



Mayflower District – TAC

Cub Adventure Weekend 2018

18 to 20 May 2018 at Skreens Park Activity Centre

GREAT AMERICAN WILDERNESS



Registration Packet

**Be sure to register your unit early to avoid disappointment.
Last date for registrations is the 4 May 2018.**



Mayflower District Cub Adventure Weekend 2018 GREAT AMERICAN WILDERNESS

18 to 20 May 2018 at Skreens Park Activity Centre

Schedule of Events

Friday, 18 May 2018

- 09h00 – 18h00 Physical arrangements by Staff
18h00 – 21h00 Arrival/Check-in @ Staff HQ
21h00 – 21h30 Leaders meeting (Cubmaster, Committee Chair & Staff) @ Staff HQ
22h00 Lights out

Saturday, 19 May 2018

- 07h00 Reveille
07h00 – 08h15 Breakfast @ Campsites
08h30 – 08h45 Opening ceremony @ Flag Pole (No uniforms required)
08h45 – 09h00 Activity Judges collect equipment @ Staff HQ & prepare activity stations
09h00 – 12h00 MORNING PROGRAM & Sibling program area open
12h00 – 13h30 Lunch @ Campsites
13h15 – 13h30 Activity Judges collect equipment @ Staff HQ & prepare activity stations
13h30 – 16h30 AFTERNOON PROGRAM & Sibling program area open
16h30 – 17h30 Inter-Pack Rain Gutter Regatta @ Activity Barn
17h30 – 19h30 Supper @ Campsites
19h30 – 20h30 Campfire, bring chairs and blankets if you have them (No uniforms required) @ Campfire Circle
21h00 Adult Leader Awards Reception @ Staff HQ
22h00 Lights out

Sunday, 20 May 2018

- 07h00 Reveille
07h00 – 08h00 Breakfast @ Campsites
08h30 – 09h00 Closing ceremony & Scouts' Own (Cub Scouts in Uniform Please) @ Flag Pole
09h00 – 10h30 Checkout of Packs
10h30 – 11h30 Clearing of site by Staff
11h30 Staff checkout
12h00 Staff Lunch @ TBD





1. Cub Adventure Weekend Overview

The Mayflower District Cub Adventure Weekend 2018 will be a challenging and fun experience to test each Cub Scout's skills and the Den's ability to work as a team. A brief description of the program is included in Section 3. All Packs are encouraged to participate in the Cub Adventure Weekend to introduce the Cub Scouts to camping and better prepare the Cub Scouts for Boy Scout activities.

1.1 Where and When

The Spring Camporee will be held at Skreens Park Activity Centre. The address of the campsite is:

Skreens Park Activity Centre
Skreens Park Road
Chelmsford
Essex, CM1 4NN

Directions can also be found on the website <http://www.skreenspark.org.uk/contact-us/>.

Units should plan on arriving between 18h00 and 22h00 on Friday, 18 May 2018 and departing after the closing on Sunday, about 10h30.

Please do not arrive early Friday evening, as the Camporee Staff may not be ready.

1.2 Other Districts

Mayflower District extends our warmest invitation to Cub Scout Packs in other Districts to join us for Cub Adventure Weekend 2018. Skreens Park Activity Centre can easily be reached by flights to London Stansted airport. Furthermore, there is a local Tesco supermarket that will deliver food ordered online at www.tesco.com.

As far as equipment is concerned, the Cub Adventure Weekend Staff will do our best to make arrangements for dining flies, tables, stoves, fuel, etc. All that units travelling by air would likely need to bring is tents and your normal personal camping gear.

As an alternative, there are dormitory buildings on site which, subject to booking early, could be used by a group coming by air. For more details, please contact **Luke Johnson**.

1.3 Cub Scout Camping

Boy Scouts of America policy on Cub Scout Camping is that Cub Scouts take part in "Family Camping". This means that mom, dad, brothers and sisters are invited to the weekend. Cub Scout Packs also should have at least one adult leader trained in BALOO (Basic Adult Leader Outdoor Orientation). There is a BALOO training course planned for this spring, further details are available on:

www.tac-bsa.org/Districts/Mayflower

If you are concerned about BALOO training, or that your Pack may not have a BALOO trained leader, please contact **Luke Johnson**.

