

Day Camp 2026

Leaders Guide

Mountain West Council BSA
Boise Office
8901 W Franklin Rd.
Boise, ID 83709
Phone: 208-376-4411

www.mountainwestcouncil.org

Camp	Dates	Days	Location	Check-in Time	End time	Camp Program Coordinators
1	June 6	Sat	<u>Murtaugh</u>	8:30 AM	3:00 PM	Kathryn Bowyer
2	June 13	Sat	<u>Montgomery Farms-Ontario</u>	8:30 AM	3:30 PM	Jan & Mike Partin Tonia Montgomery
3	June 20	Sat	<u>Cathedral of the Rockies – Amity</u>	8:30 AM	3:30 PM	Dennis Bankhead

The \$30.00 fee includes a patch

While all camps are themed the same, each will be unique. Program, Amenities, & Camp Experiences

What is Cub Day Camp?

Cub Day Camp provides Cub Scouts and their leaders FUN and ADVENTURE in the outdoors! These day camps are for all Cub Scouts. Camps are offered in the Magic and Treasure Valleys. Day Camp supports the aims of Scouting: character, citizenship, personal fitness, and leadership. While adventures are earned at camp, the primary focus is having FUN in the outdoors. Highlights could include STEM Activities, Crafts, Physical Activity as well as possible Shooting Sports. Register for the Cub Day Camp that works for your pack TODAY!

What to Bring

- Refillable water bottle
- Close-toed sturdy shoes that can get wet
- Sack lunch and cooler for storage
- Sunscreen & bug spray
- Hat (highly recommended, label!)
- Rain gear (watch the weather forecast to be prepared)
- Wagon for pack gear (optional)
- Positive attitude!
- Pop-Up - One per Pack

Please Leave at Home

- Pets
- Pocket knives
- Electronic devices (iPod, youth cell phones, hand held games, etc.)
- Open toe shoes, flip flops or Crocs
- Matches, lighters, or fireworks
- Young children or siblings not registered

Pro Tip - Label all belongings with First Name and Pack Number!

Pack / Walking Leader

Two-Deep Leadership – A minimum of two registered adult leaders 21 years of age or over are required at all Scouting activities (including Day Camp). A registered female adult leader over 21 must be present for any activity involving female youth.

For Day Camp, BSA policy requires an additional registered adult for every 1-4 scouts after the first 8.

All BSA registered leaders attending camp must have current Youth Protection Training (YPT) prior to camp.

It is suggested that all other adults attending camp should complete Youth Protection Training prior to attending.

Walking leaders are adults who walk from station to station with the scouts during the day at camp. They directly supervise their scouts and have fun.

Pack coordinator is a registered leader who will check-in Pack adults and scouts at the registration area, verify attendance and make sure all forms are complete and accurate.

Den Chiefs (Scouts BSA from a troop) are a great asset to walking leaders; their purpose is to help the scouts with their projects and activities. Walking leaders should:

- Enforce the buddy system.
- Provide discipline for your pack using principles taught in Youth Protection Training.
- Escort your scouts to each station.
- Assist with activities.
- Keep track of possible achievements for each scout (a possible achievement list is provided).
- Always keep track of scouts.
- Do not let the scouts run around unsupervised.
- Bring extra parents/leaders for scouts that need extra supervision.
- Plan transportation to and from camp.
- Supervise lunch.
- Communicate with Camp Staff with questions or requests.
- Help the scouts keep track of their belongings (label everything with name and pack number).

How does camp happen?

Our camp can only happen with the volunteer helpers from each pack.

- Each pack will provide 1-2 parent helps to work at the stations
- If a parent has a particular skill or interest, let us know to accommodate
- Scouts BSA can also volunteer and earn service hours for their time
- During registration, provide a contact name and email, we will take it from there

Transportation

Transportation is the responsibility of each pack. Due to limited parking space, please try to carpool. Make sure everyone knows what your pack's plan is. Parents, leaders, and scouts need to **know where to meet, what time, and how they are getting home (it is the Unit Leaders responsibility to make sure ALL Scouts are picked up before they depart – not the Camp Staff)**. Use caution and stay alert in Risk Zones (entrances, exits, and parking areas). All scouts and volunteers must wear seat belts when riding in any vehicle. **Scouts are not allowed to travel in the backs of trucks or campers.** Whether you carpool or meet at camp, please follow these guidelines so everyone arrives together safely.



