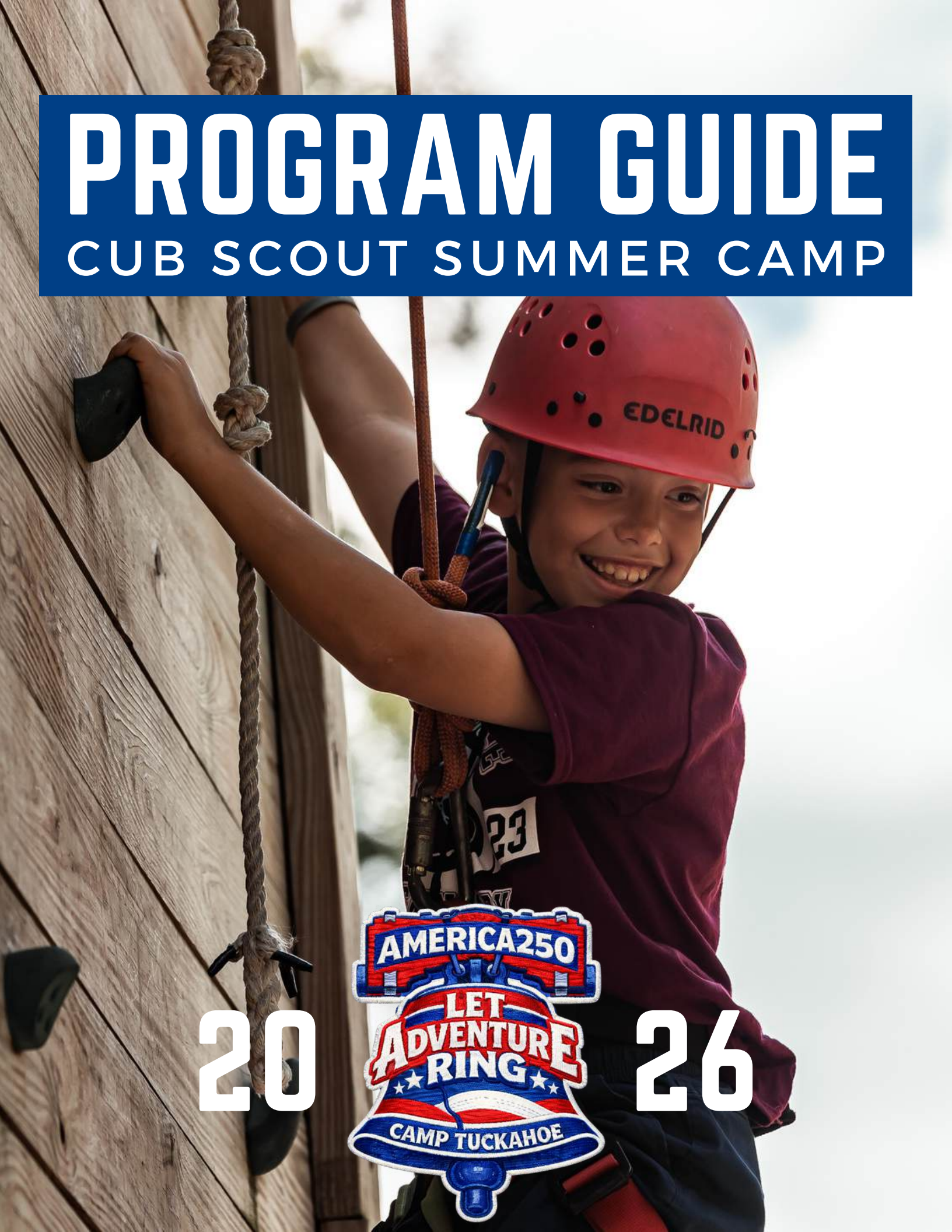


PROGRAM GUIDE

CUB SCOUT SUMMER CAMP



20

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UPDATE LOG

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CUB SCOUTS

CAMP-WIDE PROGRAMS & ACTIVITIES

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

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

POLAR BEAR SWIM – Day Two, 7:00 AM

If you're craving a morning adventure, this program will even satisfy the earliest risers! Swimming in the "artic" water of our pool will surely build your appetite for breakfast.

INTERFAITH CHAPEL SERVICE – Day Two, 7:15 PM

During every session this summer, Scouts will be invited to our Scouts' Own Service. These non-denominational, interfaith services are conducted at 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.

PATRIOT GAMES – Day Two, 7:45 PM

For many years, the Colonies of Tuckahoe have been in friendly rivalry with each other. But now, with word of a rich and untamed frontier brimming with opportunities, they must unite to claim it before others do. In the Tuckahoe Liberty Games, young patriots will compete in trials of courage and skill to prove who is most prepared to secure the prize. These contests will test your mettle and demand every ounce of ability you've honed. Are you ready to take up the challenge for liberty and glory?

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.


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 starting at 5 PM on the final day of each session and, for a small charge, join us for dinner. Guest may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirements that all guests check in at our Camp Office upon arrival.