We request that one point of contact per Pack is used to avoid confusion. Dens will be camped together with the rest of their Pack. Contact between Dens should be facilitated at the Pack level to prepare everyone for the weekend.

1.4 Cub Adventure Management

Principal Cub Adventure Staff are listed below. You can reach them during evening hours. Please remember when contacting these individuals that they are all VOLUNTEERS, just like you.



Cub Adventure Director - Luke Johnson tenskwatawa@gmail.com H: 01444 458 074 M: 07980 920 206
Program Director - Matthew Johnson Johnson.eco@gmail.com H: 01444 458 074 M: 07545 044 406
Campfire Program – Looking for a Volunteer

There will also be the Skreens Park Activity Centre staff on the premises. Please be aware that they will not know your unit number, but can direct you to the Boy Scouts of America Staff HQ. If you have a question or problem with the site, please see a member of the Cub Adventure Staff first. We will liaise with the Skreens Park Activity Centre Staff to rectify any problems.

1.5 Registration

Registration before **4 May 2018** is essential to assist us in planning and to ensure that your unit can participate. The registration is used to give us planning numbers. To register please email the following information to **Luke Johnson**:

- Names of Cub Scout participants
- Names of adult participants
- Names of Participating Siblings (see section 2.5)
- Names & ages of Non-Participating Siblings (see section 2.5)
- Information on Dens participating (see section 3):
 - ◆ Den Number/Name
 - ◆ Whether Den is: Tiger/Wolf/Bear/Webelos or mixed
 - ◆ Approximate number of Cub Scout participants in Den

- ◆ Approximate number of Siblings participants in Den
- Emergency contact number for an adult at the Cub Adventure site (see section 2.5)
- Estimated time of arrival

If you have questions regarding registration please email **Luke Johnson**. Please also advise us if there is a significant change.

1.6 Fees & Payments

The cost for the weekend is US\$30.00 per Cub Scout/Participating Sibling, US\$20.00 per adult or US\$15.00 for siblings.

Payment must be made in US dollars. Payment can be made in advance via the on-line payment form at:

<http://tac-bsa.kintera.org/mayflowerdistrictevents>

We can accept US Cash or US Dollars Checks during check-in. US dollar checks should be made payable to “TAC-BSA”.

At the request of Transatlantic Council's auditor, we are unable to accept Cub Adventure Weekend fees in UK Sterling.

Scouts may wish to bring UK Sterling cash for use in the Campsite's shop. Mayflower District will accept UK sterling and US dollar cash for purchasing patches at the Cub Adventure Weekend.

Refunds or changes will only be given at the discretion of the Cub Adventure Director.

1.7 Adults & Older Scouts

Both Cub leaders and parents are needed to help in running the program. We also welcome Boy Scouts aged 14 or over and at least Star rank to help with activity stations. The activities generally require two or more



Activity Judges at each station. We will provide all the equipment and have the activity station set up to run for the Activity Judges. For more information see section 3.5.

We hope each Unit will provide at least 1 Activity Judge for every 4 Cub Scouts for each of the morning and afternoon program sessions.



2. Great American Wilderness

Westward is the way to adventure this Spring! It is time to explore the vastness of the American Wilderness. Join in a range of Native American games to find out how the West was tamed and the cultures which were there before our pioneering forefathers set their eyes on the land.

2.1 Before the Event

Before embarking on this cross country adventure with the Mayflower District, Packs might want to prepare the Cub Scouts a bit. We hope that you use this as an opportunity to explore several areas including:

- Native American Music
- Pioneer technologies
- American History
- And more

After the event, Cubmasters may wish to recognize the Cub Scouts that attended the Cub

Adventure Weekend by providing time during the next Pack Meeting to share experiences from camp.

