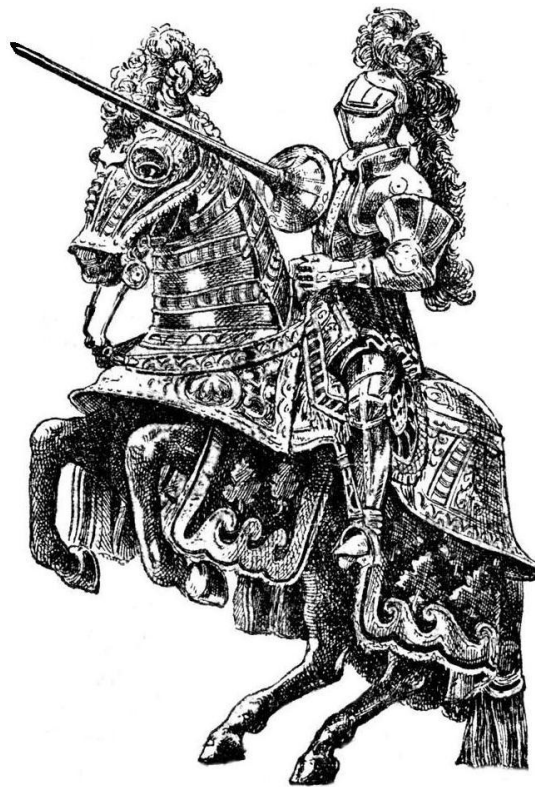
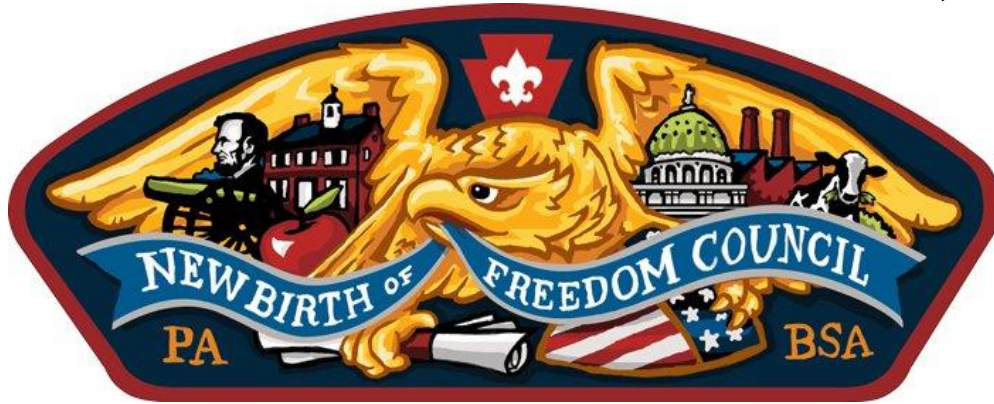


CAMP TUCKAHOE

NEW BIRTH OF FREEDOM COUNCIL, BSA



**CUB SCOUT & WEBELOS SUMMER CAMP
2012 PROGRAM HIGHLIGHTS**



Greetings from our Camp Director!

Dear Parents and Leaders,

As a new camping season approaches, we at Camp Tuckahoe busy ourselves with preparing for what promises to be our best year yet! While we're proud of what we've done in the past, we're always eager to identify ways in which we can better serve our Scouts. To that end, we surveyed hundreds of our campers and guests last summer. Based on what we learned, we'd like to share a three-fold commitment for 2012.

At Camp Tuckahoe, we pride ourselves on our ability to refresh and renew our program every year. While we continue to offer the classic outdoor experiences of swimming, boating, swimming, shooting, and fishing, the advancement opportunities we offer in other areas change yearly. These changes allow us to offer a greater variety of activities, guaranteeing challenge and excitement whether you'll be camping with us for the first, fourth, or fiftieth time. Although you'll read more about these changes later in this guide, we thought we'd highlight a few of them here:

- All of our campwide activities will have a medieval theme – *King Arthur's Quest!*
- The Nature area will focus on *Geology!*
- Our Handicraft area will offer *Chess* as well as *Acting* and *Showmanship!*
- The Sports & Games area will host *Soccer* and, for a break from summer's heat, *Marbles!*
- Our Scoutcraft area will work on *knot-tying skills*, including a *catapult challenge!*
- And for Webelos Scouts, a new area dedicated to *Scientist Activity Badge!*

At Camp Tuckahoe, we strive to be responsive to the needs of our unit leaders. You'll notice increased efforts this summer to improve our campsite sleeping facilities. We've also committed to improving our communication and promotional efforts to better support your year-round mission. You'll notice clearer and more frequent announcements through our camp's website and Facebook page, and even a different organization to our Leaders' Guides. Instead of publishing a single, lengthy guidebook as we have in years past, this year we've broken it into three smaller pieces:

- This, our *Program Highlights Guide*, explains our schedule, activities, and advancement opportunities. Parents and leaders alike will want to read about our summer plans and share them with their Scouts!
- A *Den Meeting Activities Guide* contains a variety of games, crafts, songs, and stories that can be incorporated into your den or pack meetings. Each of the ideas relate to our summer camp theme, so they're great ways to promote camp!
- The *Camp Leader Guide* details all of the procedures, rules, and forms you'll need to make a reservation and arrive at camp. This will be most helpful to the Cubmaster or Camping Chair.

Most importantly, at Camp Tuckahoe, we endeavor to provide the best possible experience for our Scouts.

After all, Scouts go camping to learn and have fun! This means we'll continue to recruit and train the best possible staff. We also try to strike an ideal balance between instructional time and free time so that a boy can explore the camp in his own way. Whether that means going for a hike with a buddy or relaxing around a campfire, you're sure to appreciate the occasional free time built into our schedules.

With that, I hope that you'll share my excitement as we draw closer to summer. Remember that our Open House will be held on April 21st, and I'll look forward to welcoming each and every one of you to camp!

Yours in Scouting,

Patrick McCormack
Summer Camp Director

tuckahoescouter@yahoo.com
<http://newbirthoffreedom.org/tuckahoe>



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PROGRAM THEME: KING ARTHUR'S QUEST

“When men became heroes, and heroes became legends...”



Even after many centuries, King Arthur's name still conjures an air of mystery and majesty. He proved himself a man of destiny by drawing a sword from solid stone, and he grew wise under Merlin's tutelage. His Knights of the Round Table – Sir Launcelot, Sir Galahad, and others – shared too many adventures to recount. Just mentioning those names should thrill your Scout's imagination!

Tuckahoe invites you to travel back to those bygone days this summer. Your Scouts will love the adventure of camping even more when camp transforms into Camelot. Our counselors will teach your Scouts outdoor skills while portraying knights, nobles, peasants, and other colorful characters. King Arthur himself will train your Scouts as Squires. Join the fun by working with your Scouts to prepare theme-related costumes!

Alas, our summer will not pass without peril! The villainous Mordred and his barbarian hordes will threaten to overtake our quiet kingdom. Every Scout will be needed to restore peace and tranquility to our fair land!