ADVENTURE INFORMATION


TIGER ADVENTURES

	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB GUNS	
	Location:	BB Range
	Requirements Completed:	


	CHAMPIONS OF NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4

	FISH ON	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, and #4


	FLOATS AND BOATS	
	Location:	Waterfront
	Requirements Completed:	#1, #2, and #4





	RACE TIME	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, and #4


	TIGERS IN THE WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6

WOLF ADVENTURES


	A WOLF GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #5


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB Guns	
	Location:	BB Range
	Requirements Completed:	

	CHAMPIONS OF NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4





	PAWS FOR WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	RACE TIME	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, #4, and #5

	SPIRIT OF THE WATER	
	Location:	Waterfront
	Requirements Completed:	#1, #2, #3, and #4


BEAR ADVENTURES


	A BEAR GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB GUNS	
	Location:	BB Range
	Requirements Completed:	




	BEARS AFLOAT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, and #7

	CHAMPIONS FOR NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, and #5

	RACE TIME	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, #4, and #5

	SALMON RUN	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, and #6

	WHITTLING	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, and #4



PROGRAM ACTIVITIES

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. Each day, color groups will have one session of assigned program (starting at the indicated location). During the other program time, Scouts will have the ability to “build their adventure” and choose two activities to participate in.

DAY TWO PROGRAM ROTATION SCHEDULE

	Program 1	Program 2
Red	Aquatics (start at Swimming)	Build Your Adventure
Orange	Aquatics (start at Boating)	Build Your Adventure
Yellow	Build Your Adventure	Aquatics (start at Swimming)
Green	Build Your Adventure	Aquatics (start at Boating)
Blue	Build Your Adventure	Range Activities (start at Archery)
Purple	Build Your Adventure	Range Activities (start at BB)
Black	Range Activities (start at Archery)	Build Your Adventure
White	Range Activities (start at BB)	Build Your Adventure

DAY THREE PROGRAM ROTATION SCHEDULE

	Program 3	Program 4
Red	Range Activities (start at Archery)	Build Your Adventure
Orange	Range Activities (start at BB)	Build Your Adventure
Yellow	Build Your Adventure	Range Activities (start at Archery)
Green	Build Your Adventure	Range Activities (start at BB)
Blue	Build Your Adventure	Aquatics (start at Swimming)
Purple	Build Your Adventure	Aquatics (start at Boating)
Black	Aquatics (start at Swimming)	Build Your Adventure
White	Aquatics (start at Boating)	Build Your Adventure

PROGRAM LOCATIONS

Aquatics – Swimming: Pool

Aquatics – Boating: Waterfront

Range Activities – Archery: Archery Range

Range Activities – BB: BB Range

Climbing: Climbing Tower

Fishing: Nature Lodge

Whittling: Cub Scout Pavilion

Race to the Revolution: Frontier Fort

Champions for Nature: Scoutcraft (across from Dining Hall)



ADVENTURE PROGRAMS

In our designated adventure programs, Scouts are assured of engaging in the most sought-after activities: archery shooting, BB shooting, boating, and swimming. As Scouts immerse themselves in these thrilling pursuits, they'll simultaneously advance their skills while enjoying quality time with family and friends. With an array of dynamic activities, Scouts can expect to experience the best summer camp has to offer.

ARCHERY SHOOTING

Archery Shooting at Camp Tuckahoe provides Scouts with a chance to explore the ancient art of archery, prioritizing safety and skill development. Under the guidance of experienced instructors, Scouts will master the basics of archery, including proper stance, grip, and release techniques. Through consistent practice and encouragement, they'll gradually advance from beginners to skilled archers, enjoying the thrill of hitting targets with increasing precision. This program emphasizes responsible archery practices while nurturing qualities of confidence, respect, and environmental stewardship. **Scouts will complete requirements toward their Tiger, Wolf, and Bear Archery adventure loops.**

BB SHOOTING

Every Scout will learn the fundamentals of BB shooting in a safe and supportive environment. Experienced instructors will guide Scouts in mastering the proper handling and aiming techniques of BB guns. Through hands-on practice and personalized instruction, Scouts will gradually enhance their marksmanship skills, striving to achieve that exhilarating moment of hitting their first bull's eye. Beyond fostering safe shooting practices, the program aims to instill valuable qualities such as self-reliance, sportsmanship, and conservation awareness in the Scouts. **Scouts will complete requirements toward their Tiger, Wolf, and Bear BB Shooting adventure loop.**

BOATING

Immerse yourself in the tranquil waters of Memory Lake at Camp Tuckahoe. Scouts can explore the lake in a rowboat, canoe, or paddleboat, providing a diverse and engaging water experience. At the Waterfront, they'll receive comprehensive water safety instruction and be properly fitted and equipped with life jackets. As they master paddling, Scouts will navigate the lake's expanse, honing their skills and boosting their confidence. Whether leisurely or adventurous, Memory Lake's boating activities promise an unforgettable experience. **Scouts will complete requirements toward their Floats and Boats, Spirit of the Water, and Bears Afloat adventure loops.**

SWIMMING

Embark on an exhilarating aquatic adventure at Camp Tuckahoe's swimming pool. Scouts skill-build and learn water safety through meticulously crafted activities. They master fundamental strokes like the front crawl, backstroke, and breaststroke, receiving expert guidance from dedicated staff. Safety is paramount, with Scouts learning essential pool entry and exit methods. Beyond skill development, the pool fosters fun and camaraderie, making it a vibrant hub of splashing and cherished memories. Join us for an unforgettable summer of aquatic adventures. **Scouts will complete requirements toward their Tigers in the Water, Paws of Water, and Salmon Run adventure loops.**



BUILD YOUR ADVENTURE

In the "build your adventure" program, Scouts are empowered to select their preferred activities and adventure loops to engage with. Packs have the option to join together for activities or allow Scouts and their families to participate in personalized selections, adhering to Youth Protection Guidelines. Each activity will run roughly 60 minutes, with the initial session commencing at either 9:15 AM or 1:45 PM, depending on the program schedule. The subsequent activity will follow at either 10:30 AM or 3:00 PM accordingly. While Scouts can revisit activities, they are encouraged to explore a variety of experiences during their time at camp.

