PROGRAM GUIDE
WEBELOS SUMMER CAMP

Last updated 2/1/23

Guide Updates

As we prepare for summer camp, there may be a need to make updates to this Leader's Guide. Should any information change, you will be able to find what information changed and on what page number in the notations below. Always refer to the "last updated" date on the front cover to make sure you are reviewing the most current guide.

2/1/23

- This guide was published on this date.
- All information was updated to reflect our 2023 rates, dates, and current information.

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Camp-wide Programs and Activities

The reasons for attending Camp Tuckahoe may be as diverse and numerous as our campers, but one thing is certain – the best memories are often those we share with friends! Camp Tuckahoe provides many program opportunities for groups to enjoy.

FLAG CEREMONIES - Daily, 7:45 AM and 5:45 PM

Demonstrate your patriotism by attending daily flag ceremonies or bring honor to your pack by volunteering to assist in the color guard's duties. Our daily assemblies also provide opportunities for communication and recognition, so don't be late to the Parade Field!

POLAR BEAR SWIM - Day Two, Three, and Four 7:00 AM

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

TREASURE HUNT - Day Two, 7:15 PM

Rumors record that the lost Tuckahoe tribe once possessed a treasure of immeasurable value! Now, some cryptic clues have surfaced, suggesting that the treasure could be found. Will the clues lead your Scouts to a buried treasure, or the fabled lost city of gold? The race is on!

INTERFAITH CHAPEL SERVICE - Day Three, 7:15 PM

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

CAMPERS CAMPFIRE - Day Three, 8:00 PM

Spending so much time on safari affords at least a little time to relax and enjoy some entertainment, so all of our brave explorers will be invited to perform their best songs, skits, and cheers at our Backcountry Bonfire!

WATERCARNIVAL - Day Four, 7:15 PM

The jungles of Tuckahoe hold many perils for inexperienced adventurers, so the Scouts will prepare by competing in a series of challenges. Games of chance and games of skill will test their abilities, and they'll certainly have a lot of fun. But beware, for some have prepared a series of traps to waylay other explorers!

CUB WORLD OVERNIGHT EXCURSION

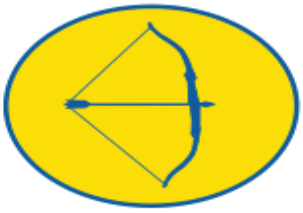
While your campsite will serve as "home base" during you stay at Tuckahoe, every Pack can schedule an overnight excursion to sleep in one of our Cub World theme areas. Reservations will be honored in the order they are received until all spaces are full, so don't wait until the last minute to stake your 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 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 can comfortably carry (a sleeping bag and pillow would suit most campers). You should also plan to awaken early to return to your campsite, clean up, and still make it to our morning flag raising ceremony on time.

Adventure Information

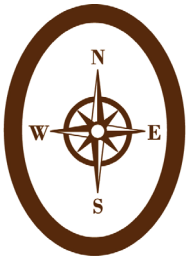
AQUANAUT	
Location:	Pool and Waterfront
Requirements Completed:	#1, #2, #3, #4, #5, #6, #7, #8, and #9



ARCHERY PIN	
Location:	Archery Range
Requirements Completed:	#1, #2, #3, #4, and #5

ART EXPLOSION	
Location:	Handicraft
Requirements Completed:	#2, #3d, and #3e

BB GUN PIN	
Location:	BB Range
Requirements Completed:	#1, #2, #3, and #4



CASTAWAY	
Location:	Scoutcraft
Requirements Completed:	#1a, #1b, #2a, #2b, #2c, and #2d

GAME DESIGN	
Location:	S. T. E. M.
Requirements Completed:	#1, #2, #3, and #4

INTO THE WOODS	
Location:	Nature
Requirements Completed:	#1, #2, #3, and #6

OUTDOOR ADVENTURER	
Location:	AOL Outpost
Requirements Completed:	Option B: #1, #2, #3, and #4

SCOUTING ADVENTURE	
Location:	AOL Outpost
Requirements Completed:	#1, #2, #3, #5, and #6

SLINGSHOT PIN	
Location:	AOL Outpost
Requirements Completed:	#1, #2, #3, and #4

Arrow of Light Outpost

Our more seasoned campers come to Tuckahoe ready for greater challenge, and the Arrow of Light Outpost 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 Handicraft programs.

