

2018 Harford District Cub Scout Day Camp

soon to be

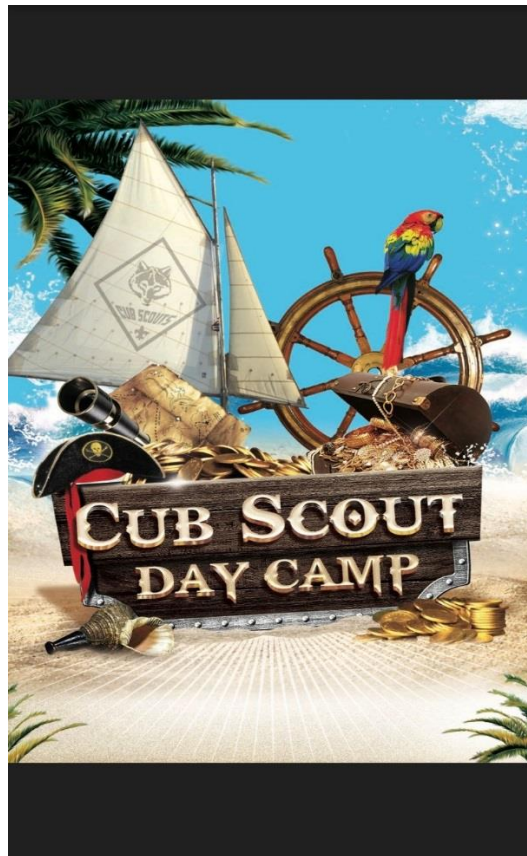
CAMP MUDDY RIVER

June 24-29, 2018

Cub Buccaneers, Adventures on the High Seas

LOST!

(Web II: Castaway II Hiking Safety)



Station Volunteer's Guide

Volunteers do not necessarily have the time;
They have the heart. And YOU are the heart of our
camp. Thank you!



Please, please read this guide!

What is being covered at most stations is important so that the scouts earn the correct achievements toward rank or advancement. Some stations are JUST for fun, though and are not designed for earning anything.

HOW YOU present the material is not set in stone and can be presented in any manner that best suits you, as LONG AS THE REQUIREMENTS ARE MET FOR THE SCOUT.

.....in other words...

If you find a better way to accomplish the requirements or if the method we have outlined doesn't seem to be working...please feel free to change it! *This is only a guide...do what works best for you and the scouts coming to your station.*

One other thing to keep in mind - some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again - we are glad to have you as part of Harford Day Camp!

Station Procedures

- *Read your schedule and BE PREPARED!*
- Monday: stations begin at 10:15am; Tues-Fri: stations begin at 9:15am
- Usually 2 dens at a time (max 24 youth),,,,,but there could be more
- Greet dens as they arrive. Ask for their cheer!!!
- It is very important that you start and end on time!
- Each time limit is only 45 minutes. Late arrivals CANNOT stay late; it interferes with the overall schedule. If available, they can come back at a free time.
- Execute the station with energy and enthusiasm! Let the scouts do as much for themselves as possible. It doesn't need to be perfect, they just need to Do Their Best!
- Remember the Alamo, um BEADS!! One bead/scout/participation. (*Beads can be given to the den leader for distribution.*)
- Take a breath, then prepare for your next group.

• *Last station of the day*

Organize station items in the bag/container provided and store where directed. In case of inclement weather, take your station items to the nearest shelter where directed.

Complete a Station Evaluation (inside front cover). Return to the Admin tower or the Crouse Building.

******Last station of the week******

Dispose of anything no longer useable: please recycle when appropriate.

- Inventory your station (See the inventory sheet in the front pocket of the station guide)
- Return all items that you can to Crouse/trailer staff.
- You are ALWAYS invited to help pack up the camp.

Station Overview/Objectives:

- Discussion
- hands-on activities
- learn what items should be in an outdoor survival kit
- watch a demonstration on two different ways to remove impurities from drinking water.

Set-up & Break-Down

- 1) Set out items for survival kits.
 - 2) Set out items for treating drinking water.
 - 3) Set out items for the signal mirror
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- 1) Return all materials to the bins.
 - 2) Please assure that all bins are closed tightly and place under the tent for the night.
 - 3) In the event that rainy weather is expected, please take the bins into the Crouse building for the night.

