



CIRCLE 10 COUNCIL

CUB WORLD

At Camp Wisdom

CAMPING GUIDE for CUB SCOUTS

Cub World

What is Cub Scout Camping?



Cub Scout Camping is first of all **Family Camping**. According to the National B.S.A. Policy, camping done by Cub Scout Packs is done within a Family and Pack setting. Second, it is not the same type of camping that the Boy Scout Troops do. It is usually done for one night and one day. It is not **wilderness camping**. It is designed by the Boy Scouts of America to help Cub Scouts get their feet wet with camping as they begin their trail to Boy Scouts. It is designed to get the Cub Scout used to being in the woods.

Where to go Camping?



If your Cub Scout pack finds a spot they wish to use, it must be approved by the Health and Safety Chairperson and the Camping Chairperson. Cub World at Camp Wisdom is a good place to start. Look further in the booklet to see how your Pack can sign up and use Cub World one night and one day.

CUB WORLD Activity Center



In order to attend the Cub World Program at Camp Wisdom, there are some things that need to happen to facilitate a day trip or campout for a Pack.

- A Tour Permit must be filled out completely and faxed to the District Office. The fax number is 214-902-6765.
- There must be one person designated as the Tour Leader and one person as Assistant Leader, and they should be listed on the Tour Permit.
- All cars that are going on the trip should be listed on the Tour Permit. **NO ONE RIDES IN THE BACK OF TRUCKS.** No exception.
- There must be at least one person who is trained in Youth Protection.
- There must be Two Deep Leadership at all times while on the outing per B.S.A. Policy.

- Plan which Cub World Program Theme Area you would like to use. The Archery and BB Guns ranges require a trained Range Master. Reserve at Circle 10 Headquarters 214-902-6764.
- Make sure you have signed permission slips for each Cub Scout on the outing.
- Health Forms for all who are attending are highly recommended in case of an emergency or existing health condition.
- If the pool is to be used, one adult must be trained in Safe Swim Defense.

CAMPING AT CUB WORLD

Remember – you need to plan a program for while you are at your campsite.

Friday

- Arrive at Cub World after 4:00 p.m.
- Get settled in your campsite. You may take up to five vehicles to the campsite to unload and then the vehicles must immediately return to the parking lot.
- Communicate with other leaders in Cub World on the use of the Cub World activities center for the evening hours. (The activities center is the only facility a pack can use during Friday evening. No elements can be used on Friday.)
- Saturday morning from 9:00 a.m. until 12:30 noon participate in your program theme area.
- From 12:30 p.m. until 2:00 p.m. the campsite must be cleaned and cleared.
- Once your campsite is clear, the Camp Master has checked you out and all your gear is back into the cars, your pack can participate in open program areas such as:
 - Southwest Airlines Freedom Flight Space Station
 - Cave & Mountain
 - G.E. Nature Center
 - Cub World Activities Center

Saturday

- Check in prior to 1:00 p.m.
- Go to your program theme area from 1:00 to 4:30.
- After 4:30 p.m. you can set up your campsite. You may take up to five vehicles to the campsite to unload and then the vehicles must immediately return to the parking lot.
- During the evening hours visit with other unit leaders on the use of the Cub World Activities Center. It is on a SHARE basis.
- Sunday morning clean up campsite and remove all gear from your site.
- Once your campsite has been cleared and the Camp Master has checked you out, your pack can participate in any open program area such as:
 - Southwest Airlines Freedom Flight Space Station
 - Cave & Mountain

- G.E. Nature Center
- Cub World Activities Center
- All units must leave Cub World no later than 12 noon on Sunday.

Cub Scout Packs may reserve only one program element per weekend. This will also mean that a Cub Scout Pack can only camp for one night. Camp Wisdom Cub World is the only Circle Ten Council camp that allows for a Cub Scout pack to camp. A Cub Scout pack that has not signed up for a program element cannot camp at Camp Wisdom.

When Cub Scouts swim, there must be two lifeguards or two adults acting as lifeguards. Safe Swim Defense must be followed as well as the buddy system. For lifeguards and spotters, there must be one for every five youth.

CUB WORLD ORIENTATION GUIDE

Cub World is a family program with Cub Scouts and their families participating in a half-day experience with a selected program theme as the focus for the program. Camping is allowed on Friday evening when you are participating in the program theme area on Saturday morning. Camping is allowed Saturday evening when you are participating in the program theme area on Saturday afternoon.

Program Theme Guides have been developed for each of the Cub World program areas. These guides are essential for the successful planning and carrying out of your pack's outing. The Cub World program has been designed to encompass more than just the day at Cub World. Examples for three or four den meetings, with suggested crafts, ceremonies, games and activities are included in the guide to help the leaders and boys prepare and get excited about their Cub World experience. The crafts and other aspects of the den meeting program can actually be used at Cub World to enrich the experience of the boys.

