

PACK 80 CAMPING AND OUTDOOR GUIDELINES

Cub Scout camping activities and outings are conducted under the Guide to Safe Scouting (GSS) and facility-specific rules. Below is a summary of the GSS and our expectations that all participants should be aware of and adhere to when attending a PACK 80 activity.

Supervision

Pack Leaders are here to guide the pack and ensure everyone feels safe. Each adult at Pack activities helps create a secure environment for our scouts. While our leaders are busy teaching and demonstrating, your assistance monitoring the youth's behaviors is greatly appreciated! Parents play a key role in encouraging their scouts' good conduct. Anyone not following safety guidelines or disrupting the program may be asked to leave so that everyone can enjoy a positive experience.

Guide to Safe Scouting



Age Appropriate Activities

Refer to the GSS Chart for Age-Appropriate Activities to see if an activity is appropriate.

Restrooms

Adequate facilities are available, but may require a short walk. Follow GSS for use rules.

Barriers to Abuse and Youth Protection (an overview)

- Always use the buddy system. A buddy trio is allowed if there is an odd number of scouts.
- Scouts are not permitted in another family's tent. Scouts may share tents following GSS rules.
- Adults will not share tents with youth other than family. Married couples may share

Alcohol/Tobacco/Drug Use and Firearms/Weapons

- Alcohol, Cannabis, and illegal drugs are PROHIBITED
- Tobacco use only in designated areas away from Scouts
- Prescription medications that cause impairment are forbidden.
- Weapons/Firearms are prohibited except for exemptions covered in GSS.



Electronic Devices

- Cub Scouts focuses on the outdoors, adventure, friendship, and being 'social without media. Please leave electronic devices at home; they distract from these goals.
- If Scouts need to use them to unwind at bedtime, leave devices in the tent and use headphones.
- Adults should minimize the use of devices to model good behavior.

Campfire Safety

- Fire Safety is essential—no running/ horseplay in the campfire circle.
- All adults will monitor youth to ensure everyone is safe.
- Fires will only be started in approved fire rings.
- Scouts will not add wood to the campfire.
- WEBELOS/AOL scouts may participate in fire building/tending with supervision.



Pocket Knives

- Pocket knife use/carry by scouts is limited to campouts and learning activities. All local laws apply.
- Lions/Tigers/Wolves WILL NOT have/use pocket knives at scouting activities.
- BEARS/WEBELOS/AOL may have/use a folding pocket knife after earning the adventure loop.
- Fixed blade knives/Sheath knives are NOT allowed, except for cooking.
- ANY ADULT may take a pocket knife away for unsafe use. The knife will be given to a Leader who will counsel the scout and decide the best course of action based on the severity of the safety violation.

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Inclement Weather

- Scouting is rain or shine, so dress for the weather. Rain does not usually cancel activities, and the best Scout memories are made in the rain!
- Leadership monitors weather and may cancel or end activities based on Hazardous Weather Training.
- You may leave an activity based on the weather but please advise leadership for accountability. Activity fees may be non-refundable.



Meals/Water

- Check sign-up for which meals, if any, are included.
- You may bring extra food items at your own cost, but activity fees will only be reduced if pre-approved by the Committee.
- Cooking equipment may not be available; check first.
- Water is available/provided, but practice water conservation.
- Store food outside tents in a bear bag to avoid attracting animals to your tent or campsite.

Sharing the Work Load

- Camping with 50+ people is very different from camping with a four-person family. To share the load, many jobs must be done so everyone can enjoy themselves and experience the outdoors with their scouts. All adults are asked to pitch in and help when at a Pack Overnighter. This helps Pack Leaders deliver a high-quality outdoor program and ensure everyone has fun without feeling overwhelmed.

After Dark Rules /Quiet Time

- No running/horseplay after dark, especially in wooded areas.
- Pack-led nighttime games are allowed.
- Use low power flashlights and keep them pointed at the ground. Red lights are recommended.
- Maintain low noise levels.
- Observe "Quiet Time" and "Lights Out" times to limit disruption of families and groups in the area.
- "Quiet Time" and "Lights Out" may vary by season/facility guidelines.

Lights-Out Policy for Scouts

Pack 80 has a light-out policy, and you are responsible for your scout's bedtime. Please limit disturbance by enforcing lights-out times even if they stay late at home. The policy is for others' rest and enjoyment. The Cubmaster may approve exemptions as needed. If bedtime is earlier than posted, feel free to follow your schedule

Council Fire Program Guidelines and Etiquette

To help ensure a memorable experience at the Council Fire Program. Leaders and Scouts work hard to prepare their acts, so be courteous.

- If your scout is losing interest, please leave the fire quietly. You may return quietly at any time.
- Enter/Exit the fire circle quietly and with respect. Sit peacefully and wait for the fire to start if it isn't already burning.
- No flashlights at the fire. Allow your eyes to adjust. It adds to the magic and enjoyment.
- Be courteous to all those who are brave enough to present their song, skit, joke, or activity. Scouts must be courageous enough to get up in front of the group and spend considerable time preparing for this.
- Campfire Organizer must approve all acts and can deny an act if needed.