



2016 Cub and Webelos Scout Resident Camp Planning Guide



Prepared. For Life.®

Dear Cub Scout Leaders and Parents:

Our staff is committed to making your summer camp experience the highlight of your Cub Scouting year. The outdoor setting offers your Scouts the opportunity for outstanding adventures including swimming, fishing, hiking, nature study, and more. We continually enhance our program to provide the best well-rounded camping experience for your unit and your Cub Scout. Each Michigan Crossroads Council camp provides distinct characteristics to enhance your outdoor program opportunities.

This guide is constantly being updated to provide you with the latest information on our facilities, programs, and tools to help you plan your troop program for the week. For the latest information and changes, please visit our website at www.michiganscouting.org. Arriving to camp prepared for your stay will enhance your experience and ensure your safety.

Camp Munhackle

Located on the Shore of Bruin Lake, Camp Munhackle stretches 120 acres through a deciduous forest. The camp has access to over 11,000 acres of state land including a chain of lakes that flow into the Huron River. In addition, the trail system covers over 70 miles for biking, hiking and backpacking. Not only is Camp Munhackle home to many different species, it's home to many scouts throughout the year. Camp Munhackle maintains very large, spacious campsites in a park-like setting. Camp Munhackle is an ideal place to stay year round to observe nature and be in Michigan's great outdoors.

Our Camping Committee welcomes you to this Michigan Crossroads Council Camp! We are proud of the Boy Scouts of America's history and pledge our support to you in helping develop Scouts into responsible young men. We thank you for making a significant personal commitment of your time and talent to serve these youth and help instill the values of Scouting through outdoor program.

Cub Scout Resident Camp

Camp Munhackle is the largest attended Cub Resident Camp in the State of Michigan. Our attendees travel from multiple councils across the Midwest just to experience our scouting program. Camp Munhackle is fully insured and licensed by the State of Michigan. Our outstanding camp staff log over 40 hours of training in leadership, communication, and customer service.

Below you will find some key ingredients to our success at Camp Munhackle.

- Upon arrival, you will be assigned a large, two person tent with a screen, floor, and two cots.
- An unlimited dining buffet, including a salad bar will be served in our dining facility.
- Age appropriate activities to meet individual abilities and requirements of rank will be offered.

- Wood working handicrafts from tool boxes to bird houses will be available during the session.
- After completing an activity at each station, your scout will be presented with a pebble patch for immediate recognition.
- An entertaining, outright hilarious fire bowl performance by staff members will be sure to welcome your Scouts to camp.
- A non-denominational Chapel Service and various Camp Flag Ceremonies will be held.
- 9 Different Program Areas: BB Guns, Archery, Handcrafters, Cub/Scout Craft, Field Sports, Explorer, Swimming, Boating, and Nature.
- All of above plus MORE during free time open activities: Mountain Bikes, Fishing, GPS, Table Games, Campfires and so much more!

Over 25 years of dedication and hard work, Cub Scout Resident Camp at Camp Munhackle has become one of the top competitors in the State of Michigan.

Webelos Summer Camp

Transitioning from a Cub Scout into a Boy Scout is a big task, but our Webelos program has it covered. Our Webelos resident camp allows your son to make some pretty awesome summer camp decisions. The combination of requirements that your son wants to earn is entirely up to him!

As requested by the summer camp adult attendees last year, we are now providing the camper online registration for classes. As soon as your son is paid in full, your son with your assistance, may select a list of Webelos Core Adventure Pins that he will participate in during his stay at camp. He may select as little as or up to six activity pins. Each program area will help him complete some of the requirements for his pins. We encourage the buddy system in signing up for program activities.

Aquanaut (swimming) is the only one of the adventure pins that can be completed at camp. Camp will get you started with the basics then the Scouts will have some homework before the arrival or after the completion of camp. We will provide a list of completed requirements for each of the campers.

During the evening of day 2 and 3, there will be an open time period where each Scout has the opportunity to pick from plenty of different activities. From hiking, biking, swimming, GPS, Frisbee Golf, boating, fishing, shooting pellet rifles, games, 2016 Shooting Cub Program Shooting requirements, your Scout will be very well occupied.

Webelos will have the same amenities for campsites and tents, dining hall, fire bowl programs, and chapel services while at Camp Munhackle.

