

Cataouatche District Cub Overnighter

Oct. 5th and 6th 2019

Plaquemines Parish Sheriff's Office Shooting Range

Parent/Leader Guide

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General Information

The Cub Overnighter is designed for Cub Scouts and their families to have fun in the outdoors featuring activities like shooting sports, outdoor skills, and many others. Cub Scouts are required to have a parent with them for the entire event, but the whole family is welcome as well, so nobody has to get left at home!

Families will camp with their Cub Scout Pack as a group, but you can arrive or leave at whatever time works for your family's schedule. Choose to stay overnight or just to visit for the daytime activities. Activities will include demonstrations by the Plaquemines Parish Sheriff's Dept. as well as a campfire program and flag retirement ceremony on Saturday. Activities on Saturday will feature Archery, BB, Scavenger Hunt, and games for Scouts and their families.

Meals at Camp:

Packs are encouraged to coordinate meals. Breakfast on Saturday should be before you arrive. Lunch, Dinner, and Breakfast are not provided. Please coordinate the Pack you have planned to attend with or on your own as a family for those meals. The site is not close to any restaurants or delivery options so please plan accordingly!

Registration Procedures

We ask that you register as a family rather than as a Pack for the Cub Overnighter. You will be asked to provide your Pack number during registration so that all of the members of your Pack

will be placed in the same area for camping. All registration will be done online at www.bsa-selacouncil.org. The deadline for registration is Wednesday, October 2nd 2019.

Late Registration: Late registration and/or walk up registration will be available if you miss the deadline. However a **late fee of \$5** per registration will be applied. **CASH or CHECK ONLY at registration on Saturday.**

Cost- \$10 per scout \$5 per adult, Siblings 4 and under are free.

Check-In:

All families may begin arriving to check-in at 8am on Saturday, October 5th. You will be directed to the camping area for your Cub Scout Pack and you can begin setting up your camping gear.

Cars will be restricted to the parking lot. It is encouraged to leave your Pack trailer at home since you won't be cooking at this event. Please plan to carry (or bring a wagon) your camping gear to your site. Packs will be permitted to park a trailer in their campsite. All other vehicles are restricted to the parking area for the safety of our Scouts.

*****Medical Forms *****

Each person (Scouts, Leaders, Parents and Siblings) who are attending, whether camping or not, is considered a participant and **MUST** have a BSA Personal Health and Medical Record Form. It is the Pack's responsibility to keep these forms together and available for inspection at the time of check-in. Every Scout must have a medical form (Part A) on file with their Pack leader at the Cub Overnighter. Camp staff will not collect the forms but your Pack should have one available in case of an accident or injury. Additional medical forms will be available at the check-in in case you forget to bring one.

At Registration you will receive: Your camping assignment, a "Passport" to activities, and a schedule for the day. Any questions you have can be addressed to camp staff at that point.

Schedule of Events

Saturday

8am Checkin Begins

10am Opening Ceremony

10:15am Activities Open

1pm Break for Lunch

2pm Activities Open

5pm Dinner/ Free Time

8pm Campfire Program

11pm Lights Out

Sunday

9am Scouts Own Service (anyone interested?)

10am Camp Closed

For Packs - YOUR OWN:

Popup Canopies

Water Jugs

Folding Tables

Must have fire extinguisher for your kitchen

GAMES:

BB – w/ waiting line class on safety – do not bring your own BB guns

Archery – w/ waiting line class on safety

Slingshot (if enough range officers) – if Matt can get them

Balloon Battle (Matt will get these supplies)- Inflate balloons and tie on a string for each team member. Each player ties the other end of the string to their ankle. There are two teams – the teams try to burst the others first by stepping on them. Team with the last balloon wins. As your balloon is burst you withdraw from the game. TO BE STAFFED BY 301.

Egg Drop – Pack 394

Craft – color a bag or a pumpkin – Pack 394

Tug of War – Pack 454

Knot tying – Pack 454

What to bring:

Suggested Items: A tent (a rule of thumb is to divide what they say it can accommodate in half. For Example, a tent that claims it can sleep 4 usually means 2 comfortably), a rainfly for you tent (may come with the tent) a tarp for under the tent, a cot or air mattress, a pump for the air mattress (needs to work on batteries since we have no electricity), sleeping bags, pillows, sheets, blankets, flash lights/lanterns, lounge chairs, bug spray, sun screen, ponchos, a mallet to put tent stakes in, a coffee mug if you drink coffee and most importantly, a cup to drink with and/or water bottle for each member in your party.

Transportation/Parking

Packs are encouraged to bring only what they need for the overnight and leave the Pack trailer at home. Packs that do arrive with a trailer will unload in the same area and park in the overflow lot. All other vehicles will be confined to designated parking areas. These rules help keep our Scouts and families safe and it also allows for easy access to emergency vehicles should the need arise.

RULES AND GUIDELINES

You are expected to read this booklet in its entirety and share all pertinent information, with all leaders, scouts and families that will take part in this event. Your participation in this event secures your agreement to abide by the rules in this packet.

Rule #1 – Be Safe!

Rule #2 - Be Respectful of all Participants and the Environment!!

Rule #3 – HAVE FUN!!!

Prohibited Items/Behavior

This is a Cub Scout event...NO Alcoholic Beverages

No Smoking

No Pets

No Firearms

No Personal BB guns or Archery Equipment

The property is under the jurisdiction of the Kenner Police Department

Buddy System

Please enforce the buddy system at all times. * Stay away from the Lake and Lake Barrier Areas*. The Pier is off limits for this event. No Scouts or Siblings should leave the camp area alone. Parents and leaders must supervise their Scouts and Siblings at all times.

Uniforms

The Cub Overnighter uniform will be a class B activity shirt (Pack T-shirt)

Fires

Ground Fires or fires in above ground pits will NOT be permitted at Pack Campsites.

The only fire will be for the Campfire Program and Flag Retirement.

Lights Out

At 11:00pm, there will be NO activity conducted in the campsites. Be courteous of your neighbors.

Trash

We expect each unit to dispose of their trash in the dumpster; however, if the dumpster is full, PLEASE DO NOT LEAVE TRASH BAGS ON THE GROUND. PLEASE follow the Leave No Trace Guidelines.

Restroom Facilities

Remember, a scout is clean! Please talk to your scouts and their families about sanitation and the need to keep the Portolets clean. WE are responsible for keeping the Restroom Facility Clean throughout the event, so please DO YOUR BEST to keep the facilities clean and free of debris at all times. There will be two facilities available at the park as well as 4 placed portolet facilities.

Camping

Tent camping only! No Campers or RV's and no Generators. If power is needed due to a medical necessity, please advise the camp staff upon your arrival.