So what makes this program more exciting for Second Year Webelos? They will learn more advanced camping, wilderness survival, and first aid skills.

OUTDOOR ADVENTURER

There's nothing like the great outdoors! In this adventure, you will get the chance to plan and. Participate in a campout or other outdoor activity. You'll learn how to be prepared for extreme weather events, and you'll also demonstrate how to leave no trace when you're outdoors.

SCOUTING ADVENTURE

The Scouting adventure is all about what happens when you leave your Webelos den and join a troop. In this adventure, you'll learn about things like the Scout slogan and the patrol method. You'll find out about merit badges and ranks, and then you'll visit a troop meeting. Best of all, you'll go along with a troop on an outdoor activity.

Boating and 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 instruction for all levels of swimming ability, so everyone will feel comfortable and have a grand time.

AQUANAUT

Swimming and boating are great exercise and a whole lot of fun. They're also the only way you can explore the 70 percent of the Earth that is covered in water. In this adventure, you'll discover how to enjoy swimming and boating safely and how to respond to water emergencies. You'll also learn some sills that will help you have even more exciting adventures after you join a troop. So grab your swimsuit and your buddy tag, and let's hit the water!

Climbing

Webelo Scouts will be able to take advantage of the climbing tower, with one of the two climbing sides designed for younger, most likely smaller, climbers.

“Most of our Webelos Scouts are up to the challenge of climbing our climbing wall,” said Todd Weidner Director of Camp. “Tuckahoe has developed an outstanding reputation in the mid-Atlantic area as a regional destination for high-quality Cub Scout summer camp experiences and the addition of a climbing experience will provide Cub Scout campers with even more opportunity for fun and challenge while at Tuckahoe.”

Handicraft

Your visit to our Handicraft Area will certainly satisfy your creative impulses, as Scouts discover and refine their artistic instincts. Not only will Scouts learn about tools and how to use them, they will also be able to build a project to take home with them. Note: This program area is optional for Second Year Webelos, who may decide to participate in the Arrow of Light Outpost instead.

ART EXPLOSION

Art is a powerful way to capture a moment in time, an idea, or an emotion. It's a lot of fun, too. You get to work with all sorts of gooey and gloppy materials, and you never have to worry about getting the right answer because everybody's art is different. Whether you're into drawing, painting, sculpture, computer illustration, or photography, you'll find something to love on this adventure.

Nature

Early explorers were sometimes the first naturalists, for their discoveries often included new species of plants and animals. An explorer's telescope also helps us to explore the final frontier – outer space! Scouts who visit our Nature Lodge will encounter many specimens of local wildlife – snakes, turtles, salamanders, frogs, and more! Scouts will also hike along a mountain stream and learn the importance of safeguarding our natural resources.

INTO THE WOODS

Trees and plants play important roles in nature. In this adventure, you will get to learn about the plants and trees in your community by exploring nature with a walk.

If you've ever stood beneath a towering redwood or enjoyed the colors of fall leaves or watched pine trees swaying in the wind, you know that trees and plants are beautiful. But they are also important to life on earth. As you go into the woods in this adventure, you'll learn what trees and plants do for us and for animals and why taking care of them is important to our planet's well-being.

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 the life of a castaway on some deserted island. Note: This program area is optional for Second Year Webelos, who may decide to participate in the Arrow of Light Outpost instead.

CAST AWAY

Lost on a desert island! Separated from your group in the middle of a jungle! Trapped on the side of a cliff that you can't climb! What do you do? How can you survive?

To survive in the wilderness, you need to learn survival skills long before you have to use them. This adventure will help you learn some of these important skills in case you ever get lost. Learning these skills will make you a better Scout and increase your chances of survival in an emergency.

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.

As decades of Cub Scouting have shown, most youth love to shoot!

Beyond capturing that enthusiasm, the BSA created the Cub Scout Shooting Sports Awards program to encourage in Cub Scouts the development of safe shooting practices and proficiency in shooting sports. As Cub Scouts participate in shooting sports activities and work toward an award, they not only build confidence in the abilities, but also develop self-reliance, sportsmanship, and conservation awareness – all elements of good character valued in Scouting.