Section I: Planning Your Summer Camp Adventure

Directions to Camp

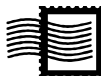
Camp Munhackle
20120 Bartell Road
Gregory, Michigan 48137

Directions to Camp Munhackle from the SOUTH:

- Take I-94 to exit 159 in Chelsea, Michigan.
- Go north on M-52 until you reach Werkner Road, take a right.
- Remain on Werkner Road while crossing North Territorial Road (it will turn into Hadley Road).
- Turn right (east) onto Bartell Road.
- Camp Munhackle is 1 mile down the road, on the left.

Mailing Address:

Mail will be delivered to your campsite or during your program rotation.



Name & Pack Number

Camp Munhackle

20120 Bartell Road

Gregory, MI 48137

What to Bring to Camp

Each Scout and Adult should bring the following items.

- All Paperwork for each participant
 - [Signed BSA Health and Medical Record parts A & B](#)
 - **Adults only**
 - Verification of current BSA Membership
 - Verification of current [Youth Protection Training](#)
 - [Central Registry Clearance Letter from the Michigan Department of Human Services](#) (adults over 21 years of age only)
- Necessary Medications **in their original container**
- Jacket, Rain Coat or Poncho
- Sweatshirt
- Uniform
- Blanket/Sleeping Bag and Pillow
- Personal Toiletries
 - Bath Towel, Washcloth
 - Soap and Shampoo
 - Toothbrush and Toothpaste
 - Comb/Brush
- Socks
- Underwear
- Bag for Dirty Clothes (laundry facilities are not available at camp)
- Shorts
- Short Sleeve Shirts
- Long Pants
- Swimsuit and Beach Towel
- Insect Repellent
- Sun Screen
- Flashlight and batteries
- Comfortable Closed-toe shoes
- Money for the Trading Post (the average Cub Scout spends \$50 in the Trading Post)
- Water Bottle

OPTIONAL ITEMS

- Fishing Pole and Supplies (We do provide Cane Poles available for all Scouts)
- Water Shoes
- Lawn Chair
- Camera
- Day Pack

Your Campsite and Amenities

All Cub Scouts/Webelos and their parents or leaders will be camping in Cub Scout Camp Sites located throughout the camp. Each tent has two cots in it. In each campsite there is a fire pit and a vaulted latrine. Two 10 X 20 Dining Flies and Showers are available 24/7 via a short hike.

Section II: Arriving and Departing From Camp

Arriving at Camp

All adult leaders, parents and campers camping at the camp must be registered members of the Boy Scouts of America, registered for the current camping session and provide a [BSA Health & Medical Record parts A & B](#). All adults need to have current certification in BSA Youth Protection. Additionally, adults over the age of 21 must present a satisfactory [Central Registry Clearance letter from the Michigan Department of Human Services](#).

Transportation to and From Camp

Transporting the Scouts, unit equipment and personal gear is the shared responsibility of the unit and the parents.

All vehicles will be parked in the camp parking lot near the dining hall. **Vehicles are not permitted past the camp parking lot except for unloading and loading. First and Last Day.**

Arrival Time

Check in for camping sessions begins on your arrival day at 1pm. You may arrive any time between 1pm and 2pm, though we recommend arriving early. Please do not arrive prior to 1pm. Our staff will be spending the morning preparing for your arrival and will not be ready to greet you. Lunch should be eaten in route to camp, as it will **not** be available upon arrival.

Check-in Procedures

1. After arriving, please proceed to the main camp parking lot. Line your group of cars in rows, when the gate opens at 1pm, all cars will be allowed to drive to their sites.
2. There will be a check-in station located in the parking lot.
 - a. Keep with you required paperwork including
 - i. BSA Health & Medical Record parts A&B for all youth and adults
 - ii. Verification of BSA Membership for each Adult
 - iii. Verification of current BSA Youth Protection Training for each Adult
 - iv. Satisfactory Central Registry Clearance letter from the MI Department of Human Services for each adult over the age of 21.
3. Our staff will work with you to coordinate the rest of the check-in. Scouts and Adult leaders will head to Medical Screening after campsite check in. When you arrive at medical check in all COPIES of paper work will be turned in, you will not get them back.
4. You will then get a tour of camp and or swim checks at waterfront.
5. Clean up and prep for your assigned Dinner Time.

Fee Payment at Camp

Any fees applying to your unit or individual Scout/Parent can be cleared up with the Business Manager when you check in to camp on day one of your session.

Check-out Procedures

At the end of the program, the site guide will check your tents, site and latrine for cleanliness for the next group. The site guide will provide your unit an all clear card and you may proceed out to the office and pick up your check out packet, with this card.