CAMPWIDE EVENTS

Campwide Event: The King's Tournament (Campwide Games)

With Prince Mordred threatening to overthrow King Arthur, the Knights of the Round Table will need every Scout's help to win this Tournament – which is really a Cub Scout Carnival unlike any other! There will be games of skill and games of chance as our Squires attempt to beat back the barbarian horde.



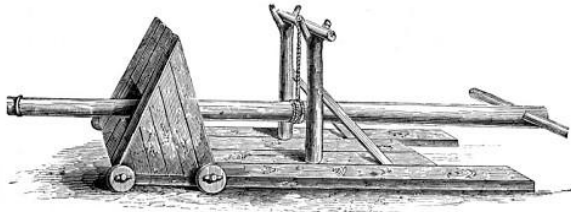
Campwide Event: Search for the Holy Grail (Treasure Hunt)

King Arthur and his knights have spent their lives searching for the Holy Grail, and their hunt has led them to Tuckahoe! Clues have been scattered throughout the land, and diligent Squires can compete in a race to see who will be first to find the treasure.





Campwide Event: Battering Ram Race (Pinewood Derby)



Tuckahoe's unique twist on the classic pinewood derby returns for another year, better than before! Knights used battering rams to break through castle walls, but they had to be quick! This year our Scouts can work together to make model battering rams and race them. We'll split the race into two divisions – one for rams made before camp, and the other for rams made at camp. Each den can choose to enter a ram in

either or both! On the afternoon of our last day in camp, we'll hold our race to prove who has the fastest battering ram at Tuckahoe!

Tuckahoe Battering Ram Race Rules

Every car entered in the first division must conform to the following guidelines:

1. Cars must be constructed from BSA's Grand Prix Pinewood Derby Kit.
2. Must use axles and wheels provided with the kit, and neither may be modified in any way.
3. Maximum Length (including ram) = 9 inches
4. Maximum Width = 2 $\frac{3}{4}$ inches
5. Maximum Height = 3 inches
6. Minimum Ground Clearance = $\frac{3}{8}$ inch
7. Maximum Weight = 6 ounces
8. Decorative details may be added, but must be securely attached to the car.
9. No springs or other suspension items may be used.
10. Axles may be lubricated with dry lubricants (ie graphite) only. Camp does not supply lubricants.
11. Every car must have an extension (ie dowel rod) mounted on the front to resemble a battering ram.

Cars intended for the second division must be made from official BSA kits, which may be brought to camp or purchased at our Trading Post. Scouts working under their adults' supervision will have access to basic tools and materials to make and decorate their cars at the Handicraft Area during Open Program time.

Campwide Event: The Viking Sea Squall (Water Carnival) – Webelos Camp Only

The Viking invaders may not have much luck on land, for they prefer to spend their lives at sea. Thus, our Knights will be especially hard-pressed to win when the Vikings insist on a series of water challenges! Will our Scouts be able to conquer such activities as the Duke's Dunk Tank and the Squire's Slip N' Slide?





A CUB SCOUT'S WORLD

Every Cub Scout will want to explore the Tuckahoe Cub World – a place where imagination and adventure come to life! We conduct most of our Cub Scout programs in this fantastic setting and, to add to the attraction, we invite visiting units to schedule an overnight outpost in one of the sleeping facilities. We will do our best to accommodate all requests for specific sites, but due to the popularity of this program we encourage you to make your reservations early!

FRONTIER FORT: Crossing the great American plains was fraught with danger, and frontier forts were welcome outposts of civilization. Your Scouts will love exploring the walls and towers of our fort as they imagine themselves living life on the prairie. This year-round cabin can accommodate up to 40 Scouts and leaders, and includes a kitchen, woodstove, indoor rest rooms, and showers to make your stay more comfortable.



NATIVE AMERICAN VILLAGE: Your Scouts will enjoy learning about the diverse cultures of America's first inhabitants in the midst of our Teepee Village. Each of our four teepees has nine mattresses for the comfort of overnight guests.

MOUNTAINTOP MINE: The cool, dark interior of our mountaintop mine provides welcome relief from the summer's heat. Brave Scouts will explore the mine in darkness before emerging on the other side.

MEDIEVAL CASTLE: Our castle calls to mind the distant days of kings, queens, and knights of the Age of Chivalry. Scouts who scale its stonework walls will no doubt imagine raising the drawbridge and flooding the moat to ward off barbarian hordes. Behind the walls they'll remain safe in a year-round sleeping lodge, complete with 40 bunks, rest rooms, showers, a woodstove, and kitchen.



PIRATE SHIP: No tour of Cub World would be complete without stowing away aboard our Pirate Ship for a taste of some swashbuckling fantasy! Scouts will man the sails, swarm the deck, and take a turn at the Captain's Wheel while exploring the New World in their imaginations. The lower deck contains 20 beds for overnight visitors – unless they prefer to spend the night stargazing on deck!

BB AND ARCHERY RANGES: Every Scout can imagine himself a sharpshooter when he visits one of our Shooting Ranges! Scouts will learn to safely shoot while practicing under the watchful eyes of our trained staff. A slingshot range is also available for an extra challenge.

NATURE TREE HOUSE: This three-story observation deck rises around some of Tuckahoe's tallest trees, and here a Scout will be able to immerse himself in the wonders that surround him. Plants, insects, reptiles, birds – nothing will escape the observant eye!

CUB WORLD ATHLETIC FIELD: Cub Scouts seem to have boundless energy, and our activity field gives them a great place to run and play.

CUB WORLD PAVILION: This pavilion contains enough seating for any large gathering, making it the perfect place to meet and make new friends.



ADDITIONAL PROGRAM INFORMATION

Cub Scout Honor Badge

Every camper will prepare an honor badge on the day they arrive at camp. As your Cub Scouts advance through our program areas they will earn colored beads to display on this badge. Scouts appreciate this instant recognition of their efforts, and the honor badge will prove to be a cherished symbol of their time at Tuckahoe.

Polar Bear Swim & Obstacle Course

If you're in the mood for a little morning exercise, these two programs will satisfy even the earliest risers! Swimming in the "arctic" water of our pool, or running through a demanding obstacle course, will surely build your appetite for breakfast.



Interfaith Chapel Service

During every session this summer, Scouts will be invited to a campwide assembly to give thanks and praise to our Creator. These non-denominational, interfaith services are conducted on Tuckahoe's historic Memorial Mall, within sight of the Chapel of the Four Chaplains. Songs will be sung, lessons will be offered, and all will recall the Scout's highest obligation is to do his duty to God and country.

Cub World Overnight Excursion

While your campsite will serve as "home base" during your stay at Tuckahoe, every pack can schedule an overnight excursion to sleep in one of our Cub World theme areas. Reservations will be honored in the order they are received until all spaces are full, so don't wait until the last minute to stake your claim! Please indicate your preference when you register for camp, and expect to be informed of your assignment on the evening of your arrival.

The Fort and Castle, perennial favorites, each accommodate 40 campers. The Native American Teepee Village has space for 36 campers, while the Pirate Ship can accommodate 20. Please note that, while not quite as weatherproof as our other options, in fair weather the teepees and ship can provide overnight experiences that are impossible to beat!