Activity 1: Create a survival kit

Supplies: backpack, water bottle, sunscreen, first-aid kit, extra clothing, rain gear, pocketknife, flint & steel, flashlight, map & compass, trail food, signal mirror, whistle, duct tape, large trash bag (there will be 2 bags with one of each item and other things that do not belong).

- Divide boys into two groups of 12.
- With each group working separately have each boy select an item for the kit, explain why it's important for survival, and then put it in the backpack.
- When there are 12 items beside the backpack, ask if everyone is satisfied they have all the right materials.
- If not, let them try again.
- After all are satisfied, go over the list and let them know if they are correct or if there are any items they have wrong.

Activity 2: Treat drinking water to remove impurities – this is a demonstration

Supplies: water from stream or pond, buckets, water bottles, gloves, water purification tablets, bleach, poster

Examples of why water needs to be purified when backcountry, hiking or camping.

- Pesticides, fertilizers, chemicals from farms, mines, manufacturing plants
- Hikers who are not environmentally conscious
- Forest animals who do their business near streams

A stream that looks clear can contain all kinds of pollutants and bacteria.

- *Gardia lamblia* - waterborne protozoan that spends part of its life cycle in mammals' intestines & can make humans very ill
- *Cryptosporidium* - can also make humans very ill
- *E.coli* & *salmonella* - can also make humans very ill and can be fatal

Purifying water is the solution.

- Water purification tablets (follow package instructions)
- Chlorine bleach, plain, no added soap or fragrances, 8 drops per gallon of cool water, let stand 30 minutes, if it smells of chlorine you can use it; if not treat again and wait another 30 minutes. If it doesn't smell of chlorine discard it and find another water source.
- Boiling - takes a lot of time and fuel to boil enough water for a group of scouts. Plus the water has to cool and will taste of smoke. Bring to a boil with half inch bubbles and let boil for one minute.

Activity 3: Lost in woods

Supplies: S-T-O-P poster, whistle, signal mirror, aluminum foil squares

- Discuss what to do if scout becomes lost in the woods.
- Review the poster. (Cover up the answers and see if the scouts can guess them before explaining them.)
- Discuss how to help searchers find a lost scout.
- The universal distress call always comes in threes:
 - 3 shouts
 - 3 blasts on a whistle.
- Make a smoky fire in daytime (toss grass or green leaves on flames to make it smoky), or a bright fire at night.
- Spread extra clothes or anything bright in the open to catch eye of rescue pilot.
- Pitch a tent or make a shelter.
- Use the gear you have to stay warm & dry.
- You can last several days without water; several weeks without food.

Signal Mirror Activity:

Tell the boys: On a clear, dry day, a signal mirror can project an attention-getting signal as far as 15 miles. And if you're looking for the signal, expecting it, you can spot it up to 20 miles away. Rescue teams, first responders, air and sea pilots, and military personnel are all trained to recognize intentional reflective signaling as a distress call.

- Demonstrate how to make a signal using a mirror.
- Hold mirror with one hand and extend other hand in front of you.
- Tilt the mirror until reflected light from the sun fills your empty palm.
- Make a V with your illuminated fingers and then sight through the V towards an aircraft, or any shiny item.
- The boys will use a piece of foil to reflect the light.
- Break boys into groups of six and give each boy a chance to make a mirror signal.
- They should only sight on the foil, not on an aircraft that may be in the sky! They also should not direct their signal towards anyone's face.



*******Last station of the week*******

Lucky YOU!!

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Inventory

LOST! (Web II: Castaway II)		
	opening	closing
station guide	1	
Activity #1: backpack	2	
water bottle	2	
sunscreen	2	
first-aid kit	2	
extra clothing	2	
rain gear	2	
Pocketknife	2	
flint & steel	2	
flashlight	2	
map & compass	2	
trail food	2	
signal mirror	2	
whistle	2	
duct tape		
large trash bag	2	
Items that do not belong in survival gear		
Activity #2: buckets		
water from stream or pond		
water bottles		
gloves tablets poster		
water purification		
bleach		
poster		
Activity #3: whistle		
S-T-O-P poster		
signal mirror		
aluminum foil		

