

Camp Guide

BUSHY RUN DAY CAMP

Things That Move

June 6 - 8, 2025

Contents

- General Information 2
 - Camp Schedule..... 2
 - Location..... 2
 - Who May Attend?..... 2
 - Cost 2
- Before You Get There..... 3
 - What Should I Bring? 3
 - What Should I Wear? 3
 - Bushy Tails..... 3
 - Trading Post 3
- A Day at Camp..... 4
 - Arrival and Check-In..... 4
 - Activities..... 4
- Early Release Process..... 4
- Medical..... 5
- Lost and Found..... 5
- Map of the Day Camp Facility 6
- Pack Leadership Responsibilities 7
- Walkers’ Responsibilities 8
- Camp Rules..... 10
- Safety 10

General Information

Camp Schedule

	Friday June 6	Saturday June 7	Sunday June 8
Check-In	8:30 AM	8:30 AM	11:45 AM
Open	9:00 AM	9:00 AM	12:00 PM
Close	4:30 PM	4:30 PM	4:30 PM

Schedule change: Due to popular demand, we are back to a **Fri-Sat-Sun** schedule this year!

Location change: Scheduling problems necessitate that we move to a new location this year!

Location

Camp Tenacharison
332 Boy Scout Camp Road
Smithton, PA 15479

Contact Info

Email: wfc.br.daycamp@gmail.com
Phone: 724-374-8848

Camp Tenacharison is located on Boy Scout Camp Road, approx. 1.5 miles from Rt. 981. Parking is very limited, and will be reserved for staff and walkers. **It is best to carpool** due to the limited number of parking spaces. We do not provide transportation to or from camp.

Who May Attend?

Day Camp is open to all registered Cub Scouts – Lions, Tigers, Wolves, Bears, Webelos, and AOL!

Note: **Only registered Lions and Tigers w/adult partner, Wolves, Bears, Webelos and AOL Scouts may participate at the activity stations.**

Cost

Your cost for 3 days of camp can be found in the table below. The fee includes the 2025 Bushy Run Day Camp Collectors Patch, all required craft supplies, and a trained and enthusiastic staff willing to ensure your scout's enjoyment. **Leaders & Walkers attend for free!**

If Paid ...	Cost	
by May 2 nd	\$56.00	Includes a Camp T-Shirt in your chosen size
May 3 rd through May 16 th	\$61.00	Includes a Camp T-Shirt in an available size
May 17 th through May 30 th	\$66.00	
May 31 st through June 6 th	\$75.00	

Current supply chain anomalies have forced us into a position of having to order supplies earlier than in past years. We are offering significant savings to encourage everyone to **register early**. If you pay by the date shown, not only will you save money, **we will also include this year's camp t-shirt!** Beyond that date, **we will still provide a t-shirt, but** we can't guarantee that we will have your size.

Before You Get There

What Should I Bring?

Each Scout should bring

- **A clean, empty 2-liter soda bottle w/cap**
- a comfortable backpack
- a labeled, non-perishable lunch
 - there is no refrigeration available for food, so if you need a cooler, bring one
- a refillable water bottle
- a rain poncho
- if you have a **bicycle helmet**, bring it!

Label everything that you bring with you: **Full Name and Pack number**.

What Should I Wear?

Class B's are the uniform of the day –

- a Scouting T-shirt
- shorts or jeans
- socks
- sport shoes (no cleats, please), sneakers, or walking shoes
 - **no open-toed shoes or crocs!**
- sunglasses
- a hat

Bushy Tails

For Staff and Walkers who have children who are not registered members of any Scouting America unit, an onsite program of activities is provided for those children at nominal cost.