Participants in this program will transport their own gear from the campsite, so we suggest limiting your overnight gear to what you can comfortably carry (a sleeping bag and pillow would suit most campers). You should also plan to awaken early enough to return to your campsite, clean up, and still make it to our morning flag raising ceremony on time.

Family Night Barbecue

What better way to conclude your stay at Tuckahoe than to host your family and friends for a little taste of the camping experience? Guests may arrive between 5:00 pm and 6:00 pm on the final day of each session and, for a small charge, join us for dinner. Guests may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirement that all guests check in at our Camp Office upon their arrival.





ADVANCEMENT

As you take advantage of the many exciting instructional opportunities we offer, your Cub Scouts will advance! Our staff will teach, but we honor the expectation that parents and leaders retain the responsibility to determine whether each Scout satisfactorily completes their advancement requirements. You will be able to track their progress on the sheets found at the end of each section. Below, and in the pages that follow, you will find descriptions of our program areas and the activities they will conduct.

Advancement Opportunities Available at Cub Camp

Archery Belt Loop
Archery Pin
BB Belt Loop
BB Pin

Chess Belt Loop
Fishing Belt Loop
Geology Belt Loop
Marbles Belt Loop

Soccer Belt Loop
Swimming Belt Loop
Swimming Pin
Many Arrow Points!

Advancement Opportunities Available at Webelos Camp

Archery Belt Loop
Archery Pin
BB Belt Loop
BB Pin
Chess Belt Loop

Fishing Belt Loop
Geology Belt Loop
Hiking Belt Loop
Hiking Pin
Marbles Belt Loop
Science Belt Loop

Soccer Belt Loop
Swimming Belt Loop
Swimming Pin
Aquanaut Badge
Forester Badge
Geologist Badge

Outdoorsman Badge
Readyman Badge
Scientist Badge
Showman Badge
Sportsman Badge




Your Scouts will be so proud to receive their awards for jobs well done!



CAMP TUCKAHOE

CUB SCOUT RESIDENT CAMP SCHEDULE

2012

TIME	DAY ONE	DAY TWO	DAY THREE	TIME
7:00 AM		Polar Bear Swim & Fitness Trail	Polar Bear Swim & Fitness Trail	7:00 AM
7:40 AM		Waiters Report	Waiters Report	7:40 AM
7:45 AM		Flag Raising	Flag Raising	7:45 AM
8:00 AM		Breakfast	Breakfast	8:00 AM
9:15 AM		Program 1	Program 5	9:15 AM
10:30 AM		Travel Time	Travel Time	10:30 AM
10:45 AM		Program 2	Program 6	10:45 AM
12:00 PM		Den Time	Packing Time	12:00 PM
12:10 PM		Waiters Report	Waiters Report	12:10 PM
12:30 PM		Lunch	Lunch	12:30 PM
1:00 PM		Den Time	Den Time	1:00 PM
1:30 PM		Program 3	Program 7	1:30 PM
2:00 PM		Pack Arrival Check-In Camp Orientation Health Screening Swim Tests	Travel Time	Travel Time
2:45 PM	Program 4		Program 8	2:45 PM
3:00 PM	Open Program Time		Open Program Time & Battering Ram Race	3:00 PM
4:15 PM	Den Time		Den Time	4:15 PM
5:15 PM	Waiters Report		Waiters Report	5:15 PM
5:40 PM	Flag Lowering		Flag Lowering	5:40 PM
5:45 PM	Dinner		Dinner	5:45 PM
6:00 PM	Leaders' Meeting & Cub World Tour	Interfaith Chapel Service	Family Barbecue	6:00 PM
7:15 PM	Opening Campfire	Travel Time	Closing Campfire	7:15 PM
7:45 PM		The King's Tournament (Campwide Games)	Pack Departure	7:45 PM
8:00 PM	Quiet Time	Quiet Time		8:00 PM
8:30 PM	Quiet Time	Quiet Time		8:30 PM
9:00 PM				Lights Out
9:30 PM	Lights Out	Lights Out	9:30 PM	
10:00 PM			10:00 PM	





CAMP TUCKAHOE CUB SCOUT PROGRAM SCHEDULE 2012

Upon arriving at Camp Tuckahoe each unit will be assigned to one of eight program rotation groups (these assignments will be finalized and announced at the Leaders' Meeting). The unit will then travel with that group for all scheduled program periods to ensure that every Scout has an opportunity to enjoy every program we offer. Below please find a sample schedule showing how your week will proceed.

Day Two Program Rotation Schedule

GROUP	PROGRAM 1	PROGRAM 2	PROGRAM 3	PROGRAM 4
<i>Red</i>	<i>Swimming</i>	<i>Boating & Fishing</i>	<i>Handicraft</i>	<i>Archery</i>
Orange	Boating & Fishing	Swimming	Archery	Handicraft
<i>Yellow</i>	<i>Archery</i>	<i>Handicraft</i>	<i>Swimming</i>	<i>Boating & Fishing</i>
Green	Handicraft	Archery	Boating & Fishing	Swimming
<i>Blue</i>	<i>BB Shooting</i>	<i>Sports & Games</i>	<i>Nature</i>	<i>Scoutcraft</i>
Purple	Sports & Games	BB Shooting	Scoutcraft	Nature
<i>Black</i>	<i>Scoutcraft</i>	<i>Nature</i>	<i>BB Shooting</i>	<i>Sports & Games</i>
White	Nature	Scoutcraft	Sports & Games	BB Shooting

Day Three Program Rotation Schedule

GROUP	PROGRAM 5	PROGRAM 6	PROGRAM 7	PROGRAM 8
<i>Red</i>	<i>BB Shooting</i>	<i>Sports & Games</i>	<i>Nature</i>	<i>Scoutcraft</i>
Orange	Sports & Games	BB Shooting	Scoutcraft	Nature
<i>Yellow</i>	<i>Scoutcraft</i>	<i>Nature</i>	<i>BB Shooting</i>	<i>Sports & Games</i>
Green	Nature	Scoutcraft	Sports & Games	BB Shooting
<i>Blue</i>	<i>Swimming</i>	<i>Boating & Fishing</i>	<i>Handicraft</i>	<i>Archery</i>
Purple	Boating & Fishing	Swimming	Archery	Handicraft
<i>Black</i>	<i>Archery</i>	<i>Handicraft</i>	<i>Swimming</i>	<i>Boating & Fishing</i>
White	Handicraft	Archery	Boating & Fishing	Swimming

Program Area Locations

PROGRAM AREA

Archery
BB Shooting
Boating & Fishing
Handicraft
Nature
Scoutcraft
Sports & Games
Swimming

LOCATION

Cub World Ranges
Cub World Ranges
Memory Lake
Cub World Pavilion
Cub World Tree House
On the Hill in Front of the Dining Hall
Cub World Athletic Field
Swimming Pool



PROGRAM AREA DESCRIPTIONS

Archery

At Camp Tuckahoe every Scout will learn to shoot safely, and in no time at all they'll be acting like Robin Hood as they strive to hit their very first bull's-eye!