Section III: Health and Safety

Health of Campers

Each Scout and adult leader participant at Camp should be aware of the vigorous nature of living at camp. Strenuous activity may include one or more of the following: high heat and humidity, high pollen count, a lot of walking, fatigue and physical competition, exposure to bees and insects, poisonous plants, occasional encounters with wildlife etc. While camp life is not exactly “roughing it,” exposure to these elements requires relatively good health.

Health Officer

A full time health officer is on duty during camp to provide medical services for incidents beyond the ability of the unit or parents. Remember, leaders and parents are expected to render first aid for minor cases. The health officer will serve as the first line of care for any first aid beyond the level of the leader or parent. They will lead Medical Screenings, take care of sick and injured Scouts and leaders. Each Pack or family should bring basic first aid supplies.



Health Forms

All participants (including Adults) who attend Cub Scout or Webelos camp **MUST** bring parts A and B of the “Annual Health and Medical Record.”

Medical Screening

Upon arrival, every participant (youth and adult) will have a health screening by the health officer. Additionally, each Scout should have their Health and Medical Record and any medication in their own hands.

Medication in Camp

All prescription drugs taken regularly by Scouts and adult leaders should be communicated to the Health Officer during Medical Screening on Sunday. **All participants taking medication need to have the medication section of the BSA Health & Medical Record - Part B, completed and signed by a parent (if under 18) and physician.** All medication at camp should be in the original bottle that includes the individual's name, Pack number and prescription information. Please only send enough medication for the time at summer camp.

Over the counter drugs can be administered in campsites only by a designated Unit Leader or parent and only if parental permission is given prior to coming to camp.

All drugs administered to campers need to be logged on a Routine Drug Administration Form, which will be provided.

All medication in camp MUST be kept in a lockable box. If you do not have one, we can provide you with a locker for the week, at the health office. The only exception to this would be Albuterol rescue inhalers, Epi-Pens or other emergency use medications.

First Aid Policies

All major healthcare problems and first aid will be handled by the Health Officer, who is available 24 hours a day. Leaders or parents should take care of minor first aid issues. Any first aid issues that occur in Program Areas are documented by the area director and the Health Officer is informed.

Major Medical Issues

In the event of unconscious persons, suspected head, neck, and back injuries, broken bones and etc., the victim should not be moved unless in a life threatening position (e.g. underwater). Contact the Health Officer or Camp Administration immediately.

Emergency Care

Camp Munhacke has written agreements with local hospitals and EMS. In the event that a Scout needs emergency care, the leader and parents of the Scout will be notified. Depending on the nature of the emergency, the Scout's adult leaders or EMS will transport the Scout to the hospital. Below are the addresses and names of the hospitals that camp uses.

St. Joseph's Hospital
775 S. Main St.
Chelsea MI 48118

University of Michigan Mott's Children's Hospital
1540 E. Hospital Dr.
Ann Arbor, MI 48103

Drinking Water & Hydration

Due to the amount of physical exertion and heat/humidity at summer camp it is crucial that all Scouts and Leaders are drinking adequate water during the day. We recommend that each Scout drink at least 64oz of water each day. Each program area has a water source where Scouts can fill their water bottles. Remember to Hydrate, Hydrate, Hydrate! **Scouts should carry a personal water bottle. Each program area has drinking water near-by.**

Special Needs Scouts

Youth with special needs need to be brought to the attention of the Camp Director and Program Director at least two weeks prior to coming to camp. We will work with Scouts with special needs. Each program area will have a plan to accommodate Scouts with special needs.

Visitor Policy

All visitors must sign in at the Camp Office immediately upon arrival at camp and receive a wristband. Visitor meals are not part of your camp fee and can be purchased at the Trading Post.

Visitors must leave and sign out prior to 8pm or will be charged the adult leader daily fee and must have all appropriate paperwork. Each visitor must be accompanied by a member of staff or adult camper that has been cleared by central registry through the State of Michigan.

Camper Security

Camper security is of the utmost concern at camp. We are charged as a camp to keep campers safe and secure. All adult participants that have paid for camp will be given a wristband. (Broken or lost wristbands can be replaced at the camp office.) Staff and volunteers will be signified by a picture ID.

Any persons who are not identified by a wristband need to be brought to the attention of the Camp Director.

Campers Leaving Camp

The early departure of any camper must be coordinated by the Leader or Parent. **In order for the camper to be released they must be signed out in the camp office by their parent/guardian or a person specified on Part B of their Annual Health and Medical Record.** This person will need to show picture ID in order to remove that Scout from camp. **The Camp Director or his designee reserve the right to deny campers leaving camp if the proper documentation is missing.**

Camp Munhackle Emergency Procedures

- Emergency procedures are reviewed each session on Day 1 during the Resident Camp Orientation Tour.
- In an event of a tornado or high winds:

If in campsites: Blackhawk, Erie, Iroquois, Menominee, or Ottawa, go to the shower house; it is a designated tornado shelter.