In addition, the program for the day will be outlined with a schedule to follow. Your pack has the option of developing its own program, but **you are restricted to the program area you have reserved**. The program is designed to be run by the den and pack leaders. There won't be any staff available, except for the Camp Wisdom Rangers and Camp Master Corps, who conduct check-in and check-out.

The basic agenda in the Program Theme Guides call for the Cub Scouts and their families to arrive at the site on Saturday at 9:00 a.m. and be departed by 12:30 p.m. or arrive at 1:00 p.m. and be departed by 4:30 p.m. The open activity areas are available for your use before or after your reserved time in the program area.

PROGRAM AREA THEMES

Six theme areas are available to reserve.

Captain's Cove

High seas adventures await aboard two 40 ft. long land ships with upper and lower decks, cargo nets, catapults, and the facilities for rain gutter regattas



Mikanakawa Village

Native American culture comes to life in the Mikanakawa Native American Village with its archery range, ceremonial ring, and teepees

Fort Farrington

Rustic Fort Farrington offers a taste of the old west, complete with BB range and a jail, horse shoe pit and "steer" roping





Ye Olde Dee Brown Castle

Travel back in time in this medieval castle, a two-story kingdom including an area for building sand castles, an oversized chess board and maze

Mountain Cave

Explore the 175 ft. of underground caverns and climb a mountain at this man-made earthen structure to let your fantasies run wild



Southwest Airlines Freedom Flight Space Village

Take off for high flying adventure in the Freedom Flight Space Village, a 23 ft. tall structure of colorful tubes forming a space shuttle and rocket with a real plane to allow imaginations to soar

Open Activity Areas

There are several areas that can be used without reservations in addition to the area you reserved. **You must have a reservation for one of the program areas to use the open areas of Cub World.** If you have reservations for one of the activity areas at 9:00 a.m., you might stay after 12:30 p.m. to enjoy the Southwest Freedom Flight Space Station to let the imagination soar to the outer limits of fun. Also available for unreserved usage is the General Electric Nature Pavilion, with picnic tables for crafts. There will be access to a volleyball court, basketball



half-court, shuffleboard, box hockey and picnic tables in the Activity Center. A softball diamond and obstacle course are included in the Open Activity areas. The Swimming Pool is available but takes a separate reservation in advance from the Council Office. The fee is \$2.00 per person per day for the use of the pool. Fees are paid to the Ranger the day you use the pool. The BSA Safe Swim Defense Plan must be followed to use the pool. If you have reservations at 12:30 pm, you could come early and use the facilities. **Cub World hours are Saturday only from 9:00 a.m. to 4:30 p.m.** Usage of Cub World open activity areas might need to be shared with other units if they decide to come early or stay late. Cooperation among the unit leaders in working out the details of sharing the facilities would be important to ensure a good experience for the boys.



Reservations and Applications

Packs need to make their reservations as early as possible (schedules made from September to August – one year at a time) by calling 214-902-6764 or coming to the Council Service Center at 8605 Harry Hines Blvd. Reservations will be taken on a first come basis. A complete Cub World Day Use Permit must be filled out to confirm your registration. No reservations will be held without this complete permit. It is preferred you fill out your Tour Permit at the same time you make your reservation. One unique feature of Cub World is that it is FREE! Of course, the pack and families will have some cost involved to prepare for and carry out the experience. For example, food should you want to picnic and BBs if you want to shoot or swimming pool fees, but there will be no charge for the facility.

Family camping is only permitted at Cub World. The campsites are pre-assigned. You can only camp at Cub World when you are participating in one of the program areas. Camping is permitted on Friday night when you attend a program theme area on Saturday morning. Camping is permitted on Saturday night when you are attending a program area on Saturday afternoon. Camping hours: Friday night 4 p.m. and clear campsite by 2 p.m. Saturday. Saturday night after program area and clear campsite by 12 noon on Sunday.



Program Planning

Since Cub World is a very popular program, reservations should be made as far in advance as possible. Your pack should schedule your Cub World trip as part of your annual pack planning conference, and you may even want to schedule a year ahead. Begin talking about Cub World with the boys and parents several months before you go. That will give them something to look forward to, and also ensure that they don't make other plans for that day.

Assign coordination of the Cub World trip to a pack leader other than the Cubmaster or the Committee Chairperson, possibly a parent who has good organizational skills.



Make sure the Cub World pack coordinator has a copy of the Orientation Guide and the Program Theme Guide for the selected activity area. These two books will give the leader an idea of what is available in the chosen area and what they need to plan. This person needs to be Cub World qualified. It is imperative that a program be planned. Do not show up at Cub World without any idea of how three or so hours are going to be filled. Disaster will follow if you do.

Detail planning should begin three months prior to your outing. At this time, the coordinator should meet with the den leaders and Cubmaster to review the den and pack meeting program outlined in the Program Theme Guide. Den leaders should decide what crafts they want to work on and costuming to be used during the activity time.