Archery Belt Loop

1. Explain the rules for safe archery that you have learned to your leader or adult partner.
2. Demonstrate to your leader or adult partner good archery shooting techniques, including the stance and how to nock the arrow, establish the bow, draw, aim, release, follow-through and retrieve arrows.
3. Practice shooting at your district or council camp for the time allowed.

Archery Pin – (Complete 5 of 10 requirements)

2. Demonstrate how to properly use archery equipment, including arm guards, finger tabs, and quivers and explain about proper clothing.
4. Learn the correct scoring techniques for target archery.
8. Help make a type of target for the camp archery range.
9. Show how to put away and properly store archery equipment.
10. Tell five facts about an archer in history or literature.



BB Shooting

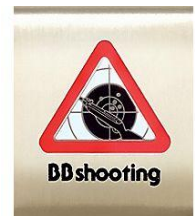
Scouts will enjoy the chance to develop their shooting skills at our Tuckahoe BB Range. Our trained staff will keep a watchful eye as the Scouts have a great time. Even the Three Musketeers would be proud!

BB Belt Loop

1. Explain the rules for safe BB gun shooting you have learned to your leader or adult partner.
2. Demonstrate to your leader or adult partner good BB gun shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, follow through.
3. Practice shooting at your district or your council camp in the time allowed.

BB Pin – (Complete 5 of 12 requirements)

1. Explain the parts of a BB gun and demonstrate how to properly load the gun.
2. Demonstrate the shooting positions.
9. Show how to put away and properly store BB gun equipment after use.
10. Explain how to use the safety mechanism on a BB gun.
11. Tell five facts about the history of BB guns.



SPECIAL OPEN PROGRAM ACTIVITY: During our open shooting hour Scouts will have an opportunity to qualify for the USA Junior Shooting Team patch, which can be ordered for free online. Refer to www.nssf.org/jrusa for more details.





Boating and Fishing

Down on the shores of Memory Lake, Scouts enjoy a variety of water sports. Boating always proves a popular pastime, and boys are encouraged to bring their own fishing poles to catch fish. Scouts may also enjoy a brief outing aboard our Huck Finn Raft! Here are some of the requirements your Scouts may complete.

Wolf Cub Arrow Point 19 – Fishing

- a. Identify five different kinds of fish.
- b. Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
- c. Fish with members of your family or an adult. Bait your hook and do your best to catch a fish.
- d. Know the rules of safe fishing.
- e. Tell about some of the fishing laws where you live.
- f. Show how to use a rod and reel.

Wolf Cub Arrow Point 20 – Sports

- b. Know boating safety rules.

Bear Cub Achievement 11 – Be Ready

- b. Tell what to do in case of a water accident.



Bear Cub Arrow Point 5 – Boats

- e. With an adult on board, and both wearing PFDs, row a boat around a 100-yard course that has at least two turns. Demonstrate forward strokes, turns to both sides, and backstrokes.

Fishing Belt Loop

1. Review your local fishing regulations with your leader or adult partner. Explain why they are important, and commit to following them.
2. Demonstrate how to bait a hook properly.
3. Spend at least 30 minutes trying to catch a fish.

Handicraft

All the world's a stage, and every Scout's an actor! This year our Handicraft Area will be staffed by the King's own acting troupe, and they'll need lots of help to produce a royal show. The Master of the Games will also be on hand to teach our Squires about the noble game of chess.

Wolf Cub Arrow Point 2 – Be an Actor

- a. Help to plan and put on a skit with costumes.
- b. Make some scenery for a skit.
- c. Make sound effects for a skit.

Chess Belt Loop

1. Identify the chess pieces and set up a chess board for play.
2. Demonstrate the moves of each chess piece to your den leader or adult partner.
3. Play a game of chess.



Craft Project! This year, every Scout will make and decorate his very own helmet as he strives to become a Knight of the Round Table.

SPECIAL OPEN PROGRAM ACTIVITY: King Arthur and Prince Mordred will attempt to settle their feud over a game of human chess! Scouts are welcome to come and watch, but beware – a few volunteers may be recruited to play pawns in their game.



Nature

Scouts who visit our nature center will encounter many specimens of local wildlife – snakes, turtles, salamanders, frogs, toads, and more! Scouts will also hike along a mountain stream and learn the importance of safeguarding our natural resources.

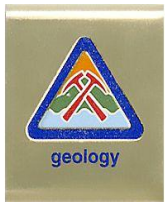
For this year's theme, the Nature Area will be led by the royal stonemasons who are working to finish Tuckahoe Castle. They will teach our Squires about rocks, stones, and minerals.

Wolf Cub Achievement 7 – Your Living World

- b. Land, air, and water can get dirty. Discuss with your family ways this can happen.

Bear Cub Arrow Point 15 – Water and Soil Conservation

- b. Explore three different kinds of earth by conducting a soil experiment.
- d. What is erosion? Find out the kinds of grasses, trees, or ground cover you should plant in your area to help limit erosion.



Geology Belt Loop

- a. Explain to your den or an adult family member what *geology* means.
- b. Collect samples of igneous, sedimentary, and metamorphic rocks. Explain how each was formed.
- c. Collect samples of three minerals. Explain to your family or den what a mineral is and show and tell about the minerals you collected.

Scoutcraft

Scoutcraft is the art of living out-of-doors, and it's the heart of the Scouting program! A short stay in this area will have your Scouts wanting to live like the Merry Men of Sherwood Forest.

This year, as part of our medieval theme, the Scoutcraft area will be staffed by engineers working on the kingdom's defenses – catapults, walls, and bridges. Your Scouts will learn the basic knots that form the foundation of these pioneering skills and put them to good use in our Catapult Challenge!

Wolf Cub Arrow Point 17 – Tie It Right

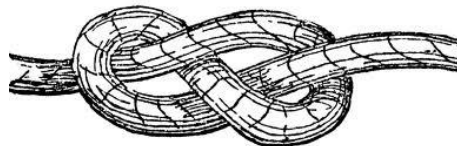
- a. Learn to tie an overhand knot and a square knot.
- e. Tie two cords together with an overhand knot.

Wolf Cub Arrow Point 23 – Lets Go Camping

- b. Explain the basics of how to care of yourself in the outdoors.
- c. Tell what to do if you get lost.
- d. Explain the buddy system.
- f. Attend resident camp in your area.
- h. With your den or pack or family, participate in a worship service outdoors. [*This requirement will be completed if you attend our Interfaith Chapel Service.*]

Bear Cub Achievement 22 – Tying It All Up

- b. Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.
- c. Learn how to keep a rope from tangling.
- d. Coil a rope. Throw it, hitting a 2-foot-square marker 20 feet away.
- e. Learn a magic rope trick.





Bear Cub Arrow Point 25 – Lets Go Camping

- b. Go on a short hike with your den, following the buddy system. Explain how the buddy system works and why it is important to follow it. Tell what to do if you are lost.
- e. Participate with your den in a religious service during an overnight campout or other Cub Scouting event. [*This requirement will be completed if you attend our Interfaith Chapel Service.*]
- g. Attend resident camp in your area.

Catapult Challenge! Using their skill with knots and lashings, the Knights of Tuckahoe have prepared some functioning catapults for the defense of our fair land. Our Scouts will help to assemble and operate these catapults for a sponge battle against the barbarians!



