checkbox"/> Soap and soap dish	<input type="checkbox"/> 2 Sheet & 2 Blankets
<input type="checkbox"/> Raincoat or Poncho	<input type="checkbox"/> Spending Money	<input type="checkbox"/> Insect Repellant
<input type="checkbox"/> Swim Trunks	<input type="checkbox"/> Watch	<input type="checkbox"/> Sunscreen & Hat
<input type="checkbox"/> Bible or Prayer Book	<input type="checkbox"/> Water Bottle	<input type="checkbox"/> Camp chair

DO NOT bring pets, firearms, fireworks, sheath knives, Game Boys, iPod, or other electronic games and/or devices.

Camp Rules & Regulations

Bicycles

- Personal bicycles are allowed at camp.
- **Helmets are always required with no exceptions.**
- Riders must be courteous to walkers. **Walkers always have the right of way especially on trails.**
- Bicycles are not allowed on the main camp road from the front gate to the headquarters building nor in the parking lot where cars can be moving. To reach the shooting sports area bikers are to ride across the large field between BMX and the rappelling tower.
- After dark, bicycles are not to be ridden and must be walked back to campsites.
- It is the responsibility of all adult leaders to ensure Scouts are courteous and follow these directions. Remember, the use of a bicycle on camp by an individual is a privilege which if abused will be revoked.

Campsites/Electricity

Campsites at Camp Tuscarora are primitive sites. Though most have a shelter and running water, they do not have electricity. For this reason, those needing to operate devices such as a CPAP machine will need to make arrangements to bring a battery pack.

Cell Phones, Radios & Electronic Devices

- **2-Way Radios** - Although we discourage the use of 2-way radios at camp, we understand that they can be an asset. Cubmasters and adult leaders may use 2-way radios for communication. We request that if you discover that you are on the same channel as the Staff that you change your channel.
- **Cell Phones** - For leaders who need them for business, we provide charging stations in the trading post and dining hall. Cell phone service at camp can be good or terrible depending on your position in camp and your service provider, so please do not rely on cell phone service while on camp property. U.S. Cellular receives the best signal at camp, while Verizon is spotty, and AT&T and Sprint struggle mightily
- **Electronic Devices** - Camp Tuscarora is a natural area, providing the opportunity for all Scouts and leaders with a haven to “get away from it all”. Loud music can disturb this natural setting and infringe upon the privacy of others. Any use of an mp3 or other electronic device for music must be used in conjunction with headphones.

Diversity

The Tuscarora Council has a zero tolerance for Scouts or leaders that do not treat other Scouts and leaders by the Cub Scout Twelve Core Values, Scout Oath, and Law. Scouts must be on guard to always be aware of actions or behavior which might cause others to be hurt by words or deeds. Adult Unit Leaders are responsible for making sure that this policy is followed at all Scouting events.

Hazing And Raiding

There is no place in Scouting for hazing or raiding of campsites or individuals and is prohibited by the policies of the Boy Scouts of America. Units or individuals violating this policy will be sent home. No Scouter, camper or staff member should enter a Unit campsite without permission of the Unit. Anyone found in an unoccupied campsite

will be liable for any damage found. It is important that we have your help in keeping your Scouts in your campsite after taps.

Prohibited Items

- **ALCOHOLIC BEVERAGES** - The use of alcoholic beverages and/or controlled substances at camp is prohibited.
- **FIREWORKS, PYROTECHNICS, OR ANY TYPE OF EXPLOSIVES**
- **LIQUID FUEL LANTERNS/STOVES** are restricted to adult use only. They are not allowed in tents under any circumstances.
- **PERSONAL FIREARMS** - The camp provides safe, accurate firearms and ammunition. There is no need to bring guns, ammunition, bows, or arrows to camp.
- **TOBACCO** - **The use of any tobacco products is forbidden for all individuals on camp property.** Please know that per National Camp Policy, every member of our staff is compelled to address any adult or camper on the property that is using tobacco products (this includes vaping and chewing tobacco) on camp.
- **TRAILER TYPE CAMPERS AND R/V'S** are not allowed in camp.
- **SHEATH KNIVES** - Knife work and safety are very important in the Scouting program, but **sheath knives may not be brought to camp.** Cubmasters should be sure that Scouts using whittling or carving knives know how to use them properly. Bear, WEBELOS or AOL Scout should have achieved their Whittling Chip prior to using and carrying pocketknives at camp.
- **PETS** – **please advise your families not to bring pets when they come to Camp to visit.** This can cause a potential issue with allergies and homesickness.
- **ANY PROJECTILE LAUNCH DEVICES**
- **PORNOGRAPHY**

Restricted Areas

While our facilities at Camp Tuscarora are for Scout campers and their leaders, there are areas that are **off limits** for all campers during the camp season:

- Ranger's house or grounds
- Staff campsite/staff living areas
- Maintenance area except during Quartermaster open hours and when participating in service projects
- Shooting areas - BB, Archery & Sling Shot except during program hours
- Climbing, Skate Park, and Waterfront program areas except during program hours and approved Unit activity

Shoes

- Because we are in the woods, it is important to your health and safety that **close-toed shoes, or boots** be always worn to prevent foot injuries. We insist that everyone always wear shoes. Sandals that cover the toes and have heel straps are allowed to the bathhouse only.
- Open Toed shoes are not allowed in camp or in the Cub shooting sports area.
- Flip-flops & crocs are not appropriate footwear at camp for either scouts or leaders even when traveling to or from the waterfront. While at the waterfront, if any camper is participating in a boating activity, closed toe water shoes are required.

Skateboarding

- **Helmets, knee, and elbow pads must be always worn with no exceptions.**
- Adult supervision will be provided in compliance with safety guidelines. Levels for degree of difficulty will be assigned, and Scouts must respect and follow all directions and rules of the adult supervisor.

Tents

- Units must provide their own tents
- All tents must never have a flame of any kind inside it.
- There must be sign stating “NO FLAMES IN TENT” on personal tents in the campsite.

Valuables

- Each Pack should provide adequate protection for its valuables. A footlocker with lock is recommended.
- The Tuscarora Council is not responsible for lost or stolen items.
- The lost and found will be at the Camp Office.
- To increase your chance of recovering a lost item, make sure you label name and unit number on personal gear.