Arriving at Camp

- 1) Check-in begins at 8:30 am. All participants should plan to arrive no later than 8:45 am
- 2) Everyone in the pack gathers at the post with their Pack #
- 3) The Pack coordinator check-in your unit after the entire group is present
 - Bring the attached roster of a scouts, guests and adults
 - Bring completed consent/health forms for new scouts or adults
 - Verify scouts in attendance. Everyone must have completed [BSA INFORMED CONSENT, RELEASE AGREEMENT AND AUTHORIZATION & HEALTH HISTORY](#) (2019 printing) and have paid
 - Verify leaders in attendance. Turn in consent/health forms as well as proof of current YPT for any substitutes
- 4) Remaining adults and scouts proceed to the gathering area
- 5) All adults and Scouts are required to wear a wristband to show that they are checked in
- 6) Each pack will be put into groups to visit each station throughout the day. Larger packs may be split into smaller groups, and smaller packs may be combined with other packs to keep the groups balanced.
- 7) Opening ceremonies begin promptly at 9:00 am

Lunch and Drinks

Everyone will need to bring their own lunch/dinner and cold storage. We suggest sack lunches that can be kept in a cooler until mealtime. You will have plenty of time for meals, so please leave coolers in your car. Feel free to bring camp chairs and pop-up shades to create your own shade area. Camps MAY have covered areas, which you are welcome to use. Everyone should bring a refillable water bottle, labeled with name and pack number. Refill water coolers will be available. Your pack can choose where to eat lunch, but each pack should stay together. Please supervise scouts. They may visit the restrooms, etc. using the Buddy System.

Leave No Trace and take your trash to the dumpster or your car. Not all camps have trash facilities, so please ‘pack it in, pack it out.’ THANK YOU!!



Praise and Discipline

When you catch a scout doing something good, **praise him/her openly in front of the group**. When a scout behaves inappropriately, **pull aside and talk to him/her about the behavior**. Make sure you are out of earshot, but within sight of others. Please do not belittle or embarrass the scout. If the scout continues to misbehave, contact the Camp Director. Remember to always maintain 2-deep leadership.

Buddy System

Please enforce the Buddy System at camp! No scout can go anywhere without their buddy. This includes the the restroom (port-a-potties are in plain view of camp and can be accessed any time). Please discuss the Buddy System with your scouts and all leaders before coming to camp. All buddies need to be of the same gender and recommended to be within 3 years age of each other.

First Aid



Report ALL injuries to the Camp Health Officer, no matter how small they may be. The Health Officer can be found at the First Aid station, near the Check-In area. NEVER send a scout to the First Aid station alone. Always use the Buddy System during camp.

Daily Activities

- *Gathering Activity* – As packs arrive, our program director will gather scouts and leaders for a fun activity while an adult leader checks in the group.
- *Opening Ceremony* – Promptly at 9 AM all scouts and leaders gather in their color groups to honor our American flag and provide short directions for the day.
- *Meal Time Activity* – After your meal, but before returning to stations, the camp may have a special meal time activity for those interested.
- *Closing Ceremony* – At the end of the day, we'll gather to provide recognition and say good-bye to the scouts.



Arrival / Early Departure

EVERYONE must be checked in with camp staff. Even if you are a parent dropping off a forgotten lunch you must come to the check-in area first. We will assist you in finding your scout. Camper safety is top priority.

The Camp Director must sign out EVERYONE who needs to leave EARLY. Early is considered any time before the end of closing ceremonies. The adult picking up the scout must be listed in the early release section of the [BSA INFORMED CONSENT, RELEASE AGREEMENT AND AUTHORIZATION & HEALTH HISTORY](#) form, or the scout cannot be released. Volunteers need to sign out with the Camp Director, so we know who is still there and if replacements are needed.

Emergency Procedures

Listen for the emergency siren. Assemble at the gathering area and specific instructions will be given.

Severe Weather

Electrical Storm: Stay away from trees and buildings, take scouts quickly to your cars.

Severe Rain or Hail: Take cover in the nearest shelter or take scouts to your cars and wait for directions from the Camp Director.

Winds: Stay away from trees and get into an open area. If your camp cannot take place because of severe weather, camp staff will do their best to contact you with a change of date or location.

Severe Heat: If the outside temperature exceeds 100 degrees Fahrenheit, camp will be adjourned for the day.

Lost Scout: Send an adult to contact the Camp Director. Search in the most likely places: restrooms, vehicles, etc. Follow the directions of the Camp Director.

Health Emergencies: Stop life-threatening dangers to keep the victim from further harm. Notify the Camp Health Officer and Camp Director immediately. Contact parents/guardians.

Child Abuse: Separate victim from abuser. Notify Camp Director immediately or MWCouncil Cub Scout Day Camp advisor, April Wagner at april.wagner@scouting.org 208-376-4411

Scouts First Helpline **(1-844-SCOUTS1)**

Lost and Found

Lost and Found items will be secured at the Check-In area. We will bring lost and found items to the closing ceremony at the end of each day. All items that are not claimed are delivered to the MWCouncil Office and then donated to if not retrieved by July 31ST, 2026.