SPECIAL OPEN PROGRAM ACTIVITIES: Scouts will be welcome to climb on some of our authentic pioneering projects, including our traditional favorite, the monkey-bridge! Bear Cubs will also be able to earn their Whittling Chip.

Bear Cub Achievement 19 – Shavings and Chips

- a. Know the safety rules for handling a knife.
- b. Show that you know how to take care of and use a pocketknife.
- c. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
- d. Earn the Whittling Chip Card.

Sports & Games

What better way to build a little team spirit while burning off a little excess energy? The Tuckahoe Games will ensure that each Scout gets his exercise while enjoying the company of his friends.

Wolf Cub Arrow Point 4 – Play a Game

- f. Play a wide-area or large group game with your den or pack.

Wolf Cub Arrow Point 20 – Sports

- o. With your den, participate in four outdoor physical fitness-related activities.

Bear Cub Achievement 15 – Games, Games, Games!

- b. Play two organized games with your den.



Marbles Belt Loop

- a. Explain the rules of Ringer or another marble game to your leader or adult partner.
- b. Spend at least 30 minutes practicing skills to play the game of Ringer or another marble game.
- c. Participate in a game of marbles.

Soccer Belt Loop

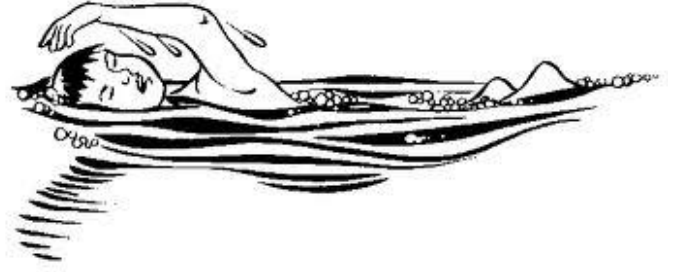
- 1. Explain the rules of soccer to your leader or adult partner.
- 2. Spend 30 minutes practicing soccer skills.
- 3. Play a game of soccer.





Swimming

A quick dip in our crystal-clear swimming pool will prove a refreshing way to start your day, or end it, for that matter! Our enthusiastic lifeguards will provide instructions for all levels of swimming ability, so everyone will feel comfortable and have a grand time.



Bear Cub Arrow Point 19 – Swimming

- a. Jump feet first into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
- b. Swim on your back, using the elementary back stroke, for 30 feet.
- c. Rest by floating on your back, using as little motion as possible, for at least 1 minute.
- d. Tell what is meant by the buddy system. Know the basic rules of safe swimming.

Swimming Belt Loop

1. Explain the rules of Safe Swim Defense. Emphasize the buddy system.
2. Play a recreational game in the water with your den, pack, or family.
3. While holding a kick board, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.



Swimming Pin – (Complete 5 of 12 requirements)

3. Learn and demonstrate the following floating skills: prone, facedown float, and back float.
4. Using a kickboard, demonstrate three kinds of kicks.
5. Pass the “beginner” or “swimmer” swim level test.
6. Visit with a lifeguard and talk about swimming safety in various situations (pool, lake, river, ocean).
Learn about the training a lifeguard needs for his or her position.
7. Explain the four rescue techniques: Reach, Throw, Row, and Go (with support).



The Tuckahoe swimming pool.

CAMP TUCKAHOE – 2012 CUB RESIDENT CAMP TRACKING SHEET (PAGE 4 OF 4)



Pack: _____

Names

SWIMMING

SPORTS & GAMES

Swimming Belt Loop

1. Explain the rules of Safe Swim Defense. Emphasize the buddy system.
 2. Play a recreational game in the water with your den, pack, or family.
 3. While holding a kick board, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.
- Swimming Pin** (Complete 5 of 12 requirements)
3. Learn and demonstrate the following floating skills: prone, facedown float, and back float.
 4. Using a kickboard, demonstrate three kinds of kicks.
 5. Pass the “beginner” or “swimmer” swim level test.
 6. Visit with a lifeguard and talk about swimming safety in various situations.... Learn about the training a lifeguard needs for his or her position.
 7. Explain the four rescue techniques: Reach, Throw, Row, and Go (with support).

Bear Cub Arrow Point 19 – Swimming

- a. Jump feet first into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
- b. Swim on your back, using the elementary back stroke, for 30 feet.
- c. Rest by floating on your back, using as little motion as possible, for at least 1 minute.
- d. Tell what is meant by the buddy system. Know the basic rules of safe swimming.

Marbles Belt Loop

- a. Explain the rules of Ringer or another marble game to your leader or adult partner.
- b. Spend at least 30 minutes practicing skills to play the game of Ringer or another marble game.
- c. Participate in a game of marbles.

Soccer Belt Loop

1. Explain the rules of soccer to your leader or adult.
2. Spend 30 minutes practicing soccer skills.
3. *Play a game of soccer*

Wolf Arrow Point 4 f. Play a large group game with your den or pack.

Wolf Arrow Point 20 o. With your den, participate in four outdoor physical fitness-related activities.

Bear Achievement 15 b. Play two organized games with your den



CAMP TUCKAHOE WEBELOS RESIDENT CAMP SCHEDULE 2012

TIME	DAY ONE	DAY TWO	DAY THREE	DAY FOUR	DAY FIVE	TIME
7:00 AM		Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Packing Time	7:00 AM
7:40 AM		Waiters Report	Waiters Report	Waiters Report	Waiters Report	7:40 AM
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising	7:45 AM
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	8:00 AM
9:15 AM		Program 1	Program 3	Program 5	Program 7	9:15 AM
11:30 AM		Den Time	Den Time	Den Time	Den Time	11:30 AM
12:10 PM		Waiters Report	Waiters Report	Waiters Report	Waiters Report	12:10 PM
12:30 PM		Lunch	Lunch	Lunch	Lunch	12:30 PM
1:00 PM		Den Time	Den Time	Den Time	Den Time	1:00 PM
1:30 PM		Program 2	Program 4	Program 6	Program 8	1:30 PM
2:00 PM	Pack Arrival & Check-In					2:00 PM
3:45 PM		Open Program	Open Program & Search for The Holy Grail	Open Program & Human Chess Match	Open Program & Battering Ram Race	3:45 PM
5:00 PM		Den Time	Den Time	Den Time	Den Time	5:00 PM
5:40 PM	Waiters Report	Waiters Report	Waiters Report	Waiters Report	(No Waiters)	5:40 PM
5:45 PM	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	5:45 PM
6:00 PM	Dinner	Dinner	Dinner	Dinner	Family Barbecue	6:00 PM
7:15 PM	Leaders Meeting & Cub World Tour	The King's Tournament Campwide Games	Chapel Service	The Viking Sea Squall Water Carnival	Closing Campfire	7:15 PM
8:00 PM	Opening Campfire		Campers Campfire		8:00 PM	
8:30 PM		Den Time	Den Time	Pack Departure	8:30 PM	
9:00 PM	Den Time	Den Time	9:00 PM			
9:30 PM	Lights Out	Lights Out	Lights Out	Lights Out	9:30 PM	
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	10:00 PM	





CAMP TUCKAHOE WEBELOS PROGRAM SCHEDULE 2012

Upon arriving at Camp Tuckahoe each unit will be assigned to one of eight program rotation groups. These assignments will be finalized and announced at the Leaders' Meeting. The unit will then travel with that group for all scheduled program periods to ensure that every Scout has an opportunity to enjoy every program we offer. Any unit choosing to participate in the Tuckahoe Rangers program for Second Year Webelos will do so on the days they would otherwise rotate through Scoutcraft and Sports & Games. Below please find a sample schedule showing how your week will proceed.