2.2 Activities at the Event

We have endeavoured to make the activities age appropriate for all the Cub Scouts. With that in mind, the activities that Cub Scouts will be doing at the Cub Adventure Weekend will include:

- Crafts
- Native American Games
- Climbing (Webelos Only)
- Archery (Wolves Only)
- BB Guns (Bears Only)
- Cave Exploration (Tigers Only)
- Inter-Den and Pack Rain Gutter Regatta
- And many, many more!

Cub Scouts will be collecting beads at each of the activity stations, the same as at previous Cub Adventure Weekends. Encourage your Cub Scouts to attend to add to their bead string and collect this year's special arrowhead bead. Imagine how long your bead string can be over the next few years!

2.3 Rain Gutter Regatta

Cub Scouts and Participating Siblings will make their rain gutter regatta boats during the day's activities as one of the many exciting activity stations. The kits for the rain gutter regatta are provided for in the fee for the weekend.

2.4 Activity Judges

It is not possible for the Mayflower District Camping Committee to provide all the adults needed to run an event on the scale of the Cub Adventure Weekend. That is why on the Saturday we need help from the 'spare' adults or older Boy Scouts to be Activity Judges. We



ask that every Pack leave one adult in the Pack's campsite at all times to keep an eye on the site. Most activity stations require at least two adults to run.

Activity Stations will be set up by the Cub Adventure Staff before Packs arrive. Activity Judges will be given all the equipment to run the activity station by the Cub Adventure Staff. They will also be given written instructions for each activity. Cub Adventure Staff will be available at all times to assist Activity Judges in any way. During the lunch break or when the Afternoon Program is finished, the Staff asks that the Activity Judges, collect up the equipment and return it to the Staff HQ.

There will be a sign-up poster in the Staff HQ on Friday night as Packs arrive. The poster will also have a full description of every activity being run. We ask that adults or older Scouts come by the Staff HQ on Friday night, have a quick cup of coffee and sign up to judge for an AM session, PM session or both.

Older Boy Scouts can be Activity Judges if they are aged 14 or over, at least Star rank and have their Scoutmaster's permission.

Mayflower District looks forward to awarding even more "Activity Judge for All Occasions" awards to volunteers who complete their third Mayflower event as an Activity Judge.

2.5 Siblings Program

Boy Scouts of America Policy for Cub Scout camping states that Cub Scouts camp as families. This means that brothers and sisters who are not members of a Pack are invited to join their sibling for the weekend. Siblings have 2 options:

Participating Siblings

For siblings that are similar in age to their Cub Scout brothers, they may participate with their brothers' Den in most activities during program times. However, for these "Participating Siblings", we must charge the same fee as a Cub Scout to cover the costs of running the program.

Non-Participating Siblings

A designated Non-Participating siblings area will be available during program times. This marquee will have books, activities and a rest area for younger siblings. Parents are asked to supervise their own children in this area, although we encourage parents to share the responsibility for children in the siblings area around their unit.

Siblings that are either staying in the unit campsites or making use of the Siblings Program area, will be charged as "Non-Participating Siblings".

2.6 Campfire

The Saturday night campfire is a great opportunity for all of our Packs to show their stuff! Packs and Dens are encouraged to come to the Cub Adventure weekend with skits to perform, songs to sing and stories to tell. If you have a "Native American"-themed skit, please try it out! The Staff is looking forward to seeing the wonderful and diverse talents of our Cub Scouts. Feel free to practice your skits and songs ahead of time. Of course, props or costumes can sometimes help a lot.

Cubmasters, please help us ensure that all skits and songs are appropriate for a family audience. If you have any concerns over this, please ask the staff ahead of time. You can contact **Luke Johnson** if you'd like to chat



before the campout. All skits will need to be approved by the campfire organizers by Saturday lunch time.

For Packs or Dens that wish to participate, either by putting on a skit or song, there will be a sign-up sheet in the Staff HQ. Please sign up on Friday at arrival so that we can plan the order for the campfire. Skits can also be emailed in advance to **Luke Johnson**.