CLIMBING

Our climbing tower, specifically designed for younger and smaller climbers, provides a safe and engaging experience for Cub Scouts eager to scale new heights. It adds an exciting dimension to Camp Tuckahoe, allowing campers to conquer challenges and create lasting memories. While climbing, scouts can wear jeans or long pants, but they must wear sturdy, closed-toe shoes. All necessary equipment will be provided at the tower, ensuring a safe and enjoyable climbing experience for everyone.

CHAMPIONS OF NATURE

Immerse yourself in nature conservation with Scouts. These age-appropriate service projects allow Scouts to engage in meaningful activities like clearing brush, removing litter, and preventing soil erosion. Beyond accomplishment, Scouts witness the transformative power of their efforts, fostering a deep connection to nature. The Seven Leave No Trace principles teach valuable environmental stewardship lessons. Participating enhances the Scouting experience and instills lifelong environmental responsibility. **Scouts will complete a conservation project toward their Champions of Nature adventure loop.**

FISHING

Embark on a peaceful and educational fishing adventure at Memory Lake. Our Nature Lodge will host a gathering of scouts before heading to the lake. Known for its tranquil waters and abundant aquatic life, scouts will learn about the various fish species at Camp Tuckahoe. They'll learn about choosing appealing bait, using fishing rods effectively, and casting techniques. Safety is a top priority, and scouts will learn essential rules for a secure experience. Whether you're a beginner or experienced angler, this trip promises unforgettable memories and enhances your fishing skills. **Scouts will complete requirements toward their Fish On, A Wolf Goes Fishing, and A Bear Goes Fishing adventure loops.**

RACE TO THE REVOLUTION

Step into the spirit of 1776 with our Race to the Revolution activity, where Scouts will dive into their Race Time adventure! Using the power of propulsion and gravity, Scouts will design and race their own cars, discovering how shapes and speed affect performance. Inspired by the ingenuity of the American Revolution, they'll explore how to make their vehicles go farther and faster using air, motion, and imagination. This hands-on experience combines creativity with STEM learning, letting Scouts feel like inventors and racers from the birth of our nation. Join the fun and race your way into history! **Scouts will complete requirements toward their Race Time adventure loop.**



WHITTILING (Bears ONLY)

In this hands-on activity, Scouts will delve into the fundamental principles of safe pocket knife usage, beginning with a thorough understanding and commitment to the Cub Scout Knife Safety Rules. Under the guidance of experienced instructors, Scouts will learn about the safety circle and practice safe carving techniques while completing a series of small carving projects. Through hands-on practice and guidance, Scouts will develop the skills and confidence to handle a pocket knife responsibly. Join us as we instill a lifelong commitment to safety and craftsmanship while exploring the art of pocketknife usage. **Scouts will complete requirements toward their Whittling adventure loop.**



CUB SCOUT SUMMER CAMP SCHEDULE

	DAY ONE	DAY TWO	DAY THREE
7:00 AM		Polar Bear Swim	Den Time
7:40 AM		Waiters Report	Waiters Report
7:45 AM		Flag Raising	Flag Raising
8:00 AM		Breakfast	Breakfast
9:15 AM		Program 1	Program 3
11:30 PM		Den Time	Den Time
12:10 PM		Waiters Report	Waiters Report
12:30 PM		Lunch	Lunch
1:00 PM		Den Time	Den Time
1:45 PM		Pack Arrival Check-In	Program 2
4:00 PM	Camp Orientation	Open Program Time	Open Program Time
5:00 PM	Health Screenings Swim Tests	Den Time	Den Time
5:40 PM	Waiters Report	Waiters Report	Closing Campfire
5:45 PM	Flag Lowering	Flag Lowering	
6:00 PM	Dinner	Dinner	Family BBQ
6:30 PM			
7:15 PM	Leaders' Meeting & Den Time	Interfaith Chapel Service	Pack Departure
7:45 PM		Travel Time	
8:00 PM	Opening Campfire	Patriot Games	
8:30 PM			
9:00 PM	Quiet Time	Quiet Time	
9:30 PM			
10:00 PM	Lights Out	Lights Out	





WEBELOS / AOL

CAMP-WIDE PROGRAMS & ACTIVITIES

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

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

COLONIAL JUBILEE – Day Two 7:15 PM

In addition to daily opportunities to enjoy water activities at our pool, Scouts will have to keep space ready through a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

POLAR BEAR SWIM – Day Three 7:00 AM

In addition to daily opportunities to enjoy water activities at our pool, the Scouts will have to keep the rival knights at bay in a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

INTERFAITH CHAPEL SERVICE – Day Three, 7:15 PM

During every session this summer, Scouts will be invited to our Scouts' Own Service. These non-denominational, interfaith services are conducted at 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.

PAUL REVERE'S RIDE – Day Three, 7:45 PM

Hear ye, brave patriots! Rumors abound that a secret stash of vital messages and supplies—essential to our struggle for liberty—is hidden throughout the camp. British scouts and loyalists are on the move, determined to seize them before we can. Your mission, known as Paul Revere's Ride, calls upon your courage and cunning to uncover these hidden items before the night riders of the Crown close in. Follow the clues, outwit the enemy, and help secure freedom for our cause!

POLAR PLUNGE – Day Four, 7:00 AM

Different than the Polar Bear Swim, the Polar Plunge takes place at Memory Lake. Just like your traditional Polar Plunge, Scouts and adults will be able to run into the ambient waters of the lake first thing in the morning.