- Only \$5 per child for all three days
- Ages 3 to 13
- **Must be potty trained**
- Be sure to bring:
 - a labeled, non-perishable lunch
 - there is no refrigeration available for food, so if you need a cooler, bring one
 - a refillable water bottle
 - weather-appropriate clothing and outerwear
 - sunglasses, sunscreen, hat, etc.
 - tennis shoes (**no open-toed shoes or crocs**)

Trading Post

A Trading Post will be available at scheduled times to purchase snacks and souvenirs.

A Day at Camp

Arrival and Check-In

Upon arrival at camp, parents should remain in their vehicles and drop off their scouts at the appointed location to keep traffic flowing. Staff will be there to greet them and to direct them to the Assembly Area where they will meet with their Walkers.

Depending on rank, Scouts will be assigned to a Cub or Webelos Den for the duration of Day Camp. They will be with their friends from their Pack, but their Den may be comprised of Scouts from more than one Pack.

Activities

Following the Opening Ceremony, the Scouts will go to their first scheduled Activity Station. Station changes will be announced via radio to all Activity Stations. After morning Stations comes Lunch and some Quiet Time. The afternoon Stations conclude with a Closing Ceremony at the Flagpole in time for pick-up. Activities at each station are chosen to enhance the theme, some of which may offer opportunities for rank advancements; all of which are designed for the Scouts to *HAVE FUN!*

Range and Target Activities: Day Camp or other Council-sponsored Cub activities such as resident camping at a council site are the **ONLY** opportunities for Cubs to earn the BB, Archery, or Slingshot patches or pins. These program areas stress safety and proper use of the equipment, including respect for nature. Alternate program activities will be provided for those choosing to opt out of these activities. Please inform your Pack Camping Coordinator when registering for camp.

Participation Beads are awarded to each Scout at each Station. Beads are kept on the name totem made the first day. Lost beads are usually not replaced. Registered Campers also receive a special Day Camp patch at the close of camp, to recognize their participation.

Early Release Process

- The Scout must remain with the Den
- **Planned Early Release:** The person designated on the Early Release Form that was filed prior to camp must present identifying documents at the Camp Office
- **Emergency Early Release:** The parent or legal guardian must present identification at the Camp Office
- The Walker will be contacted, and the Scout escorted to the Camp Office
- Parents are **not** to go to the Den's location to pick up the Scout. Staff will advise the Parent to report to the Camp Office

Medical

A First Aid Station will be established on the grounds, and its location made known to all in attendance during the Opening Ceremony.

