



Introduction

Step 1

First Pitch

for Cub Scout Packs

Introduction

Dear Beaver Scouters and Cub Scouters,

We are delighted to bring you our eight-step 'Camping with the Stars' resources over the next few weeks. These resources aim to help you and your Colony or Pack to have a fun-filled, youth-centred camping experience in May or June 2018 by building your capacity and confidence in camping step-by-step.

Step 1: **First Pitch** 31st January 2018

Plan for camp in small groups; roles for Scouters.

Step 2: **Gearing Up** 21st February 2018

Clothing, layers, personal first aid kit, packing an overnight bag, hygiene.

Step 3: **Out and About** 21st February 2018

Day activity with the correct gear.

Step 4: **Site and Oversight** 7th March 2018

Group gear, Leave No Trace, risk management, site layout.

Step 5: **Food for Thought** 7th March 2018

Overnight with food hygiene and prep in small groups.

Step 6: **Spars and Sparks** 11th April 2018

Tent pitching, gadget construction, fire-lighting.

Step 7: **Adding the Magic** 11th April 2018

Campfire, Scouts' Own, flag ceremony, gear check, revision.

Step 8: **Camping with the Stars** 2nd May 2018

Revision, get out and camp, review.

We hope you find these resources helpful and informative. Remember, your Scout section may also benefit from camping resources, which are organised slightly differently than those for Beaver Scouts and Cub Scouts.

Wishing you and your Colony or Pack the best of success in the months ahead. Happy camping!

Ian Feighery

Programme Commissioner (Beaver Scouts)

Eilís Molamphy

Programme Commissioner (Cub Scouts)



First Pitch



Year Plan

The annual Pack Holiday should be the highlight camp of the scout year, when Cub Scouts put all their acquired knowledge of their camping adventure skills to best use.

Cub Packs should run shorter camps during the year in order for the Cub Scouts to gain confidence and skills while on camp. Ideally, the first camp of the year should be during the mild autumn weather as this may be the first introduction to camping for some Cub Scouts who may not have advanced from the Beaver Scout Section. This shorter camp could be an overnight and could possibly be held indoors in a Scout Den. Don't go too far away from home and ensure parents are available over the weekend for any physical or emotional emergencies. The second camp should be in the bright spring weather and should be under canvas if possible. If the Cub Pack is part of a new Scout Group and has never camped before, try going on a joint camp with a more experienced Cub Pack from your Scout County to gain experience and confidence in taking youth members away and practicing camping skills.

Early in the Scouting year, it is important to identify a campsite and dates for your annual Pack Holiday. This will allow families and Scouters advance knowledge to prepare and ensure the weekend is kept free for the camp. Ensure that adequate Scouter cover is available to cover ratios allowing for illness or other mitigating factors. This date should be given to the Group Leader as well as the Quartermaster along with a basic gear list for the Pack so as to ensure that if another Programme Section is heading off on camp during the same timeframe, that there is adequate gear and equipment available.

Several months ahead of the camp, Scouters should do a reconnaissance of campsite. Know the location of the camping site; get a map or GPS coordinates of the area; know the travelling route and the time it takes to get to the campsite and locations suitable for a comfort stop if the journey will be long one. It would be worthwhile to try to imagine the campsite under inclement weather conditions. Consider if there any mitigating site conditions that would make you apprehensive about the choice? Study the local ordnance survey map of the district to see what opportunities there are for day hike, exploring, water activities and local shops.