If they want a more elaborate program than that outlined in the guide, they may want to start working on it earlier. Try to get agreement for all dens to work on the same things. At this meeting you also should agree on the program to be following during the time at Cub World, whether you use the provided schedules and guidelines for the activity areas or develop your own. Also agree on arrival and departure times. Plan a menu if a meal is to be served.

One month prior to the visit to Cub World, hold a parents meeting. This may be done as part of the pack meeting, or be held with individual dens. Let the parents know what to expect, what to bring, and give them a basic outline of what the program and schedule will be for the visit. Find out how many plan to attend.



Arrival and Departure



Cub World is located at Camp Wisdom. It is located at 6400 Redbird Lane. From Grand Prairie, take I-20 east. Take the Cedar Ridge exit. Turn left on Cedar Ridge, then left on Redbird Lane (first road left). Go ½ mile to camp entrance. An alternate route is to take Loop 12 south to Spur 408. Exit Grady Niblo Rd. Turn left under the highway

and then right on the service road and follow this road as it curves to the camp entrance on your right.

Once at camp, have your Cub World coordinator report to headquarters and check in with the Ranger or Campmaster on duty. He will ask to see your Cub World orientation card. Again you must be Cub World trained to use the areas and check in. If you are doing archery in the Mikanakawa Native Village or shooting BB guns at Fort Farrington, he will ask to see the certification cards of the people who will run those ranges. Only the Range Master can check out the range supplies. **No equipment or ammunition may be brought to camp.**

Check out will include returning to headquarters and signing out. The Ranger will inspect the activity area for cleanliness and condition of the area and then give permission to depart.

Safety Issues

Safety is a major concern when you take Cub Scouts and their families to an outdoor facility. The Boy Scouts of America strives to keep its facilities as safe as possible, but boys and their leaders and parents must follow the guidelines to ensure a safe experience.

Boy Scouts of America requires that all participants going to or from a scouting activity should wear seat belts. No one is allowed to ride in the back of a pick-up truck, even while in camp.

The Boy Scouts of American prohibits the use of alcoholic beverages and controlled substances on any property owned and operated by the Boy Scouts. Parents should be advised of this policy prior to the outing, and pack leadership should immediately address any violations that occur. There is absolutely no exception to this policy.

Campfires are not to be built at Cub World anywhere except in the Mikanakawa Native American Village fire ring. Campfires should never be left unattended. Always have two full buckets of water next to the campfire to extinguish fire that might get out of control.



There are some nature concerns in the Cub World area. There is some poison ivy in the area. Also show them a picture of poison ivy from the Boy Scout Handbook and advise them to steer clear of plants that look like the picture. If you see a snake, the best rule is to avoid it. Don't take a chance. Make sure the Cub Scouts understand.

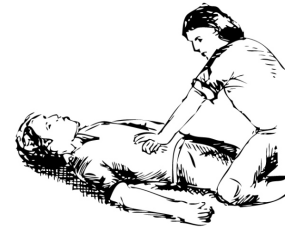


Storms are always a danger in Texas. Should a thunderstorm approach, take proper precautions. Lightning tends to hit the highest point in the area. Make sure to get away from open fields, hilltops or solitary trees or buildings. The Cub World Activity Center can be used as refuge from inclement weather.

Everyone using Cub World is responsible for the health and safety of all who are attending Cub World. Circle Ten Council does carry campers insurance and sickness insurance for each **registered** adult and scout attending Cub World activities. Please note that **non-registered youth and adults are not covered**. First aid must be provided by the packs.

It is hoped that a medical emergency will not occur during the Cub World experience. However, if an emergency should occur, immediately contact the Ranger on duty. The Ranger can contact emergency facilities and arrange for a life-flight helicopter if necessary. The Ranger also has directions to the nearest medical facility.

The parents should accompany their child to the hospital. If the parent is not in attendance, make sure the adult who accompanies the child has the medical release form signed by the parent. The accompanying adult should call the parent as soon as they reach the medical facility. Find out prior to the visit to Cub World if any parent is CPR trained so they can be called upon should an emergency arise.



Trading Post

There is a trading post that has Cub World patches, T-shirts and other items for sale. It is open from 10 a.m. to 2 p.m. on Saturday. Also available at the trading post are the type of BBs that are needed for use with the camp guns and some craft kits. The BBs must be purchased at the trading post. The patches make a great memento of the Cub World experience, and are available exclusively at the camp trading post. They are not available at Scoutfitter, so be sure to stock up while you are there. Be a good customer. Remember, Cub World is free, and the only method to offset operating cost is through the trading post business.



Other Topics of Interest

Environmental awareness is very important at Cub World. With the large number of people in attendance each weekend, everyone must do their best to keep the environment in as good condition as possible. Make sure to keep trash picked up. Your assigned activity area should be patrolled for trash before you leave. This can be a fun activity/service project for the boys to see how much trash they can collect. Don't let the boys pull branches off or try to cut down trees. Remember, other Scouts and their families will enjoy Cub World in the years to come, so try and leave it in better condition than you found it.