



Cub Scout Leader's Guide to the 2015 Sycamore District Fall Camporee

General Information:

- ◆ Cub Scouts are strongly encouraged to register online as a pack or den, however, walk-in registration will be allowed at The Crystal Lake Park District Nature Center from 8:00 am - 1:00 pm.
- ◆ The fee is \$5.00 per Cub Scout, and includes all Cub Scout activities and an event patch.
- ◆ Webelos and Arrow of Light dens that elect to camp must register in advance, and will be required to pay an additional \$25 unit camping fee.
- ◆ Due to liability, all participants must be currently registered as a Cub Scout. Siblings and friends will not be allowed unless they complete and submit, with payment, a Boy Scouts of America Youth Member Application at the time of registration.
- ◆ **There will be no food available at the event. Cub Scouts and Leaders are expected to bring a picnic lunch or make other arrangements.**
- ◆ Parking is allowed in designated areas only, and is available at The Nature Center (330 N. Main St.) and off of Walkup Ave. Accommodations can be made for individuals with disabilities by contacting jfiorina@crystallakeparks.org.

Program Information:

- ◆ Activity areas will be open from 9:00 am - 11:00 am and 1:00 pm - 4:00 pm. Activities will include the following:
 - ◆ **Open Activities:** These activities will be open during the above program times. Cub Scouts may participate at any time the activity areas are open.
 - ◆ GaGa Ball
 - ◆ Climbing Tower
 - ◆ Project Monarch - a service project allowing Scouts to plant plants at Veteran Acres to help the monarch population.
 - ◆ Scavenger Hunt - a self guided 1 mile hike. Scouts that complete the hunt will be entered in a drawing for one of four walking sticks.
 - ◆ Trading Post
 - ◆ SCUBA Demonstration
 - ◆ "Helping Hands" 3D Printer Demonstration
 - ◆ Water Bottle Rockets
 - ◆ Games and More
 - ◆ **Scheduled Activities:** These activities have scheduled times for Cub Scouts to participate. STEM sessions require advanced registration, and is limited to the first 50 Cub Scouts. Registration requests should be submitted to BACSTEM@yahoo.com, and should include the Leader's name and the number of Scouts being registered.
 - ◆ 9:00 am - 11:00 am - Stem Session "Into the Wild"
 - ◆ 9:30 am - 11:00 am - Boy Scout Saw Cut Competition - **Cub Scouts are spectators only**
 - ◆ 1:00 pm - 2:30 pm - Cub Scout Archery
 - ◆ 1:30 pm - 2:30 pm - Boy Scout Tug-o-War Tournament - **Cub Scouts are spectators only**
 - ◆ 2:30 pm - 4:30 pm - Cub Scout STEM Session - "Into the Wild"
 - ◆ 4:00 pm - 5:30 pm - Dutch Oven Contest - Iron Chef Style - **Webelos and Arrow of Light Scouts that are camping only**



Cub Scout

Advancement Opportunities

The 2015 Sycamore District Fall Camporee at Veteran Acres Park has something for Scouts of all ages! That includes Cub Scouts. By showing up and taking part in the activities, Cub Scouts can expect to complete the following requirements...

Backyard Jungle: •Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike.
•Point out two different kinds of birds that live in your area. *(Hike)* **Tigers in the Wild:** •Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
•While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. •Find two different trees and two different types of plants that grow in your area. *(Hike)* **Good Knights:** Participate in a service project. *(Project Monarch)* **Tiger-iffic!:** Play a team game with your den. *(GaGa Ball)*



Call of the Wild: While on a den or family outing, identify four different types of animals. Explain how you identified them. *(Hike)* **Paws on the Path:** •Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before. •Name two birds, two insects, and two other animals that live in your area. Explain how you identified them. *(Hike)* **Running With the Pack:** Play a sport or game with your den or family, and show good sportsmanship. *(GaGa Ball)*

Bear Necessities: Attend a campfire show, and participate by performing a song or skit with your den. *(Campfire Program)* **Fur, Feathers, and Ferns:** •While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike. *(Hike)* •Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit. *(Nature Center or Hike)*



Webelos Walkabout: •Describe and identify from photos and poisonous plants and dangerous animals you might encounter on your hike. *(Hike)* •Complete a service project. *(Project Monarch)* **Camper (only if staying overnight as a den):** •With the help of your den leader or family, plan and conduct a campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack. •On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult. •Once your tents are set up, discuss with your den what actions you should take in the case of the following extreme weather events which could require you to evacuate: a. Severe rainstorm causing flooding b. Severe thunderstorm with lightning or tornadoes. •Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a BPS application to locate a geocache.