If in campsites: Kickapoo, Chippewa, Munhackle, or Ojibwa, go down the ridge on the north side of Hilltop Cabin.

If in campsites: Huron, Pines, Potawatomi, or Sauk, go behind the berm at the BB gun range.

Stay there until the ALL CLEAR is sounded.

If in program areas: Archery, BB Guns, or Sports, go behind the berm at the BB gun range.

If in program areas: Waterfront, Nature, or Handcrafters, go to the shower house; it is a designated tornado shelter.

If in program areas: Scout Skills or Explorer, go down the ridge on the north side of Hilltop Cabin.

Stay there until the ALL CLEAR is sounded.

CAMP OFFICE PHONE NUMBER 734-498-2840

Emergency Number for Ranger / Director Ron Brunt 734-368-8019

Camp Emergency Signals

A state of emergency will be determined by the Camp Director, Program Director or Ranger. Read the information below to learn the three emergency signals, and how to respond to them. Ask a staff member if you have any questions.

A. A SOLID THREE MINUTE BLAST: Tornado or Windstorm: Immediately take cover where you are. Reference Emergency Procedures page for where to take cover at your current location. REMAIN IN YOUR PLACE OF SAFETY until the ALL CLEAR has sounded.

B. A SERIES OF THREE BLASTS REPEATED SIX TIMES: Fire, Lost Camper, Earthquake, Flood, Severe Storms or Health Emergency: Campers report immediately to Dining Hall-Parade Field. Adult Leaders: make sure all adults and youth in your site are accounted for. EVERYONE REMAINS until the ALL CLEAR is sounded. Your campsite guide will make sure your site is accounted for.

C. A SERIES OF SHORT BLASTS FOR TWO MINUTES: Waterfront Emergency: All campers report immediately to their Dining Hall-Parade Field. Adult Leaders: make sure all adults and youth in your site are accounted for. EVERYONE REMAINS until the ALL CLEAR is sounded.

THE "ALL CLEAR" IS A SERIES OF 4 LONG BLASTS

Camp Vehicle Policy

A leading cause of accidents in Scouting are motor vehicle related. **There are no cars allowed beyond the camp parking lot outside of check-in and check-out days.** Camp service vehicles are the only vehicles permitted beyond the parking lot. The Camp Director reserves the right to make exceptions to this policy for delivery trucks, construction, emergency or medical reasons.

Uniform in Camp

One of the methods of Scouting is Uniform. It is one of the most visible things that sets Scouts apart from others. We encourage all campers to wear the uniform completely and properly. We encourage all to wear the uniform at Closing Flags and all Dinners. **We also encourage all campers bring theme related clothing (costume if wish).**

Section V: Camp Services

Camp Rangers and Quartermasters

The Rangers take care of all logistics and maintenance on camp. You will see them throughout the week moving and repairing equipment, mowing grass and maintaining the facility. Any maintenance issues should be communicated to the camp office.

Garbage

Each evening garbage is picked up from the designated garbage pickup areas. Please have your trash in those areas to ensure pickup. Designated areas are by the road at the entrance to your campsite.

Trading Post

The Trading Post is a one stop shop for all your camp business and equipment needs. We carry a vast selection of souvenirs, camping gear, cold soda, ice cream, refreshments, knives, and lots of other items.

Regular hours will be posted.

Phones in Camp

Every leader or parent will need to register a cell phone number upon arrival. This phone will be one of our ways of contacting leaders throughout the week. Keep in mind that Scouts calling home could compound homesickness issues.

Wi-Fi

Wi-Fi is not available at Camp Munhacke.

Food Service

Camp Munhacke offers Cub Scout and Webelos camp participants dining in Lodge. Meals are served buffet style. Meal times will be posted and discussed at the campsite Leaders' and Parents' meeting.

Menu

The camp menu is designed and approved by a licensed dietician to meet the dietary requirements of an active Scout and Leader.

Dietary Requests

The food service staff is committed to accommodating campers with special dietary needs. We have included a form for you to request special dietary needs for anyone in your unit in the Appendix. Please complete this form and submit at least one week prior to arrival for each individual with a special dietary need.