Days Two & Three Program Rotation Schedules

GROUP	DAY TWO		DAY THREE	
	PROGRAM 1	PROGRAM 2	PROGRAM 3	PROGRAM 4
<i>Red</i>	<i>Scoutcraft</i>	<i>Sports & Games</i>	<i>Swimming</i>	<i>Science Discovery</i>
Orange	Sports & Games	Scoutcraft	Science Discovery	Swimming
<i>Yellow</i>	<i>Swimming</i>	<i>Science Discovery</i>	<i>Scoutcraft</i>	<i>Sports & Games</i>
Green	Science Discovery	Swimming	Sports & Games	Scoutcraft
<i>Blue</i>	<i>Shooting Sports</i>	<i>Handicraft</i>	<i>Nature</i>	<i>Boating & Fishing</i>
Purple	Handicraft	Shooting Sports	Boating & Fishing	Nature
<i>Black</i>	<i>Nature</i>	<i>Boating & Fishing</i>	<i>Shooting Sports</i>	<i>Handicraft</i>
White	Boating & Fishing	Nature	Handicraft	Shooting Sports

Days Four & Five Program Rotation Schedules

GROUP	DAY FOUR		DAY FIVE	
	PROGRAM 5	PROGRAM 6	PROGRAM 7	PROGRAM 8
<i>Red</i>	<i>Shooting Sports</i>	<i>Handicraft</i>	<i>Nature</i>	<i>Boating & Fishing</i>
Orange	Handicraft	Shooting Sports	Boating & Fishing	Nature
<i>Yellow</i>	<i>Nature</i>	<i>Boating & Fishing</i>	<i>Shooting Sports</i>	<i>Handicraft</i>
Green	Boating & Fishing	Nature	Handicraft	Shooting Sports
<i>Blue</i>	<i>Scoutcraft</i>	<i>Sports & Games</i>	<i>Swimming</i>	<i>Science Discovery</i>
Purple	Sports & Games	Scoutcraft	Science Discovery	Swimming
<i>Black</i>	<i>Swimming</i>	<i>Science Discovery</i>	<i>Scoutcraft</i>	<i>Sports & Games</i>
White	Science Discovery	Swimming	Sports & Games	Scoutcraft

Program Area Locations

PROGRAM AREA

Boating & Fishing
Handicraft
Nature
Science Discovery
Scoutcraft
Shooting Sports
Sports & Games
Swimming

LOCATION

Memory Lake
Cub World Pavilion
Cub World Tree House
Castle
On the Hill in Front of the Dining Hall
Cub World Ranges
Cub World Athletic Field
Swimming Pool



PROGRAM AREA DESCRIPTIONS

Boating and Fishing

Down on the shores of Memory Lake, Scouts enjoy a variety of water sports. Boating always proves a popular pastime, and boys are encouraged to bring their own fishing poles to catch fish. Scouts may also enjoy a brief outing aboard our Huck Finn Raft!



Fishing Belt Loop

1. Review your local fishing regulations with your leader or adult partner. Explain why they are important, and commit to following them.
2. Demonstrate how to bait a hook properly.
3. Spend at least 30 minutes trying to catch a fish.



Handicraft

All the world's a stage, and every Scout's an actor! This year our Handicraft Area will be staffed by the King's own acting troupe, and they'll need lots of help to produce a royal show. The Master of the Games will also be on hand to teach our Squires about the noble game of chess.

Chess Belt Loop

1. Identify the chess pieces and set up a chess board for play.
2. Demonstrate the moves of each chess piece to your den leader or adult partner.
3. Play a game of chess.

Craft Project! This year, every Scout will make and decorate his very own helmet as he strives to become a Knight of the Round Table.

Showman Activity Badge – (Complete 9 of 22 requirements)

2. Write a puppet play about one of your Webelos den activities or a subject of your choice.
3. Make a set of puppets or marionettes for the play you have written or for another play.
4. Build a simple stage for marionettes or puppets.
5. Alone or with the help of others, put on a puppet show for your den or pack.
7. There are sock, stick and finger puppets. There are paper bag puppets and marionettes. Explain their differences and show any puppets you have made for this badge.
9. Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.
11. Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
20. Make a list of stage directions. Tell what they mean.
23. Read about William Shakespeare. Draw a picture of his Globe Theater.



SPECIAL OPEN PROGRAM ACTIVITY: King Arthur and Prince Mordred will attempt to settle their feud over a game of **Human Chess!** Scouts are welcome to come and watch, but beware – a few volunteers may be recruited to play pawns in their game.



Nature

Scouts who visit our nature center will encounter many specimens of local wildlife – snakes, turtles, salamanders, frogs, toads, and more! Scouts will also hike along a mountain stream and learn the importance of safeguarding our natural resources.



Forester Activity Badge – (Complete 5 of 10 requirements)

3. Identify six forest trees common to the area where you live. Tell how both wildlife and humans use them.
4. Identify six forest plants (other than trees) that are useful to wildlife. Tell which animals use them and for what purposes.
5. Draw a picture showing: how water and minerals in the soil help a tree grow; how the tree uses sunlight to help it grow.
6. Make a poster showing a tree's growth rings or examine the growth rings of a tree stump. Explain how the rings tell its life history.
9. Describe both the benefits and the harm wildfires can cause in a forest ecosystem. Tell how you can prevent wildfire.

Geology Belt Loop

- a. Explain to your den or an adult family member what *geology* means.
- b. Collect samples of igneous, sedimentary, and metamorphic rocks. Explain how each was formed.
- c. Collect samples of three minerals. Explain to your family or den what a mineral is and show and tell about the minerals you collected.

Geologist Activity Badge – (Complete 5 of 9 requirements)

2. Rocks and minerals are used in metals, glass, jewelry, road-building products, and fertilizer. Give examples of minerals used in these products.
4. List some of the geologic materials used in building your home.
5. Make a drawing that shows the cause of a volcano, a geyser, or an earthquake.
6. Explain one way in which mountains are formed.
9. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Geology.



SPECIAL OPEN PROGRAM ACTIVITY: Lead your Den to our **Tuckahoe Tracking Pit** and learn how to make plaster casts of animal tracks.

Science Discovery

The Dark Ages abounded with superstition and mystery. While Merlin still follows the old ways, King Arthur's philosophers have recently developed new theories to explain the natural order. Every Squire will want to learn of these late discoveries that promise to usher in a Renaissance!