3. Registration, Check-in and Check-out Procedures

3.1 Before the Cub Adventure

All units attending must register using the email as set out in section 1.5. Please advise **Luke Johnson**, of any significant changes. Campsites will be allocated based on the numbers given in the registration email.

3.2 On Arrival & Check-in

Upon reaching the site, please ask to be directed to the Staff HQ for the Boy Scouts of America. An adult should go inside to get a Camp Commissioner who will either lead you to your site or give you directions. All cars will need to remain in the designated parking area.

If your Unit is arriving in several vehicles, please ensure that all drivers know the Pack number (for example Pack 175) and the name of the leader in charge so they can be directed to the Unit's campsite.

Once the Unit Leader has arrived, he or she should come to the Staff HQ to check-in. Any outstanding fees for the weekend will be collected at check-in. Further information for the weekend will be provided at check-in to the Unit Leader.

3.3 Check-out Procedures

Each unit will receive a Check-out and Evaluation form at check-in. During the weekend, please fill out this form so we can gather your feedback. Camp Commissioners will have spare copies of this form.

After you have cleared your campsite, policed the area and cleaned up any fires, send someone to the Staff HQ to get a Commissioner. When the Commissioner arrives, he/she will inspect your camp and then sign off on the Check-out and Evaluation form.

After the closing ceremony Sunday morning, bring your signed form to the Staff HQ. At that time, you will receive your ribbon and patches. All units should plan to be out of camp by 10h30 on Sunday.

3.4 Late Arrival & Early Departure

If a Unit is going to arrive or depart at any time other than those scheduled for the Cub Adventure Weekend, please make **Luke Johnson** aware of these plans. If your unit intends to leave on Saturday evening, and you have notified **Luke Johnson**, you may pick up your patches and ribbons after you have totally vacated your campsite and had a Commissioner sign the Check-out and Evaluation form.

3.5 Building Hire

Skreens Park Scout Campsite has a few accommodation buildings on site available to hire. The buildings and the campsite's current charges are listed in Appendix A.



The costs listed to be met by the unit hiring the building are in addition to the fees for the Weekend. Building hiring fees are the prices set by Skreens Park Scout Campsite. All charges for hiring buildings are payable in UK Sterling and will be collected at check-in.

To book buildings, please include your request in your registration email. We will coordinate your request with Skreens Park Scout Campsite; however, the costs listed are to be met by the unit hiring the building and are in addition to the Weekend fees. Due to Skreens Park Scout Campsite's policies, a cancellation of a building booking will be charged back to the unit, subject to the Cub Adventure Director's discretion and if a replacement unit can be found.



4. General Event Information

4.1 Changes & Cancellations

The Cub Adventure Director is the only individual authorized to change or cancel a scheduled activity. Any necessary changes will be made at the earliest possible time and posted in writing at the Staff HQ. If you have a question about the program, please feel free to come to the Staff HQ at any time or ask a staff member around the site.

4.2 Parking

There will be no parking allowed at the campsites. All vehicles must be parked in one of the designated parking areas. Packs are encouraged to car pool and arrange to have as few cars as possible remain at the Cub Adventure Weekend parking site.

Participants will need to walk to their campsite and to carry their equipment up to 400m. The site is not very large so carrying equipment should not be a problem. If you have large amounts of heavy equipment, consider bringing a wagon or other handcart.

4.3 Camping

All campsites will be located in an open field.

There are no picnic tables in the campground area.

Packs should bring their own tents, dining flies, and other camping equipment unless otherwise specifically arranged in advance with **Luke Johnson**.

There is a dormitory building, which subject to booking early, can be made available to Units coming by air. The cost for the hire of the building is separate to the cost for the camporee and must be met by the Unit before leaving the campsite.

4.4 Food Service

Units are responsible for bringing their own food and means of preparing it. You will need food for Friday (or eat before you arrive), three meals for Saturday and Sunday Breakfast. Families are encouraged to cook as part of the Pack or as Dens. Whatever arrangements are made, these should be clearly explained to all families.

There will be coffee available for adults at the Staff HQ on Friday night and during activities on Saturday. This is intended for Activity Judges and Unit Leaders who are helping out with the activity stations.