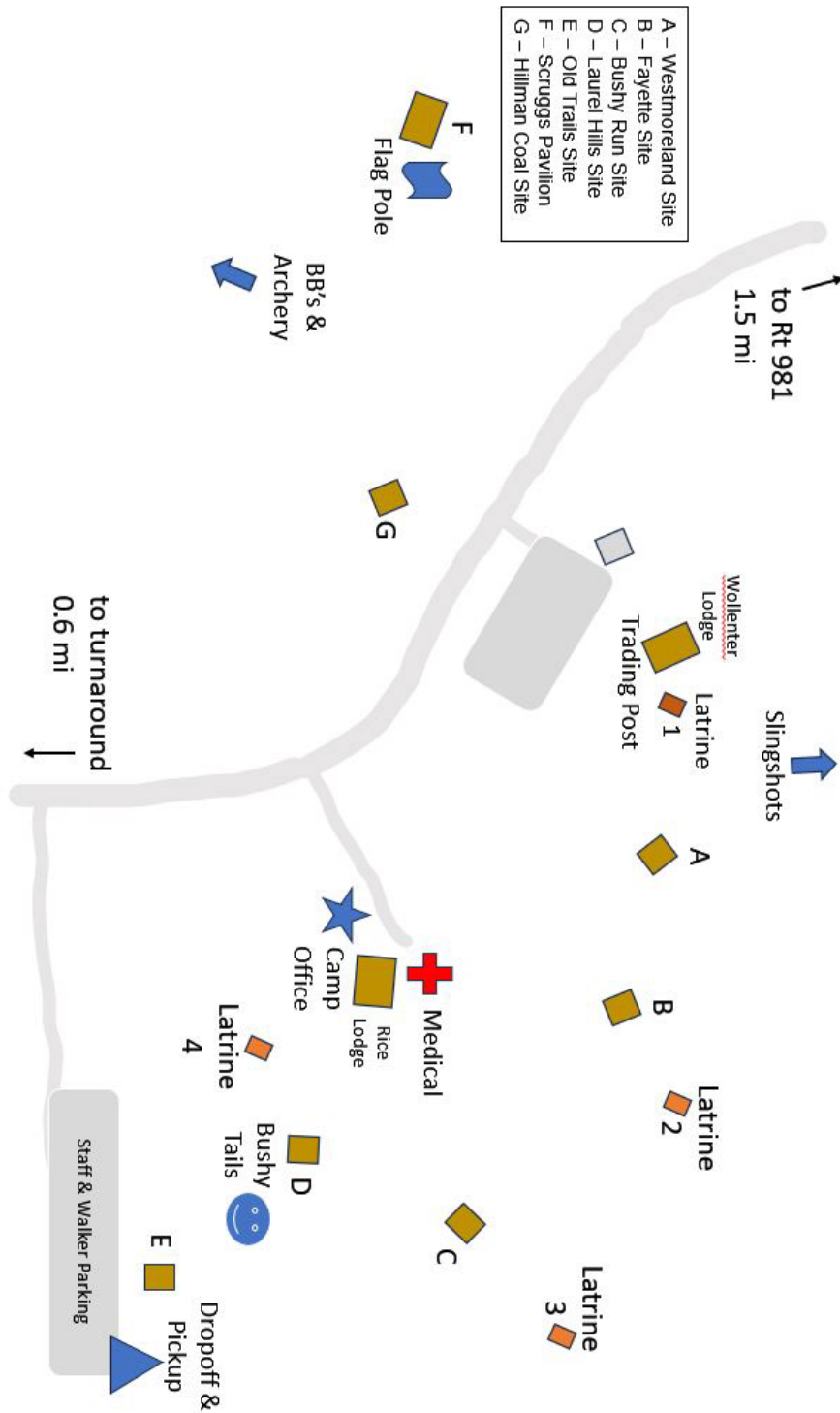
Any medications for Cubs or Adults must be left with the first aid attendant along with instructions for administering them. All Walkers should find out about such special needs in order to get Cubs to the first aider as necessary. Epi-pens and inhalers stay with each Scout.

If a Camper becomes ill while at camp, the decision to go home or to a medical facility rests with the First Aider and Camp Director. The Camp Director will contact the parents/guardians. First Aiders will supervise the cleaning and bandaging of minor cuts and scrapes and will apply ice to stings, bumps and bruises. The First Aider may not administer any medication of any kind unless supplied by the parent/guardian, prescribed in the camper's name, with written directions from a physician.

Lost and Found

The Camp will maintain a lost and found area at the trading post. Items may also be brought to the flagpole at Opening and Closing.

Map of the Day Camp Facility



Pack Leadership Responsibilities

The process starts with the Pack leadership. Beginning well in advance of the first Registration date, the Pack Day Camp Coordinator will begin collecting the required documentation for each Scout that will be attending Day Camp:

- **Scouting America Health Form**
- **Camper Release Info**
- **Early Release Form** (if applicable)

UPDATED this year: Each **Pack** will be responsible for providing:

- **Two (2) registered Leaders per Pack**
- **Walkers who are not registered need to provide PA Clearances and Youth Protection Training to the Council Office with registration**
- **All adults must provide:**
 - **Scouting America Health Form**

Each **Lion** and **Tiger** in attendance must have an **Adult Partner**.

Adult Partners and **Walkers** who are not registered members of Scouting America must be either a **parent** or **legal guardian** of a Cub Scout. Unregistered Grandparents, aunts/uncles, friends, etc., are no longer eligible for the role of Walker.