Camp Program

Camp is program! The following pages, contain relevant information on each program area on camp as well as a schedule for both Cub Scout Camp (3-day) and Webelos Camp (4-day). If you have any questions or need clarification, please contact us. Detailed information follows on the following pages.

Schedules are subject to change in order to provide the best possible experience to your scouts.

This year's 2016 theme of Cub Scout Investigator – Search for the Arrow Head of Light has placed our scouts in a position of becoming a sleuth, archeologist, geologist, detective, and a Scout. During your stay you will travel down an adventurous path to find the missing artifact, the Arrow Head of Light. With the mottos of “Be Prepared” and “Do Your Best”, as a scout do you really need anything else? During your first day / check-in, the Staff will be in scout uniform and later that evening will be transformed into another place and time. As our guest, you are welcome to show your scout spirit by dressing in theme. Think of Indiana Jones, Tomb Raider, Inspector Gadget, or another one your favorite adventurers as this will aid you in discoveries in camp.



Program Areas

Development of Triad Programing keeps travel time down to a minimum during your stay. Your campsite will rotate between three activities closest to your site then to the Dining Hall for lunch and then travel to another part of camp for another rotation of three. In the morning of day three you will go to the last set of three. The following are the different program areas:

Shooting Sports Triad Program: BB Guns, Archery, and Sports

BB Guns and **Archery**! Your scout will learn how to properly load, aim and fire from our expert staff. Each scout can track their progress with their personal score sheet. The last three Webelos sessions of camp will be shooting lead free pellets or option BB's. **Sports** Games, activities, sports and bicycles.

Waterfront Triad Program: Swimming, Boating, and Nature

Nature Program

Scouts will have the opportunity to learn all about local plants and wildlife – including the dangerous ones – all while going on a nature hike! Scouts will be looking for items using photographs taken on the trail previously. They will stop and listen for a minute. Then tell what they saw, heard, smelled and felt.

Fishing Program

What Scout doesn't like to fish?! Learn to bait a hook, cast a line, education information about the different species as well as other wildlife in Bruin Lake. This is done during open evening program.

Scout Handcrafters Triad: Scout Craft, Handcrafters, and Explorer

Handicraft

To be held at the Murphy Pavilion, each Scout will have the opportunity to make a useful, attractive wood project to take home with them.

Flags Ceremonies

We hold only one flag ceremony a day, after dinner. This is when we remember our duty we have to our country and to show our patriotism. We will also convey messages about any changes of program

at this time. We encourage all to participate at the evening retreat as well as holding your own flag ceremonies in your camp sites.

Campfire Program (Fire Bowl)

Our first night evening at camp we will have a Campfire Program where Scouts will be lead in songs and laugh at skits put on by our staff. Your Second night invite the staff to come visit your campsite campfire.

Half Patch Ceremony

Webelos 2's will have the chance to experience a special ceremony that is just for them, they will receive half of a patch at its conclusion, to receive the other half they must attend Boy Scout Summer Camp at a Michigan Camp next year.

Chapel

Reverence is the 12th point of the Scout Law so we take time to reflect on what reverence means to us at our Chapel interfaith service.

While having fun these are some of the requirements boys might have completed during their stay.

Cub Camp Munhackle Advancements 2016

When a scout goes to Cub Scout camp, he has the opportunity to try new things and learn new skills. Camp Munhackle's top priority is providing a memorable and engaging program, while also giving scouts the chance to meet advancement requirements and move through the ranks of Cub Scouting. Here are some of the belt loop requirements that Scouts can earn at Camp Munhackle this year! Some of these requirements will be earned outright, and others will take a little more time – you will have learned the skill needed to complete the requirement, and can now go on to meet it at home!

At Scout Skills:

Wolves learned to tie a square knot and an overhand knot. Demonstrate it for an adult to earn requirement #2 of **Call of the Wild**.

Bears learned to tie the two half hitches knot. Demonstrate it for an adult and explain what the hitch is used for to complete requirement #8 of **Bear Necessities**. In addition, Bears can earn their Whittling Chip at Scout Skills. You'll meet requirement #1 of the **Bear Claws** belt loop - learning about three styles of knives. And by practicing knife safety and receiving your Whittling Chip, you'll meet requirement #2. Requirement #3 of Bear Claws is to carve two items with a knife. You carve one item at Scout Skills. Once you carve another item, you'll have earned the Bear Claw belt loop!

At Handcrafters:

Bears built a useful wood project at Handcrafters. You're halfway done with requirement #3 of the **Baloo the Builder** belt loop – once you build a fun project out of wood, you will meet the requirement.