First Pitch

Programme

Just as you have a programme cycle for weekly meetings, programme is essential for camp. A programme is necessary to ensure that the purpose and goals of the camp are achieved and that the camp is conducted in a worthwhile and safe manner for the Cub Scouts attending. The programme for camp is dependent on factors such as site, the time of year, the purpose of the camp, and the length of the camp. Additional factors to consider:

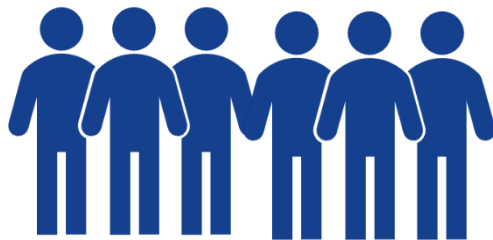
- Cub Scouts want scouting, so an active programme will keep Cub Scouts busy and happy.
- The programme should be decided on by the Cub Scouts; brainstorming in their Pack Forum and then refining their plans in the Sixer Council.
- The programme should cater for all of the SPICES and should include a campfire and a Scouts Own.
- The programme timings should be structured so as not to interrupt mealtimes and bedtime. Time is needed in the programme to allow Cub Scouts to help before and after their meals. Alternative activities needed for Cub Scouts not helping at those times need to be provided.
- Structured free time should be provided within the programme to allow for Cub Scouts to explore nature and socialise utilising the Sixers and Seconders to lead this.
- Ask the Sixer Council to draft a set of Camp Rules for approval.
- Plan B – make a provision for a wet weather programme in case the weather conditions are unfavourable for your original planned programme.
- There should be opportunities for progression in Personal Journey Badges Turas, Taisteal, Tagann awards as well as the advancement of Adventure Skills.



First Pitch

Sixes in Action

- The Cub Scouts should perform camp chores and cooking within their Sixes in a rota.
- Opportunities for Sixers and Seconders to learn organisation leadership skills.
- Activities and meals should be performed in the Pack's Sixes as much as possible.
- The Buddy system should be used to help Cub Scouts look out for each other especially for new Cub Scouts or those who are new to camping.



Support

- Encouragement from Scouters.
- Support provided by Scouts and or Venture Scouts if help is need with camping skills.
- Our campsites provide excellent programme centres for your camp. Each site has a team who will help you with programme ideas including on-site activities, potential day trips and details of local shops and transport and wet weather shelters for wet days. The campsites are also available for pre-visits where you will be able to see your campsite and view programme areas and any discuss access issues.



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Roles for Scouters

Camp Chief: Responsible for coordinating, organizing and ensuring documentation is completed and filed with the relevant bodies. Acts as the first point of contact for the whole camp. Makes sure that all role holders, both adults and youth members, are supported and know what is expected of them. Ensures that timings are kept and that back up plans are put in place in case of adverse weather, illness or other issues which may affect the planned schedule of activities.

Quartermaster: Responsible for the Pack's Equipment including the preparation, during and after the camp.

Camp Chef/Cook: Responsible for the food including purchase, storage of food and supervising the Cub Scouts preparing meals.

First Aider: the lead first aider who is responsible for ensuring consent forms are up to date and holds the managing medications forms as well as any Cub Scout medications; ensures that the First Aid kit is complete and performs the primary delivery of First Aid on camp.

Programme Coordinator: Coordinates the programme material and ensures there are Scouters assigned to the different challenges.

Treasurer: Ensures that camp is kept within budget. Holder of petty cash on site. "Camp Bank" manager, if using this option.

Scouts Own Lead: Assists the Cub Scouts in preparing material for and organising the Scouts Own.

Campfire Lead: Plans and leads the campfire.



First Pitch



Roles for Cub Scouts

Quartermaster: Responsible for making a list of the Pack's Equipment prior to the camp; ensures that returned items are ticked off the list as they are packed for return to stores at the end of the camp.

Camp Chef/Cook (rotating): Responsible for the preparing and cooking meals as per agreed menus.

First Aider: Holds the highest level of emergency adventure skills badge on camp; checks that the First Aid kit is stored in a visible location and assists in the delivery of First Aid on camp.

Scouts Own Lead: Helps prepare material, location, and props if necessary, for the Scouts Own. Assembles a team to deliver the Scouts Own.

Campfire Lead: Helps to light the campfire and encourages Sixes to participate in the campfire