- Walkers do not need to commit to all three days of camp, but the Pack is responsible for providing coverage for all three days.

All forms are to be gathered, and delivered in one package to the Council Service Center along with payment. Please note the registration schedule in the General Info section of this document.

Walkers' Responsibilities

Most Day Camp dens will be a combination of two or more Packs, to a maximum of 15-20 Scouts in size, depending on camp registration.

Each Pack is required to supply enough registered Leaders, adult partners, and adult Walkers to satisfy the requirements on the previous page. Leaders, Walkers, and adult partners of Lions and Tigers are part of the mandated Pack leadership and are not considered camp staff members.

Each Pack is primarily responsible for its own Scouts, but when at the activity stations, ***please be ready to help each other out***. You will need to work together for many of the Den duties, such as Opening or Closing, and leading songs. It would build spirit for the whole Den to decide on a yell and cheer together. Take advantage of this opportunity to meet other Scouting families in your area and to share fellowship and ideas.

At the beginning of each day of camp, Walkers will:

- Plan to arrive at least 15 minutes before Camper check-in.
- Check in with Staff at the Assembly Area and pick up your Den Folder.
- Proceed to the Flagpole (or other assembly area if one is designated).
- Gather your Scouts and take attendance.

Additional tasks for the first day of camp:

- Distribute T-shirts.
- Assemble the name tag totems.

While the primary focus for Day Camp is the opportunity for FUN in the outdoors, centered on a theme, most of the program will provide some activities to give campers a headstart on ranks and activities in their handbooks, without shorting the fun of the theme. An itemized list of possible requirements will be available. It is the walker's responsibility to make sure that what a Scout has done is accurately recorded. Some Scouts may be absent or unable to do a requirement. Each Cub Scout's advancements should be reported to the Cub's parent and den leader for verification for Awards. Any Belt Loops or Pins or other awards completed are awarded through the Youth's pack.

At each Activity Station,

- Scouts will earn Participation Beads. Tell the staff how many Scouts you have. They will give the beads to you, and you will give them to the Scouts.
- Program staff will not replace lost beads.
- Station changes will be announced via radio.

Walkers are an important part of the program!

- Get your Den to the Activity Stations on time.
- Keep the Den together as you walk from station to station.
- Help the station staff to work with your Den. Be proactive ... Don't wait to be asked!
- You are a working Den Leader, as well as a Walker.

STAY WITH THE SCOUTS AT ALL TIMES. If you need to excuse yourself, arrange for a leader from another Pack in the Den to which you are assigned to watch your Scouts while you are away. **Always maintain Scouting America required 2-deep leadership and enforce use of the Buddy System by the Youth.**

SCOUTS MUST STAY WITH THE DEN TO WHICH THEY ARE ASSIGNED. Arbitrary reassignments present a safety risk, and disrupt the flow of the day's schedule. Station leaders will be counting Scouts at each session. Discrepancies in attendance will delay that session until the discrepancy is resolved.

KEEP THE SCOUTS HYDRATED!! Report any illness or injury to Camp Director ASAP! Escort them to the first aid station, or send for First Aid, if the individual should not be moved. Inform the Camp Director of any serious injury.

At the close of each day,

- One Leader must remain until their last Youth is picked up by a parent or a carpool.
- Place the totems into your Den bag so that they will be there for the next day. Do not allow the Scouts to take them home.
- Turn in your Den bag, with totems and attendance sheet, at the Camp Office.