4.5 Emergency Contact

Units should have access to a cellular phone that could be used as a primary contact for



members of that Unit or Cub Adventure Staff in an emergency. The emergency number for the Cub Adventure is **07980 920 206**. This is only to be used in case of emergency. Please ensure callers know the Unit Number and, if possible, the Unit Leader's name.

4.6 First Aid

The First Aid station will be set up near the Staff HQ.

We will have at least one Camp Medic on site at all times. If assistance is needed, please contact a member of the Cub Adventure Staff or send a runner to the Staff HQ. If the injury permits, *and it is practical to do so*, bring the injured person to the First Aid station for medical attention.

4.7 Medical Forms

In the case of serious injury or illness requiring emergency medical services or hospital treatment, a health history record and permission of a parent or guardian are required to be held for each participant by the Pack leaders. This form, known as the Annual Health and Medical Record medical form, must be accessible to the Unit Leader at all times. Parts A and B must be completed for every Cub Scout, parent, and sibling attending the Cub Adventure Weekend. The medical form can be found at:

<http://www.scouting.org/scoutsourc/healthandsafety/ahmr.aspx>.

4.8 Fire & Ambulance Service

In the unlikely event that fire or ambulance services are needed, send a runner to the Staff HQ so that an emergency call can be placed and **Luke Johnson** notified immediately. If the emergency call is placed from a cellular phone within your area, you must still send a

runner to the Staff HQ to notify **Luke Johnson** of the emergency and to allow the Staff to arrange for the emergency equipment to be directed to the correct location.

It is vital that the Cub Adventure Staff are aware of ambulances or other emergency services which may be called to the site. As the site is scout campsite, emergency services will confirm the call to ensure it is not a hoax. If the Cub Adventure Staff are not aware of call being made the ambulance is likely to not respond.

4.9 PMR Radios

The Cub Adventure Staff use PMR Radios for emergency communications. We, therefore, request that campers refrain from using the PMR channel 3 and all the related sub-channels. This is for the safety of all campers.



5. Camping Guidelines

As members of the Boy Scouts of America, it is our obligation and responsibility to see that everyone respects and observes rules and regulations in this package and follows the guidance provided by the Cub Adventure Staff, Camp Commissioners and Skreens Park Activity Centre Staff.



5.1 Natural habitat

No trees, shrubs, or bushes will be cut within the campground or neighbouring areas. Wood can be collected from the camp wood pile. It is, in some cases, a distance from the campsites so units may wish to bring a wagon.

Do not interfere with the area's wildlife and do not play in the streams or lakes within the campground.

Skreens Park Scout Campsite is undertaking a reforestation project. Sapling trees are marked with bamboo poles. These **MUST** be left where they are. If Cub Scouts are found to be removing the bamboo poles, they may be asked to leave.

5.2 Tent Ditching

There will be no tent ditching or other changes made to the ground contours to improve campsites. Remember that proper pitching of tents does not require ditching. Protect your tents by bringing sturdy ground cloths and protect your body by bringing foam pads or air mattresses for a good night's rest.

5.3 Ground fires

Fires will only be allowed in the altar fires. These are available on the site; however, units may wish to bring an altar fire of their own. It is recommended that units bring their own stoves, grills, and fuel for cooking. Charcoal and propane are recommended. Liquid charcoal lighters are not allowed.

5.4 Use of liquid fuel

The safety of our Cub Scouts and their adults must be the prime consideration in the use of liquid fuels. The use of liquid fuels in lanterns and stoves is acceptable only if done by a knowledgeable adult.

5.5 Water

Water will be available at faucets throughout the campsite. Some carrying of water will be required. Canteens should be carried during the program on Saturday, as drinking water will not be readily available in all program areas. Washing of dishes at the water points or in the bathrooms is prohibited. Dishes should be washed in camp using the procedure set out in the Cub Scout Leader Handbook or at the designated dishwashing area (at the back of the main bathrooms).