Science Belt Loop

1. Explain the scientific method to your adult partner.
2. Use the scientific method in a simple science project. Explain the results to an adult.
3. Visit a museum, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Talk to a scientist about his or her work. **[IMPORTANT: This requirement cannot be completed at camp and must be finished either before or after camp.]**



Scientist Activity Badge – (Complete 10 of 14 requirements)

1. Read Bernoulli's Principle. Show how it works.
2. Read Pascal's Law. Tell about some inventions that use Pascal's Law.
3. Read Newton's first law of motion. Show in three different ways how inertia works.
4. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Science.
5. Show the effects of atmospheric pressure.
6. Show the effects of air pressure.
7. Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.
9. Explain what causes fog. Show how this works.
10. Explain how crystals are formed. Make some.
11. Explain how you use your center of gravity to keep your balance. Show three different balancing tricks.



SPECIAL OPEN PROGRAM ACTIVITY: Merlin's still got a few tricks up his sleeve, and he's willing to share some of what he's learned! Squires can stop by the castle to witness and learn a few simple magic tricks that they can perform.

Scoutcraft

Scoutcraft is the art of living out-of-doors, and it's the heart of the Scouting program! A short stay in this area will have your Scouts wanting to live like the Merry Men of Sherwood Forest. They'll also learn the principles of hiking as they take a short hike around our base camp.

Outdoorsman Activity Badge – (Complete 7 of 12 requirements)

1. Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it. [*This should be completed by the unit leadership prior to departing for camp.*]
2. With your family or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire. [*This requirement will be completed by participating in our Campers' Campfire.*]
5. During a Webelos den meeting, discuss how to follow the Leave No Trace Frontcountry Guidelines during outdoor activities.
7. Discuss with your Webelos den leader the rules of outdoor fire safety. Using these rules, show how to build a safe fire and put it out.
10. Demonstrate how to whip and fuse the ends of a rope.
11. Demonstrate setting up a tent or dining fly using two half hitches and a taut-line hitch. Show how to tie a square knot and explain how it is used.
12. Visit a nearby Boy Scout camp with your Webelos den.



Catapult Challenge! Using their skill with knots and lashings, the Knights of Tuckahoe have prepared some functioning catapults for the defense of our fair land. Our Scouts will help to assemble and operate these catapults for a sponge battle against the barbarians!

SPECIAL NOTE: Webelos attending Tuckahoe should also be able to earn the Cub Scout Outdoor Activity Award! Den leaders should plan to review these requirements with their Scouts at the end of their week at camp.





Cub Scout Outdoor Activity Award – (Earn the Outdoorsman Activity Badge and complete 6 of 11 requirements)

3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.

SPECIAL OPEN PROGRAM ACTIVITIES: Scouts who have not yet earned their **Whittling Chip** card, and those desiring more practice with their pocket knives, can stop by the Scoutcraft area for a lesson from our staff. Scouts will also be welcome to climb upon some of our authentic pioneering projects, including our traditional favorite, the monkey-bridge!

Shooting Sports

At Camp Tuckahoe every Scout will learn to shoot with bows, and in no time at all they'll be acting like Robin Hood as they strive to hit their very first bull's-eye! Scouts will also enjoy the chance to develop their shooting skills at the Tuckahoe BB Range. Our trained staff will keep a watchful eye as the Scouts have a great time. Even the Three Musketeers would be proud!

Archery Belt Loop

1. Explain the rules for safe archery that you have learned to your leader or adult partner.
2. Demonstrate to your leader or adult partner good archery shooting techniques, including the stance and how to nock the arrow, establish the bow, draw, aim, release, follow-through and retrieve arrows.
3. Practice shooting at your district or council camp for the time allowed.

Archery Pin – (Complete 5 of 10 requirements)

2. Demonstrate how to properly use archery equipment, including arm guards, finger tabs, and quivers and explain about proper clothing.
4. Learn the correct scoring techniques for target archery.
8. Help make a type of target for the camp archery range.
9. Show how to put away and properly store archery equipment.
10. Tell five facts about an archer in history or literature.



BB Belt Loop

1. Explain the rules for safe BB gun shooting you have learned to your leader or adult partner.
2. Demonstrate to your leader or adult partner good BB gun shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, follow through.
3. Practice shooting at your district or your council camp in the time allowed.

BB Pin – (Complete 5 of 12 requirements)

1. Explain the parts of a BB gun and demonstrate how to properly load the gun.
2. Demonstrate the shooting positions.
9. Show how to put away and properly store BB gun equipment after use.
10. Explain how to use the safety mechanism on a BB gun.
11. Tell five facts about the history of BB guns.

SPECIAL OPEN PROGRAM ACTIVITY: During our open shooting hour Scouts will have an opportunity to qualify for the USA Junior Shooting Team patch, which can be ordered for free online. Refer to www.nssf.org/jrusa for more details.



Sports & Games

What better way to build a little team spirit while burning off a little excess energy? The Tuckahoe Games will ensure that each Scout gets his exercise while enjoying the company of his friends.

Marbles Belt Loop

- a. Explain the rules of Ringer or another marble game to your leader or adult partner
- b. Spend at least 30 minutes practicing skills to play the game of Ringer or another marble game.
- c. Participate in a game of marbles



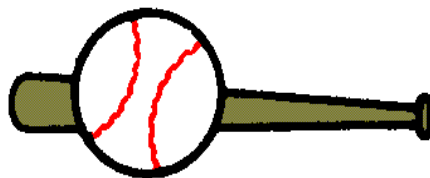
Soccer Belt Loop

1. Explain the rules of soccer to your leader or adult partner.
2. Spend 30 minutes practicing soccer skills.
3. Play a game of soccer.



Sportsman Activity Badge

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Explain what good sportsmanship means.
3. While you are a Webelos Scout, earn Cub Scout Sports belt loops for two individual sports. [*We intend to cover this requirement at camp by completing the Marbles Belt Loop and either the Swimming or Fishing Belt Loops in other program areas.*]
4. While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports. [*While the Soccer Belt Loop will partially fulfill this requirement, we ask you to finish one of the other team sport belt loops (baseball, basketball, softball, volleyball, flag football, or ultimate) prior to camp.*]



Tuckahoe Fitness Trail

Scouts will enjoy testing themselves against the mental and physical challenges posed by our Fitness Trail! Staff members will guide and supervise all participants so that they can safely complete the course.



Swimming

A quick dip in our crystal-clear swimming pool will prove a refreshing way to start your day, or end it, for that matter! Our enthusiastic lifeguards will provide instructions for all levels of swimming ability, so everyone will feel comfortable and have a grand time.



Aquanaut Activity Badge – (Complete 3 mandatory and 3 elective requirements)

1. Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using a backstroke.
2. Stay in the water after the swim and float on your back and your front, and demonstrate survival floating.
3. Put on a personal flotation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.
5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
7. Pass the BSA “swimmer” test. [*Those unable to pass the test may still complete the Aquanaut Badge by substituting Requirement 6, handling a rowboat, which can be completed at Memory Lake.*]
8. While you are a Webelos Scout, earn the Cub Scout Sports belt loop for swimming.

Swimming Belt Loop

1. Explain the rules of Safe Swim Defense. Emphasize the buddy system.
2. Play a recreational game in the water with your den, pack, or family.
3. While holding a kick board, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.