At Swimming:

Wolves can learn to do a reaching rescue at Swimming, which meets requirement #5 for **Spirit of the Water**. And if you took your beginners swim test and jumped feet-first into the water, you meet requirement #6.

Bears can learn both a reach rescue and a throw rescue at Swimming, so by demonstrating those rescues, you meet requirement #5 of **Salmon Run**. Many other Salmon Run requirements can be met at Swimming – explain the importance of response personnel or lifeguards in a swimming area (#4), swim in the lake (#6), demonstrate the front crawl swim stroke to an adult (#7), name the three BSA swimming ability groups (#8), and attempt the BSA beginners swim test (#9).

At Boating:

Bears can meet the first three requirements of **Salmon Run** at boating. You can explain the safety rules of boating (#1), identify necessary boating equipment (#2), and demonstrate correct rowing or paddling form, and explain how boating good exercise (#3) is. Between Swimming and Boating, you can meet all 9 requirements to complete the Salmon Run belt loop!

At Nature:

Wolves go on a nature hike at Nature. If you watch and record two interesting things you've never seen before on that hike, you will meet requirement #6 for **Paws on the Path**. You can also name two birds, two insects, and two other animals that live in your area and explain how you identified them (#7). For the **Call of the Wild** belt loop, you can identify four different types of animals and explain how you identified them (#3) and recite the Outdoor Code and Leave No Trace Principles for Kids with your leader (#7). And Nature also provides the start of the **Grow Something** belt loop – if you take care of the seeds you planted at Nature for 30 days, and take a picture of it or draw it once a week, you'll meet requirement #1.

Bears also go on a nature hike at Nature. If you identify six signs you saw during the hike that any mammals, birds, insects, reptiles, or plants are living nearby the nature trail, you meet requirement #1 of **Fur, Feathers, and Ferns**. Did you observe any wildlife from a distance on your hike? Describe what you saw, and you'll meet requirement #4.

At Games:

Wolves learn and demonstrate some stretches at Games, and if you can explain the importance of stretching with your den, you'll meet requirement #2 of **Paws of Skill**. Wolves also meet requirement #4 of **Running with the Pack** by playing a game with their den and showing good sportsmanship.

Webelos Summer Camp Doesn't Focus on Advancement

These are the requirements boys might have completed during their stay.

Aquanaut 1-7, and 9 (complete)

Stronger, Faster, Higher

1, 2, 3 (partial), 4 (partial) To complete: carry out your exercise plan for 30 days, make your own obstacle course and improve your time over 2 weeks.

Sportsman

1, 2 (partial), 3 (partial), 4

To complete: participate in one additional team sport and one additional individual sport.

Fix It 1, 4a, 4f, 4g

To complete: meet requirements 2 and 3, and do 5 more tasks from the list in your Webelos book.

Build It 1, 2

To complete: write a list of the tools you used safely and check off the items you used for the first time. Visit a construction site or interview a construction worker.

Engineer 1, 3

To complete: use your knowledge of engineering to meet requirements 2 and 4.

Into the Woods 1, 2, 3, 6, 7

To complete: visit a nature center, and plant and care for a plant or tree

Earth Rocks

2, 4, 5, 6, 7 (partial) To complete: find two examples of fossils in your area.

Into the Wild

1, 3 (partial), 5, 6, 7

To complete: Use your bird identifying skills to watch birds in your area for a week, and complete one more requirement

Adventures in Science

3g, 3h, 3i

To complete: Do requirements 1 and 2, and do one more science project

Cast Iron Chef

1, 4, and 5 to complete: keep a food journal for one week, plan a menu and go shopping

Camper

1-6, 7 (partial)

To complete: memorize the Outdoor Code and Leave No Trace Principles and recite them from memory.

Castaway

1a, 1c, 2a (partial) 2c, 2d (partial), 2f, 2g, 2h

To complete: build your own survival kit, and play your game with your pack at two different den meetings

First Responder

1-8 (complete)

Duty to God and You

2a to complete: choose two requirements from 2b-2d and complete them

A note on Archery and Pellet Rifles: The new Shooting Sports requirements are available.

Camp Munhackle: Cub Scout Investigators Schedule

First Day

Welcome! It's time to begin your adventure at camp. Action Areas are made up of nine (9) **Clues**: Swimming, Boating, Nature; Handcrafters, Scout Skills, Explorer; BB Guns, Archery, and Games.

Buddy System

The Buddy System is in effect at all times. This includes trips to the latrine, dining hall, shower house & Trading Post. No adult should be alone with any scout other than their own child.