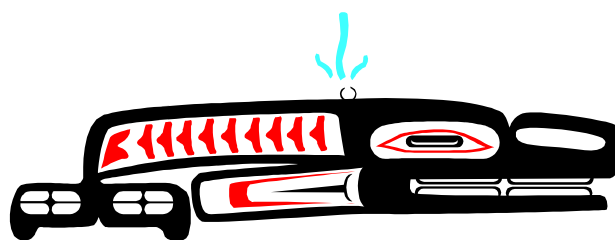
5.6 Toilets

Toilets will be available at convenient areas throughout the campsite. Please respect them and keep them clean. Do not place trash or soft drinks cans in the toilets.

It is a good idea to bring a few spare rolls of toilet paper with your unit and have campers take one with them to the toilets, just in case.

5.7 Trash

Every unit should bring a supply of plastic trash bags to securely store their own trash. Dumpsters will be available for general usage and units are expected to take their trash to these receptacles.



6. Cub Adventure Rules

As in all Scouting activities, the Scout Promise and Law will be the Law of the Cub Adventure Weekend. Any individual who does not act as he should, may be putting his unit's future Cub Adventure privileges in jeopardy and putting the privilege of the Mayflower District to hold



Cub Adventure Weekends on British Scout Camps at risk. Units and/or individuals that do not comply with these rules may be asked to leave immediately.

6.1 Flames in Tents.

Cooking or lighting with open flames of any kind is not allowed in any tent. Electric battery lanterns and flashlights are recommended.

6.2 Proper Uniform

BSA uniforms (Cub Scout shirt and Cub Scout pants/shorts with proper socks) should be worn for the Scouts' Own. Scouts are encouraged to wear Scouting t-shirts for the day's activities.

In accordance with BSA National Policies, **NO military garb or fatigues, including camouflage, should be worn.** Rain gear which is camouflaged is allowed, although it is not recommended.

6.3 Discipline

Parents will be responsible for the behavior of their children at all times. Adults who are not helping in the events or watching Pack sites, should accompany their Cub Scouts as they participate in the events.

Youth participants should leave all cell phones, radios, television, portable game devices, walkmans, Discmans and other electronics at home.

6.4 Quiet hours

All activities will be subject to quiet hours and lights out from 22h00 to 07h00. Cub Scouts are expected to be in their tents by 22h00. Leaders in each Pack are responsible for enforcing these hours.

6.5 Knives

Sheath knives and knives with blades longer than 3 ½ inches are not allowed at the Cub

Adventure Weekend. If any are found, they will be held for the remainder of the Cub Adventure Weekend by a member of the Cub Adventure Staff.

Only Cub Scouts that have earned the Whittlin' Chit may carry and use a pocket knife.

6.6 Alcoholic Beverages

No alcoholic beverages of any kind are allowed at the Cub Adventure Weekend, except those used for religious sacrament.

6.7 Firearms

For safety reasons, firearms, pellet guns, BB guns, bow and arrows or slingshots of any kind are not allowed at the Cub Adventure Weekend without gaining specific prior permission from the Cub Adventure Director.

6.8 Fireworks

Absolutely no fireworks are permitted.

6.9 Dogs

No dogs are permitted on the Campsite except those used as guide dogs for the blind or other aid for disabled campers.

6.10 Respecting Other Unit's Sites

Everyone should respect other Unit's campsites. Please do not cross through another unit's site, go around. While we encourage Scouts and Scouters to visit other Units, please announce your arrival with a loud "hello" instead of just walking straight into a site. Show others the level of courtesy you would like shown to you.

6.11 Health and Safety

The rules in the preceding paragraphs are for your health and safety. Please follow them and be careful. The Cub Adventure Staff will be alert to safety hazards during the weekend. Please assist in the elimination of hazards or



reckless acts as they are observed or brought to
your attention.

**HOPE TO SEE YOU
AND YOUR UNIT AT
THE CUB ADVENTURE
WEEKEND, MAY 2018!**

**THE CUB ADVENTURE
STAFF**



*We would like to thank the support of
Transatlantic Council's Friends of Scouting,
without which this Camporee would not be
possible.*