Swimming Pin – (Complete 5 of 12 requirements)

3. Learn and demonstrate the following floating skills: prone, facedown float, and back float.
4. Using a kickboard, demonstrate three kinds of kicks.
5. Pass the “beginner” or “swimmer” swim level test.
6. Visit with a lifeguard and talk about swimming safety in various situations (pool, lake, river, ocean). Learn about the training a lifeguard needs for his or her position.
7. Explain the four rescue techniques: Reach, Throw, Row, and Go (with support).





Tuckahoe Rangers - Second Year Webelos Program

Our more seasoned campers come to Tuckahoe ready for a greater challenge, and the Tuckahoe Rangers Program provides that challenge! Each pack has the choice of sending their Second Year Webelos (and adult supervisors) to participate in this optional program on the day they are scheduled for the Scoutcraft and Sports & Games programs (please see page asdfasdf for a sample schedule).

So what makes this program more exciting for Second Year Webelos? Instead of hiking around base camp, Tuckahoe Rangers will take a four mile trek along the **world-famous Appalachian Trail!** Instead of learning simple cooking skills, Tuckahoe Rangers will prepare their own lunchtime meal over campfires at our Outpost Campsite! Tuckahoe Rangers will also learn **more advanced camping, wilderness survival, and first aid skills.** To top it all, Tuckahoe Rangers have the exclusive opportunity to shoot paintball pellets on our **Wrist-Rocket Slingshot Range!** Tuckahoe Rangers will do all of this and still return to camp in time to take advantage of our afternoon open program period.

Hiking Belt Loop

1. Explain the hiking safety rules to your den leader or adult partner. Practice these rules while on a hike.
2. Demonstrate proper hiking attire and equipment.
3. Hike at least 30 minutes with your adult partner, family, or den.

Hiking Pin – (Complete 5 of 11 requirements)

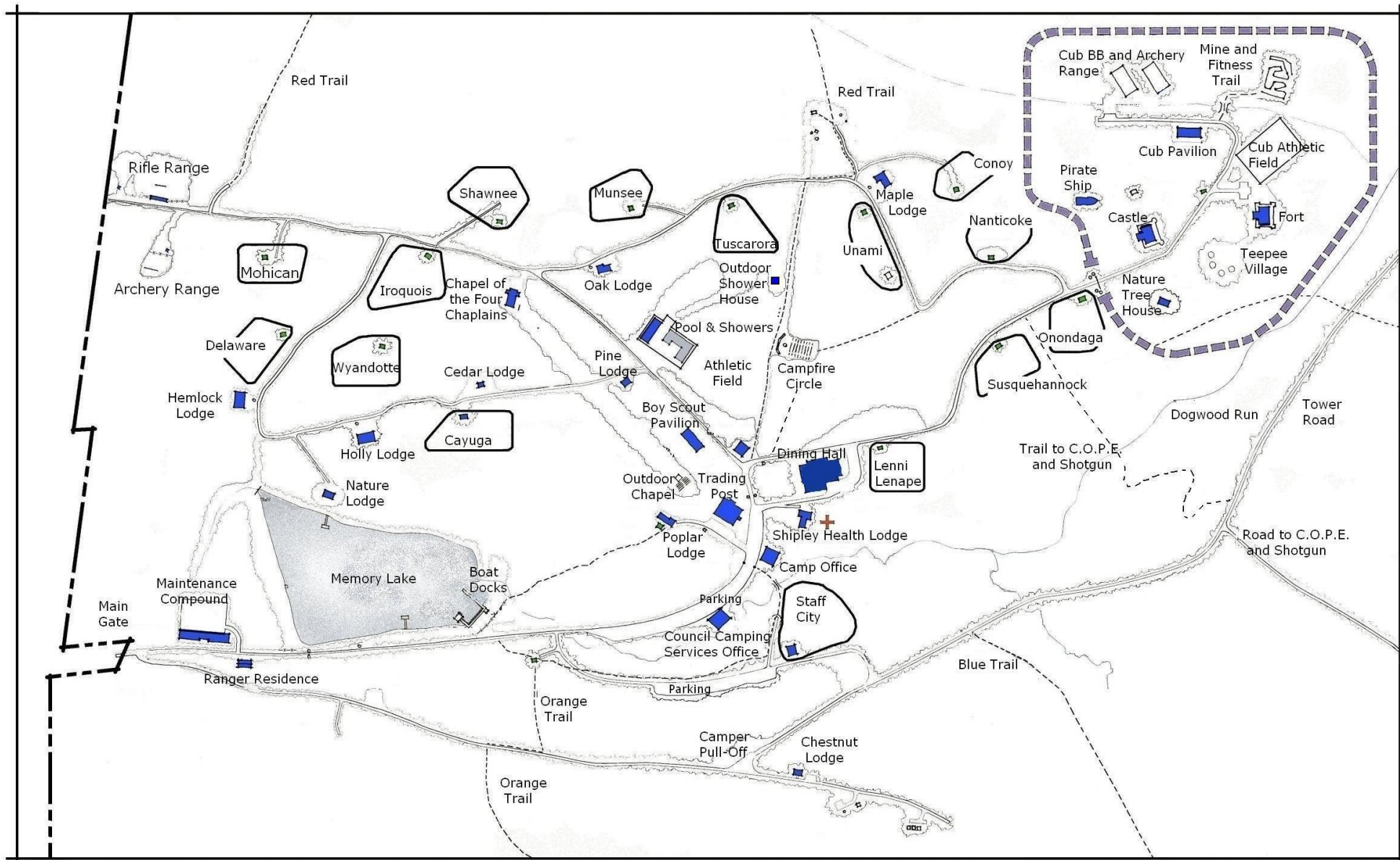
2. Help plan a den, pack, or family hike.
5. Learn seven trail signs and tell your den leader or adult partner what they are.
7. Using pictures or photographs, identify three poisonous plants. Watch for these plants while on a hike.
8. Take two different hikes for different purposes. *[This requirement will be completed in conjunction with the Nature Program Area Hike.]*
11. With visuals such as pictures or maps, report about one of your hikes to your den. Tell about how you prepared for your hike, who went with you, and what you saw.



Readyman Activity Badge – (Complete 10 of 15 requirements)

1. With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
2. Explain what first aid is. Tell what you should do after an accident.
3. Explain how you can get help quickly if there is an emergency in your home. Make a “help list” of people or agencies that can help you if you need it. Post it near a phone or another place with easy access.
4. Demonstrate the Heimlich maneuver and tell when it is used.
5. Show what to do for these “hurry cases”: serious bleeding, stopped breathing, internal poisoning, heart attack.
6. Show how to treat shock.
7. Show first aid for the following: cuts and scratches, burns and scalds, choking, blisters on the hand and foot, tick bites, bites and stings of insects other than ticks, poisonous snakebite, nosebleed, frostbite, sunburn.
8. Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.
10. Explain the importance of wearing safety equipment when participating in sports activities.
13. Tell where accidents are most likely to happen inside and around your home.





BOY SCOUTS OF AMERICA
CAMP TUCKAHOE