PATRIOT GAMES – Day Four, 7:15 PM

For many years, the Colonies of Tuckahoe have been in friendly rivalry with each other. But now, with word of a rich and untamed frontier brimming with opportunities, they must unite to claim it before others do. In the Tuckahoe Liberty Games, young patriots will compete in trials of courage and skill to prove who is most prepared to secure the prize. These contests will test your mettle and demand every ounce of ability you've honed. Are you ready to take up the challenge for liberty and glory?



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.


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 starting at 5 PM on the final day of each session and, for a small charge, join us for dinner. Guest may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirements that all guests check in at our Camp Office upon arrival.





ADVENTURE INFORMATION


WEBELOS ADVENTURES

	AQUANAUT	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB Guns	
	Location:	BB Range
	Requirements Completed:	


	CATCH THE BIG ONE	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7


	CHAMPIONS FOR NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, and #6




	EARTH ROCKS	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, and #4


	LET'S CAMP	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, #6, #7, and #8


	PADDLE ONWARD	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9


	TECH ON THE TRAILS	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4


ARROW OF LIGHT ADVENTURES


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB	
	Location:	BB Range
	Requirements Completed:	


	CHAMPIONS FOR NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, and #6

	FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7

	HIGH TECH OUTDOORS	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4

	INTO THE WOODS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, and #5.

	PADDLE CRAFT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9

	SWIMMING	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, and #4

PROGRAM ACTIVITIES

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. Each day, color groups will have one session of assigned program (starting at the indicated location). During the other program time, Scouts will have the ability to “build their adventure” and choose two activities to participate in.

DAY TWO & THREE PROGRAM ROTATION SCHEDULE

	Program 1	Program 2	Program 3	Program 4
Red	Swimming	Build Your Adventure	Range Activities	Build Your Adventure
Orange	Build Your Adventure	Swimming	Build Your Adventure	Range Activities
Yellow	Climbing	Build Your Adventure	Swimming	Build Your Adventure
Green	Build Your Adventure	Climbing	Build Your Adventure	Swimming
Blue	Boating	Build Your Adventure	Climbing	Build Your Adventure
Purple	Build Your Adventure	Boating	Build Your Adventure	Climbing
Black	Range Activities	Build Your Adventure	Boating	Build Your Adventure
White	Build Your Adventure	Range Activities	Build Your Adventure	Boating

DAY FOUR & FIVE PROGRAM ROTATION SCHEDULE

	Program 5	Program 6	Program 7	Program 8
Red	Boating	Build Your Adventure	Climbing	Build Your Adventure
Orange	Build Your Adventure	Boating	Build Your Adventure	Climbing
Yellow	Range Activities	Build Your Adventure	Boating	Build Your Adventure
Green	Build Your Adventure	Range Activities	Build Your Adventure	Boating
Blue	Swimming	Build Your Adventure	Range Activities	Build Your Adventure
Purple	Build Your Adventure	Swimming	Build Your Adventure	Range Activities
Black	Climbing	Build Your Adventure	Swimming	Build Your Adventure
White	Build Your Adventure	Climbing	Build Your Adventure	Swimming

PROGRAM LOCATIONS

Swimming: Pool

Boating: Waterfront

Range Activities: Start at the Archery Range

Climbing: Climbing Tower

Champions for Nature: Scoutcraft (across from Dining Hall)

Fishing: Nature Lodge

Nature Tech: Treehouse

Tuckahoe Adventurer: Scoutcraft

Earth Rocks: Nature Lodge

Race Time: Frontier Fort



ADVENTURE PROGRAMS

In our designated adventure programs, Scouts are assured of engaging in the most sought-after activities: archery shooting, BB shooting, boating, climbing, and swimming. As Scouts immerse themselves in these thrilling pursuits, they'll simultaneously advance their skills while enjoying quality time with family and friends. With an array of dynamic activities, Scouts can expect to experience the best summer camp has to offer.

BOATING

Immerse yourself in the serene waters of Memory Lake at Camp Tuckahoe with our exciting boating activities. Scouts will have the opportunity to navigate the lake using their choice of a rowboat, canoe, and paddleboat, offering a diverse and engaging water experience. At the Waterfront, Scouts will enjoy the thrill of boating and receive comprehensive instruction on water safety. Our staff will guide Scouts through the proper fitting and wearing of a life jacket, ensuring a secure and enjoyable experience. Scouts will master the art of using paddles to maneuver gracefully through the lake's expanse, fostering both skill and confidence. **Scouts will complete requirements toward their Paddle Onward and Paddle Craft adventure pins.**

CLIMBING

Specifically designed to cater to younger and smaller climbers, our climbing tower offers a safe and engaging experience for Cub Scouts eager to scale new heights. The climbing tower adds an exciting dimension to Camp Tuckahoe, allowing campers to conquer challenges and create lasting memories. Scouts may wear jeans or long pants while climbing but must wear sturdy, closed-toe shoes. **All necessary equipment will be provided at the tower, ensuring a safe and enjoyable climbing experience for all.**

RANGE ACTIVITIES

Archery Shooting at Camp Tuckahoe offers Scouts a chance to learn the timeless art of archery safely and skillfully. Instructed by dedicated staff, Scouts will master fundamentals like stance, grip, and release. Through patient guidance, they'll progress from novice to proficient archers, enjoying the satisfaction of hitting targets with increasing accuracy. This program emphasizes responsible archery practices while fostering confidence, respect, and environmental stewardship. **Scouts will complete requirements toward their Archery Shooting adventure pins.**