Camp Orientation Tour

The camp orientation tour will begin immediately following the health re-check and swim test. Your Site Officer will escort you around camp for you to meet all the Area Leads and for them to cover the rules for their specified areas.

Arrival

1:00-2:00 Camper Check-in
Gate Opens—everyone can drive to their campsite.
2:00-5:00 Health Re-check, Swim Test, Camp Orientation Tour & Tent assignments & Check In/Set Up

Dining Hall Dinner Schedule

5:00 Erie & Blackhawk
5:10 Chippewa & Pines
5:20 Kickapoo & Munhackle
5:30 Sauk & Ojibwa
5:40 Potawatomi
6:15 Retreat Flag Ceremony
With Cannon Salute

Evening Schedule

6:30-7:00 Chapel
7:10 Campfire Assembly
(Murphy Pavilion)
Campfire
Dan Ling Fire Bowl
8:30 Camp Fire Drill
9:00 Free Time
10:00 Taps

Second Day

6:30 Penguin Swim OPTIONAL
7:00 Reveille

Breakfast Schedule

7:40 Potawatomi
7:50 Erie & Blackhawk
8:00 Chippewa & Pines
8:10 Kickapoo & Munhackle
8:20 Sauk & Ojibwa

09:00-09:50 Outpost #1
10:00-10:50 Outpost #2
11:00-11:50 Outpost #3

Lunch Schedule

12:00 Sauk & Ojibwa
12:10 Potawatomi
12:20 Erie & Blackhawk
12:30 Chippewa & Pines
12:40 Kickapoo & Munhackle
1:00-2:00 **QUIET TIME**

Trading Post—Adults Only

2:00-2:50 Outpost #4
3:00-3:50 Outpost #5
4:00-4:50 Outpost #6

Dining Hall Dinner Schedule

5:00 Kickapoo & Munhackle
5:10 Sauk & Ojibwa
5:20 Potawatomi
5:30 Erie & Blackhawk
5:40 Chippewa & Pines
6:15 Retreat Flag Ceremony
With Cannon Salute

Evening Schedule

6:30-8:30 OPEN TIME
Trading Post, Games Pavilion, Disc Golf, Geocaching, Fishing, Leatherworking, Shooting Sports, Goldmine, Waterfront, Mountain Bikes

9:00 Free Time
10:00 Taps

Third Day

6:30 Penguin Swim
RAIN DATE ONLY
7:00 Reveille

Breakfast Schedule

7:40 Chippewa & Pines
7:50 Kickapoo & Munhackle
8:00 Sauk & Ojibwa
8:10 Potawatomi
8:20 Erie & Blackhawk

09:00-09:50 Outpost #7
10:00-10:50 Outpost #8
11:00-11:50 Outpost #9

Lunch Schedule

12:00 Erie & Blackhawk
12:10 Chippewa & Pines
12:20 Kickapoo & Munhackle
12:30 Sauk & Ojibwa
12:40 Potawatomi

Trading Post Closed

1:30-2:00 Fire Bowl
Final Closing Campfire, awards, & recognitions

2:00-3:00 Check-Out
Trading Post & Office Open

Note: After closing ceremony, please return to your camp site for check out. Your Site Officer must check your tent, latrine and campsite before you depart.

Note: Vehicles will not be allowed to enter camp until after closing ceremony. No exceptions.

Thank you for staying at Camp Munhackle.