Through experiential learning guided by a knowledgeable Director, Cub Scouts will learn the sage and responsible use of BB guns and archery equipment. The goal is for the Cub Scout to have fun in a safe environment, not to become an expert marksman, range master, or hunter.

S. T. E. M.

Webelos have a special S.T.E.M. (Science, Technology, Engineering, Mathematics) program area at summer camp!

GAME DESIGN

Games are fun! In this adventure, you'll learn the elements of games and what makes them entertaining. You'll also get to create your own game and teach an adult or another Scout how to play it. When it comes time to teach, be patient. Some people didn't grow up playing cool games, so it may take them a while to learn how to play!

Games can be simple or complex. So can the elements required for designing your own game. Remember that creating a great game isn't likely to happen on the first try. It's only by testing, evaluating, and making revisions that a designer can discover what works best for a game. (After you cross over to the next level of Scouting, you'll be able to earn the Game Design merit badge if you want to learn more.)

APPENDIX

Summer Camp Schedule

	DAY ONE	DAY TWO	DAY THREE	DAY FOUR	DAY FIVE
7:00 AM			Polar Bear Swim	Polar Bear Swim	Packing Time
7:40 AM		Waiters Report	Waiters Report	Waiters Report	Waiters Report
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast
9:15 AM		Program 1	Program 3	Program 5	Program 7
11:30 AM		Den Time	Den Time	Den Time	Den Time
12:10 PM		Waiters Report	Waiters Report	Waiters Report	Waiters Report
12:30 PM		Lunch	Lunch	Lunch	Lunch
1:00 PM		Den Time	Den Time	Den Time	Den Time
2:00 PM	Pack Arival & Check-in	Program 2	Program 4	Program 6	Program 8
4:15 PM		Open Program	Open Program	Open Program	Open Program
5:15 PM		Den Time	Den Time	Den Time	Den Time (No Waiters)
5:40 PM	Waiters Report	Waiters Report	Waiters Report	Waiters Report	
5:45 PM	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering
6:00 PM	Dinner	Dinner	Dinner	Dinner	Family BBQ
7:15 PM	Leader's Meeting & Den Time	Heart of the Sea Water Carnival	Chapel Service	Netherworld's Diamonds Scavenger Hunt	Closing Campfire
8:00 PM	Opening Campfire		Villager's Bonfire		Pack Departure
8:30 PM					
9:00 PM	Den Time	Den Time		Den Time	
9:30 PM			Den Time		
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	

Program Schedule

Upon arriving at Camp Tuckahoe, each unit will be assigned to one of eight program rotation groups. 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.

	PROGRAM 1	PROGRAM 2	PROGRAM 3	PROGRAM 4
RED	Scoutcraft	Handicraft	Swimming	STEM
ORANGE	Handicraft	Scoutcraft	STEM	Swimming
YELLOW	Swimming	STEM	Scoutcraft	Handicraft
GREEN	STEM	Swimming	Handicraft	Scoutcraft
BLUE	Shooting Sports	Climbing	Nature	Boating
PURPLE	Climbing	Shooting Sports	Boating	Nature
BLACK	Nature	Boating	Shooting Sports	Climbing
WHITE	Boating	Nature	Climbing	Shooting Sports

	PROGRAM 5	PROGRAM 6	PROGRAM 7	PROGRAM 8
RED	Shooting Sports	Climbing	Nature	Boating
ORANGE	Climbing	Shooting Sports	Boating	Nature
YELLOW	Nature	Boating	Shooting Sports	Climbing
GREEN	Boating	Nature	Climbing	Shooting Sports
BLUE	Scoutcraft	Handicraft	Swimming	STEM
PURPLE	Handicraft	Scoutcraft	STEM	Swimming
BLACK	Swimming	STEM	Scoutcraft	Handicraft
WHITE	STEM	Swimming	Handicraft	Scoutcraft

PROGRAM AREA LOCATIONS

Boating - Memory Lake
Climbing - Climbing Tower
Handicraft - Cub Scout Pavilion
Nature - Nature Lodge
Scoutcraft - On the Hill across from the Dining Hall
Shooting Sports - Cub World Ranges
STEM - Frontier Fort
Swimming - Pool