Every Scout learns the fundamentals of BB shooting in a safe environment. Experienced instructors guide them in handling and aiming BB guns. Hands-on practice and individualized instruction improve marksmanship skills, aiming for hitting the bull's eye. The program cultivates safe shooting practices, instills self-reliance, sportsmanship, and conservation awareness in Scouts. **Scouts will complete requirements toward their BB Shooting adventure pins.**

SWIMMING

Embark on an exhilarating aquatic adventure at Camp Tuckahoe's swimming pool. Scouts skill-build and learn water safety through meticulously crafted activities. Comprehensive instruction on fundamental strokes like the front crawl, backstroke, and breaststroke, along with expert technique refinement, ensures confidence and proficiency. Safety is paramount, with education on proper pool entry and exit techniques. Join us for a refreshing and memorable summer filled with splashes and aquatic adventures. **Scouts will complete requirements toward their Aquanaut and Swimming adventure pins.**



BUILD YOUR ADVENTURE

In the "build your adventure" program, Scouts are empowered to select their preferred activities and adventure loops to engage with. Packs have the option to join together for activities or allow Scouts and their families to participate in personalized selections, adhering to Youth Protection Guidelines. While Scouts can revisit activities, they are encouraged to explore a variety of experiences during their time at camp.

CHAMPIONS FOR NATURE (Day Two and Three)

About half of all land on Earth is used for agriculture, and the way we grow, distribute, and consume food has a real impact on our planet. The United States ranks second only to India in agricultural land use, making the food choices we make here especially significant on a global scale. An estimated 80% of Earth's species — including humans — live on land, and thanks to conservation efforts, iconic animals like the American bald eagle, green sea turtle, and whooping crane have made remarkable comebacks. In this Adventure, Scouts will explore the connection between food, land, and wildlife while learning how to conserve the resources that sustain our planet. You'll even have the chance to put your knowledge into action through a hands-on conservation project! **Scouts will complete requirements toward their Champions for Nature adventure pin.**

EARTH ROCKS (Day Four and Five)

Scouts will delve deep into the fascinating world of rocks, uncovering the mysteries of sedimentary, igneous, and metamorphic formations. Armed with newfound knowledge, Scouts will explore the inner workings of rocks by cracking them open to reveal their hidden secrets. With an abundance of rocks right beneath their feet, Scouts will learn how to identify various rock types, gaining a deeper appreciation for the geological diversity of their surroundings. But the adventure doesn't stop there! Scouts will also have the opportunity to nurture their green thumbs as they engage in a bit of gardening, growing their very own crystals to take home as cherished souvenirs of their camp experience. **Scouts will complete requirements toward their Earth Rocks adventure pin.**

FISHING (Day Two and Three)

Embark on a tranquil and educational fishing experience. Scouts will gather at our Nature Lodge before venturing to Memory Lake, where the serene waters hold a wealth of aquatic wonders. Scouts will delve into the fascinating world of fishing, learning about the diverse fish species inhabiting Camp Tuckahoe. They will discover the art of selecting the most enticing bait to lure in their aquatic counterparts and receive hands-on instruction on a fishing rod's proper use and casting techniques. Emphasizing safety, Scouts will also be acquainted with essential rules to ensure a secure and enjoyable fishing experience. Whether novice anglers or seasoned fishermen, Scouts are bound to create lasting memories while connecting with nature and honing their fishing skills. **Scouts will complete requirements toward their Catch the Big One and Fishing adventure pins.**



NATURE TECH (Day Four and Five)

Technology and the outdoors go hand in hand more than you might think – from the lightweight, waterproof tents we camp in today to the GPS devices and weather apps that help us navigate and stay safe on the trail. Scouts will use weather apps to prepare for outdoor activities, explore knot-tying apps to build essential skills, and discuss how technology has transformed the gear we use in the field. They'll also dive into GPS technology, learning how satellites can help us know our location anywhere on Earth, and use online mapping tools to plan and take a real trek. In this activity, Scouts will discover that technology isn't the opposite of adventure – it's a powerful tool that makes outdoor experiences safer, smarter, and even more fun. **Scouts will complete requirements toward their Tech on the Trail and High Tech Outdoors adventure pins.**

RACE TIME (Day Two and Three)

Technology and the outdoors go hand in hand more than you might think – from the lightweight, waterproof tents we camp in today to the GPS devices and weather apps that help us navigate and stay safe on the trail. Scouts will use weather apps to prepare for outdoor activities, explore knot-tying apps to build essential skills, and discuss how technology has transformed the gear we use in the field. They'll also dive into GPS technology, learning how satellites can help us know our location anywhere on Earth, and use online mapping tools to plan and take a real trek. In this activity, Scouts will discover that technology isn't the opposite of adventure – it's a powerful tool that makes outdoor experiences safer, smarter, and even more fun. **Scouts will complete requirements toward their Race Time adventure pins.**

TUCKAHOE ADVENTURER (Day Four and Five)

There's no better place to experience the great outdoors than right here at Camp Tuckahoe, and that's exactly what this activity is all about. Webelos Scouts will dive into the Let's Camp Adventure, learning essential camping skills like how to choose a campsite, pitch a tent, practice fire safety, and apply the Leave No Trace Principles – all on the very grounds where those skills come to life. Arrow of Light Scouts will explore the Into the Woods Adventure, venturing out to observe trees and plants, selecting a tree to study up close, and discovering whether it's deciduous or evergreen, native or introduced, and how it supports the wildlife around it. Whether you're staking down your first tent or identifying the trees lining our trails, this activity puts Scouts in the middle of the adventure Tuckahoe was built for. **Scouts will complete requirements toward their Let's Camp and Into the Woods adventure pins.**