Camp Munhackle ~ 2016 WEBELOS Summer Camp ~ Program Schedule

Welcome to Camp Munhackle!	Day 2 & Day 3	Day 4
<p>We are excited for the opportunity to serve your family this summer. This year we have many program activities that you can choose from. At check in, your site guide will provide you with a program list, and after dinner you can sign up for your activities. Plan your schedule with a buddy!</p> <p><u>Buddy System</u> The Buddy System is in effect at all times. This includes trips to the latrine, dining hall, shower house & Trading Post.</p> <p>Note: Dining Hall Restrooms require Adults to have an Adult buddy!</p> <p><u>Boy Scout Motto</u> Be Prepared!</p> <p><u>Boy Scout Slogan</u> Do a Good Turn Daily!</p> <p><u>Boy Scout Law</u> A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent.</p> <p>1:00 – Arrival/2:00 Check-in Check-in, Health Re-check, Central Registry, Swim Test, Program Tour, Camp Tour, Campsite Set-up, and Site Orientation.</p> <p>5:00 – <u>First Dinner</u></p> <p>5:10 – <u>Second Dinner</u></p> <p>5:20 – <u>Third Dinner</u></p> <p>6:00 – Camp wide Flags/Retreat <i>Flag Poles in front of Office</i></p> <p>6:30-7:15 Program Sign Up — Parade Field</p> <p>7:30 - Fire Drill</p> <p>7:45 - Murphy Pavilion for Campfire Guide will lead the way...</p> <p>8:00 – Dan Ling Fire Bowl Campfire Program</p> <p>9:00 – Campsite Time</p> <p>10:00 – Taps</p>	<p>06:30 – OPTIONAL Penguin Swim Day 2 ONLY/Day 3 Rain Date</p> <p>07:00 – Reveille</p> <p>07:30 – Flag Ceremony at your site</p> <p>08:00 – <u>First Breakfast</u> Sauk & Potawatomi</p> <p>08:10 – <u>Second Breakfast</u> Blackhawk & Chippewa</p> <p>08:20 – <u>Third Breakfast</u> Ojibwa & Munhackle</p> <p>09:00-11:45 – PROGRAM TIME</p> <p>12:00 – <u>First Lunch</u> Ojibwa & Munhackle</p> <p>12:10 – <u>Second Lunch</u> Sauk & Potawatomi</p> <p>12:20 – <u>Third Lunch</u> Blackhawk & Chippewa</p> <p>1:00-2:00 – <u>State Required Quiet Time</u> 1:15 Chapel Day 3 Only</p> <p>2:00-4:45 – Program Time</p> <p>5:00 – <u>First Dinner</u> Blackhawk & Chippewa</p> <p>5:10 – <u>Second Dinner</u> Ojibwa & Munhackle</p> <p>5:20 – <u>Third Dinner</u> Sauk & Potawatomi</p> <p>6:00– Camp wide Flags/Retreat Flag Poles in front of Office</p> <p>6:30-8:30 – OPEN TIME Trading Post, Games Pavilion, Fishing, Free Wood Crafts, Shooting Sports, GPS Course, Bikes, Outbound Hike & Water-front</p> <p>9:00 – Campsite Time</p> <p>10:00 – Taps</p> <p>Evening of Day Three 9:15 Camp Wide Fire Bowl Meet At Fire Bowl</p>	<p>07:00 – Reveille</p> <p>07:30 – Flag Ceremony at your site</p> <p>08:00 – <u>First Breakfast</u> Ojibwa & Munhackle</p> <p>08:10 – <u>Second Breakfast</u> Blackhawk & Chippewa</p> <p>08:20 – <u>Third Breakfast</u> Sauk & Potawatomi</p> <p>09:00- <u>Closing Ceremony</u> <u>AT THE FLAG POLES</u> <u>Bring Your Car Keys We Will</u> <u>Open The Gate After The Ceremony</u></p> <p>10:00 – Check-out/Departure Trading Post & Office OPEN</p> <p>NOTE: After the Closing Ceremony, please return to your campsite for check-out.</p> <p>Your Site Guide MUST check your tent, campsite and latrine before you depart.</p> <p>NOTE: Vehicles will not be allowed to enter camp until after the Closing Ceremony. No exceptions.</p> <p><u>Boy Scout Oath</u> On my honor, I will do my best To do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake and morally straight.</p> <div data-bbox="1062 1602 1317 1724" data-label="Image"> </div>

Dietary Restriction Notification Form

We must receive this card 45 days prior to your time at camp in order to make the necessary substitutions. If this card is not received within the specified time, we cannot guarantee the substitutions. We will do our best to accommodate your needs, but for certain severe allergies or for a person with an allergy to more than 2 types of food, **we may ask you to bring your own food**. Please bring your own medication (ex. EpiPen).

Please fill out **ONE CARD PER INDIVIDUAL** that have a dietary restriction. **ALL FIELDS ARE REQUIRED.**

Camp Attending (circle one)

Dates Attending: _____

Unit: _____

Name of person with restriction: _____

Phone # and Email:

(Of parent if youth or individual if adult)

Restriction type: _____

(I.e. peanut allergy, vegetarian etc.)

Please circle all that apply: If an allergy is it by? Ingestion Contact Airborne

Other _____

Severity of Allergy (i.e. anaphylactic): _____

Is Allergy controlled or treated by medication? _____

If so, will individual have this medication at camp? _____ What is the medication? _____

Office Use Only:

Contacted Date: _____ Initials: _____

Accommodations Made: _____ Brining Own Food: _____

Fax this form to 734-498-8212 or Email form to rbmanager1@yahoo.com