Some things to keep in mind:

- Remember to bring your own lunch!
- Bring a cooler to store your Den's lunches for the day.
- Bring a permanent marker for labeling your group's belongings.
- Walker Training sessions will be offered. Please plan to attend one.
- Follow all Camp Rules, and ... **Leave No Trace**

Camp Rules

1. Rocks and sticks are to remain on the ground. A stick or rock that is picked up is likely to cause danger to the holder or another person.
2. No running in camp, unless it is for an activity.
3. No Pets allowed in camp in compliance with health and safety requirements.
4. NO KNIVES or FLAMMABLE ITEMS are to be used by Scouts and should not be in camp except as needed by Leaders and/or Staff members for specific camp programs.
5. NO Aerosol Cans are allowed in camp, including insect sprays.
6. No smoking, vaping, or tobacco is allowed anywhere in camp per policy. Camps are considered a part of the Westmoreland Fayette Council and Scouting America, which has a no smoking policy.
7. No alcoholic beverages or Illegal drugs are allowed at camp. NO EXCEPTIONS.

Safety

Camp Program staff will be identifiable by the same color T-shirt. Program Staff are registered leaders from local Packs, or Scouts who have volunteered to work a program area. If there is a problem in camp, inform a staff member. They will be able to help you or know how to get someone who can help. In addition, local fire and rescue personnel, police and healthcare officials have been informed that camp is in progress in case of an emergency. An onsite first aid station is staffed by a qualified first aider. The Camp Office maintains copies of health and permission forms for each person in camp – Scouts, volunteers, staff, and siblings.

Buddy System: Cubs will always utilize the buddy system. A Cub does not go anywhere alone. Leaders will practice the 2-deep leadership required by Scouting America. Two leaders must be present with a youth at all times. No adult will be alone with a camper, sibling, or junior staff. Note that Den Chiefs accompanying their Pack must have a buddy of appropriate age as well.

Visitors: All visitors to camp will be required to sign in and out at the Camp Office and approved by Camp Director or Program Director. Random wandering about camp compromises camp safety and will not be allowed.

Unsafe Activities or Situations: Any activity or situation that is perceived to pose a risk to attendees – youth or adult – are to be reported to the Camp Director or Program Director without delay so that corrective actions may be implemented.

Emergency Plan: The Camp Director and Program Director will determine final emergency procedures. They will determine whether emergency procedures will be implemented. Everyone in camp should understand the PLAN and be ready to respond. The following general instructions will be supplemented at camp. For any emergency, remain CALM, send for the Camp Director, and follow the Camp Staff's instructions.

ACCIDENT OR ILLNESS; Administer First Aid within the limits of your qualifications. Send for Health Director or Camp Director. All injuries, cuts, scrapes, etc. must be seen by first aid. Non-emergencies can come to the first aid station with a buddy or an adult leader or junior staff.

FIRE IN CAMP; Once the alarm is sounded (3 long blasts – “Fire in Camp” -- on an air horn) all activity stations will close. Walkers need to account for all their Cub Scouts. Proceed by Dens to the Flagpole for further instructions. Remain Calm.

LOST YOUTH: Once the alarm is sounded (2 short blasts -- “Count Cubs” -- on an air horn) all activity stations will close. Walkers need to account for all their Cub Scouts. Remain at the station. Write down the report and send it with 2 runners to the Camp Office. Follow Camp Staff's directions.

INCLEMENT WEATHER: Camp will continue during light rain, so all Youths and persons in camp should come prepared with rain gear. If weather conditions become threatening, the Camp Director will decide if stations will close. Once the alarm is sounded (2 long blasts – “Weather Emergency” -- on air horn) all activity stations will close. Walkers need to account for all of their Cubs. When all Cubs are accounted for, proceed to the designated camp shelter.

ANIMALS IN CAMP: Youths should be aware to never touch dead birds or animals but, rather, to report them to an adult. Occasionally local pets or stray animals wander into camp. Campers should leave the animals alone.

Cub Scout Day Camp Mission Statement

Cub Scout Day Camp strives to support the purposes of Cub Scouting by providing each Youth the opportunity to experience new things in a safe, outdoor environment, nurturing a spirit of teamwork and belonging, helping Packs provide an exciting summer program and HAVING FUN!