ARROW OF LIGHT OUTPOST

The Arrow of Light Outpost program is designed to provide an enriching experience rather than focus on advancement. Arrow of Light Scouts embark on a four-mile hike along the Appalachian Trail, beginning with a thorough review of what to pack and important pre-hike preparations. Following the hike, Scouts will learn fire-starting techniques and use their newly built fires to cook lunch on the trail. In addition to the hike, the program includes various hands-on activities such as learning the principles of Leave No Trace, launching rockets, making and tying ropes, and constructing emergency wilderness shelters. This full-day program is tailored specifically for Arrow of Light Scouts. Packs and families can choose the day that best fits their desired schedule to participate.



WEBELOS/AOL SUMMER CAMP SCHEDULE

	DAY ONE	DAY TWO	DAY THREE	DAY FOUR	DAY FIVE
7:00 AM			Polar Bear Swim	Polar Plunge	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
9:30 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 Arrival Check-In Camp Orientation Health Screenings Swim Tests	Program 2	Program 4	Program 6	Program 8
4:00 PM		Open Program	Open Program	Open Program	Open Program
5:00 PM		Den Time	Den Time	Den Time	Den Time
5:40 PM	Waiters Report	Waiters Report	Waiters Report	Waiters Report	
5:45 PM	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Closing Campfire
6:00 PM	Dinner	Dinner	Dinner	Dinner	
6:30 PM					Family BBQ
7:15 PM	Leaders' Meeting & Den Time	Colonial Jubilee	Chapel Service	Patriot Games	Pack Departure
8:00 PM	Opening Campfire		Paul Revere's Ride		
8:30 PM					
9:00 PM	Den Time	Den Time	Den Time	Den Time	
9:30 PM					
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	





PACK CAMP

CAMP-WIDE PROGRAMS & ACTIVITIES

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

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

INTERFAITH CHAPEL SERVICE – Day Three, 7:00 PM

During every session this summer, Scouts will be invited to our Scouts' Own Service. These non-denominational, interfaith services are conducted at 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.

GALACTIC LUAU – Day Two, 7:30 PM

In addition to daily opportunities to enjoy water activities at our pool, Scouts will have to keep space ready through a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

POLAR BEAR SWIM – Day Three, 7:00 AM

In addition to daily opportunities to enjoy water activities at our pool, the Scouts will have to keep the rival knights at bay in a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

POLAR PLUNGE – Day Four, 7:00 AM

Different than the Polar Bear Swim, the Polar Plunge takes place at Memory Lake. Just like your traditional Polar Plunge, Scouts and adults will be able to run into the ambient waters of the lake first thing in the morning.

PATRIOT GAMES – Day Four, 7:15 PM

For many years, the Colonies of Tuckahoe have been in friendly rivalry with each other. But now, with word of a rich and untamed frontier brimming with opportunities, they must unite to claim it before others do. In the Tuckahoe Liberty Games, young patriots will compete in trials of courage and skill to prove who is most prepared to secure the prize. These contests will test your mettle and demand every ounce of ability you've honed. Are you ready to take up the challenge for liberty and glory?



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.


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 starting at 5 PM on the final day of each session and, for a small charge, join us for dinner. Guest may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirements that all guests check in at our Camp Office upon arrival.





ADVENTURE INFORMATION


TIGER ADVENTURES


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB GUNS	
	Location:	BB Range
	Requirements Completed:	

	CHAMPIONS OF NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4


	FISH ON	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, and #4


	FLOATS AND BOATS	
	Location:	Waterfront
	Requirements Completed:	#1, #2, and #4


	RACE TIME	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, and #4

	TIGERS IN THE WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6

WOLF ADVENTURES

	A WOLF GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #5

	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	

	BB Guns	
	Location:	BB Range
	Requirements Completed:	



	CHAMPIONS OF NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4

	PAWS FOR WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	RACE TIME	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, #4, and #5


	SPIRIT OF THE WATER	
	Location:	Waterfront
	Requirements Completed:	#1, #2, #3, and #4


BEAR ADVENTURES


	A BEAR GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB GUNS	
	Location:	BB Range
	Requirements Completed:	

	BEARS AFLOAT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, and #7


	CHAMPIONS FOR NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, and #5


	RACE TIME	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, #4, and #5


	SALMON RUN	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, and #6


	WHITTLING	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, and #4


WEBELOS ADVENTURES


	AQUANAUT	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB Guns	
	Location:	BB Range
	Requirements Completed:	


	CATCH THE BIG ONE	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7

	CHAMPIONS FOR NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	EARTH ROCKS	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, and #4


	LET'S CAMP	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, #6, #7, and #8


	PADDLE ONWARD	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9


	TECH ON THE TRAILS	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4


ARROW OF LIGHT ADVENTURES


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB	
	Location:	BB Range
	Requirements Completed:	


	CHAMPIONS FOR NATURE	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, and #6

	FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7

	HIGH TECH OUTDOORS	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4

	INTO THE WOODS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, and #5.

	PADDLE CRAFT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9

	SWIMMING	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, and #4

PROGRAM ACTIVITIES

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. Each day, color groups will have one session of assigned program (starting at the indicated location). During the other program time, Scouts will have the ability to “build their adventure” and choose what activities to participate in.

DAY TWO & THREE PROGRAM ROTATION SCHEDULE

	Program 1	Program 2	Program 3	Program 4
Red	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)	Build Your Adventure
Orange	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)	Build Your Adventure
Yellow	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)
Green	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)
Blue	Build Your Adventure	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)
Purple	Build Your Adventure	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)
Black	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure
White	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure

DAY FOUR & FIVE PROGRAM ROTATION SCHEDULE

	Program 5	Program 6	Program 7	Program 8
Red	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)	Build Your Adventure
Orange	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)	Build Your Adventure
Yellow	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)
Green	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)
Blue	Build Your Adventure	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)
Purple	Build Your Adventure	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)
Black	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure
White	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure

PROGRAM LOCATIONS

- Archery Range: Archery
- Arrow of Light Outpost: meet outside of Trading Post
- BB Range: BB Guns
- Climbing Tower: Climbing
- Cub Scout Pavilion: Whittling
- Frontier Fort: Race to the Revolution
- Nature Lodge: Fishing and Earth Rocks
- Pool: Swimming
- Scoutcraft: Champions for Nature and Tuckahoe Adventurer
- Treehouse: Nature Tech
- Waterfront: Boating



ADVENTURE PROGRAMS

In our designated adventure programs, Scouts are assured of engaging in the most sought-after activities: archery shooting, BB shooting, boating, and swimming. As Scouts immerse themselves in these thrilling pursuits, they'll simultaneously advance their skills while enjoying quality time with family and friends. With an array of dynamic activities, Scouts can expect to experience the best summer camp has to offer.

ARCHERY SHOOTING

Archery Shooting at Camp Tuckahoe provides Scouts with a chance to explore the ancient art of archery, prioritizing safety and skill development. Under the guidance of experienced instructors, Scouts will master the basics of archery, including proper stance, grip, and release techniques. Through consistent practice and encouragement, they'll gradually advance from beginners to skilled archers, enjoying the thrill of hitting targets with increasing precision. This program emphasizes responsible archery practices while nurturing qualities of confidence, respect, and environmental stewardship.

BB SHOOTING

Every Scout will learn the fundamentals of BB shooting in a safe and supportive environment. Experienced instructors will guide Scouts in mastering the proper handling and aiming techniques of BB guns. Through hands-on practice and personalized instruction, Scouts will gradually enhance their marksmanship skills, striving to achieve that exhilarating moment of hitting their first bull's eye. Beyond fostering safe shooting practices, the program aims to instill valuable qualities such as self-reliance, sportsmanship, and conservation awareness in the Scouts.

BOATING

Immerse yourself in the tranquil waters of Memory Lake at Camp Tuckahoe. Scouts can explore the lake in a rowboat, canoe, or paddleboat, providing a diverse and engaging water experience. At the Waterfront, they'll receive comprehensive water safety instruction and be properly fitted and equipped with life jackets. As they master paddling, Scouts will navigate the lake's expanse, honing their skills and boosting their confidence. Whether leisurely or adventurous, Memory Lake's boating activities promise an unforgettable experience.

SWIMMING

Embark on an exhilarating aquatic adventure at Camp Tuckahoe's swimming pool. Scouts skill-build and learn water safety through meticulously crafted activities. They master fundamental strokes like the front crawl, backstroke, and breaststroke, receiving expert guidance from dedicated staff. Safety is paramount, with Scouts learning essential pool entry and exit methods. Beyond skill development, the pool fosters fun and camaraderie, making it a vibrant hub of splashing and cherished memories. Join us for an unforgettable summer of aquatic adventures.



BUILD YOUR ADVENTURE

In the "build your adventure" program, Scouts are empowered to select their preferred activities and adventure loops to engage with. Packs have the option to join together for activities or allow Scouts and their families to participate in personalized selections, adhering to Youth Protection Guidelines. Each activity will run roughly 60 minutes, with the initial session commencing at either 9:15 AM or 1:45 PM, depending on the program schedule. The subsequent activity will follow at either 10:30 AM or 3:00 PM accordingly. While Scouts can revisit activities, they are encouraged to explore a variety of experiences during their time at camp.

ARROW OF LIGHT OUTPOST

The Arrow of Light Outpost program is designed to provide an enriching experience rather than focus on advancement. Arrow of Light Scouts embark on a four-mile hike along the Appalachian Trail, beginning with a thorough review of what to pack and important pre-hike preparations. Following the hike, Scouts will learn fire-starting techniques and use their newly built fires to cook lunch on the trail. In addition to the hike, the program includes various hands-on activities such as learning the principles of Leave No Trace, launching rockets, making and tying ropes, and constructing emergency wilderness shelters. This full-day program is tailored specifically for Arrow of Light Scouts. Packs and families can choose the day that best fits their desired schedule to participate.

CLIMBING

Our climbing tower, specifically designed for younger and smaller climbers, provides a safe and engaging experience for Cub Scouts eager to scale new heights. It adds an exciting dimension to Camp Tuckahoe, allowing campers to conquer challenges and create lasting memories. While climbing, scouts can wear jeans or long pants, but they must wear sturdy, closed-toe shoes. All necessary equipment will be provided at the tower, ensuring a safe and enjoyable climbing experience for everyone.

CHAMPIONS OF NATURE

Immerse yourself in nature conservation with Scouts. These age-appropriate service projects allow Scouts to engage in meaningful activities like clearing brush, removing litter, and preventing soil erosion. Beyond accomplishment, Scouts witness the transformative power of their efforts, fostering a deep connection to nature. The Seven Leave No Trace principles teach valuable environmental stewardship lessons. Participating enhances the Scouting experience and instills lifelong environmental responsibility. **Scouts will complete a conservation project toward their Champions of Nature adventure loop.**

EARTH ROCKS (Day Four and Five)

Scouts will delve deep into the fascinating world of rocks, uncovering the mysteries of sedimentary, igneous, and metamorphic formations. Armed with newfound knowledge, Scouts will explore the inner workings of rocks by cracking them open to reveal their hidden secrets. With an abundance of rocks right beneath their feet, Scouts will learn how to identify various rock types, gaining a deeper appreciation for the geological diversity of their surroundings. But the adventure doesn't stop there! Scouts will also have the opportunity to nurture their green thumbs as they engage in a bit of gardening, growing their very own crystals to take home as cherished souvenirs of their camp experience. **Scouts will complete requirements toward their Earth Rocks adventure pin.**



FISHING

Embark on a peaceful and educational fishing adventure at Memory Lake. Our Nature Lodge will host a gathering of scouts before heading to the lake. Known for its tranquil waters and abundant aquatic life, scouts will learn about the various fish species at Camp Tuckahoe. They'll learn about choosing appealing bait, using fishing rods effectively, and casting techniques. Safety is a top priority, and scouts will learn essential rules for a secure experience. Whether you're a beginner or experienced angler, this trip promises unforgettable memories and enhances your fishing skills. **Scouts will complete requirements toward their Fish On, A Wolf Goes Fishing, A Bear Goes Fishing, Catch the Big One, and Fishing adventure loops.**

NATURE TECH (Day Four and Five)

Technology and the outdoors go hand in hand more than you might think – from the lightweight, waterproof tents we camp in today to the GPS devices and weather apps that help us navigate and stay safe on the trail. Scouts will use weather apps to prepare for outdoor activities, explore knot-tying apps to build essential skills, and discuss how technology has transformed the gear we use in the field. They'll also dive into GPS technology, learning how satellites can help us know our location anywhere on Earth, and use online mapping tools to plan and take a real trek. In this activity, Scouts will discover that technology isn't the opposite of adventure – it's a powerful tool that makes outdoor experiences safer, smarter, and even more fun. **Scouts will complete requirements toward their Tech on the Trail and High Tech Outdoors adventure pins.**

RACE TO THE REVOLUTION

Step into the spirit of 1776 with our Race to the Revolution activity, where Scouts will dive into their Race Time adventure! Using the power of propulsion and gravity, Scouts will design and race their own cars, discovering how shapes and speed affect performance. Inspired by the ingenuity of the American Revolution, they'll explore how to make their vehicles go farther and faster using air, motion, and imagination. This hands-on experience combines creativity with STEM learning, letting Scouts feel like inventors and racers from the birth of our nation. Join the fun and race your way into history! **Scouts will complete requirements toward their Race Time adventure loop.**

TUCKAHOE ADVENTURER (Day Four and Five)

There's no better place to experience the great outdoors than right here at Camp Tuckahoe, and that's exactly what this activity is all about. Webelos Scouts will dive into the Let's Camp Adventure, learning essential camping skills like how to choose a campsite, pitch a tent, practice fire safety, and apply the Leave No Trace Principles – all on the very grounds where those skills come to life. Arrow of Light Scouts will explore the Into the Woods Adventure, venturing out to observe trees and plants, selecting a tree to study up close, and discovering whether it's deciduous or evergreen, native or introduced, and how it supports the wildlife around it. Whether you're staking down your first tent or identifying the trees lining our trails, this activity puts Scouts in the middle of the adventure Tuckahoe was built for. **Scouts will complete requirements toward their Let's Camp and Into the Woods adventure pins.**

WHITTILING (Bears ONLY)

In this hands-on activity, Scouts will delve into the fundamental principles of safe pocket knife usage, beginning with a thorough understanding and commitment to the Cub Scout Knife Safety Rules. Under the guidance of experienced instructors, Scouts will learn about the safety circle and practice safe carving techniques while completing a series of small carving projects. Through hands-on practice and guidance, Scouts will develop the skills and confidence to handle a pocket knife responsibly. Join us as we instill a lifelong commitment to safety and craftsmanship while exploring the art of pocketknife usage. **Scouts will complete requirements toward their Whittling adventure loop.**



PACK SUMMER CAMP SCHEDULE

	DAY ONE	DAY TWO	DAY THREE	DAY FOUR	DAY FIVE	
7:00 AM		Den Time	Polar Bear Swim	Polar Plunge	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	
1:45 PM		Pack Arrival Check-In Camp Orientation Health Screenings Swim Tests	Program 2	Program 4	Program 6	Program 8
2:00 PM			Open Program	Open Program	Open Program	Open Program
4:00 PM			Den Time	Den Time	Den Time	Den Time
5:00 PM		Waiters Report	Waiters Report		Waiters Report	
5:40 PM		Flag Lowering	Flag Lowering	The Call to Liberty Campfire	Flag Lowering	Closing Campfire
5:45 PM	Dinner	Dinner	Family BBQ	Dinner		
6:00 PM						
6:30 PM	Leaders' Meeting & Den Time	Chapel Service	Cub Scouts Departure	Space Cadet Games	Pack Departure	
7:00 PM	Opening Campfire	Tuckahoe Luau				
8:00 PM	Den Time	Den Time	Den Time	Den Time		
8:30 PM						
9:00 PM						
9:30 PM	Lights Out	Lights Out	Lights Out	Lights Out		
10:00 PM						

