



**Greater Los Angeles Area
Council Boy Scouts of America**
Firestone Scout Reservation



**Cub Scout Spring Encampment
Participant Camping Guide**

**Rocket Academy Session:
March 10- March 12
2023**

Cub Master/Adult Leader for rocket pick up please email firestonebsaevents@gmail.com. Rockets will be given to the assigned Adult Leader.

****BRING THIS ENTIRE PACKAGE WITH YOU TO THE CAMPING EVENT****

TABLE OF CONTENTS

1. GLAAC - BSA FIRESTONE SCOUT RESERVATION 1 CAMP ADDRESS/GATE HOURS
2. Directions to FIRESTONE
3. General Rules and Regulations
4. Wilderness Area Warnings
5. First Aid and Emergency
6. What to Bring to the Camp/Check Information
7. Rocket Academy Schedule
8. Meal Plan
9. Trading Post
10. 1PARKING PERMIT
11. 11 UNIT ROSTER
- 12.12 LAUNCH ROUND DETAILS FORM
- 13.13 ROCKETING TIPS 14-15

Please Note- Roster is needed when Checking -In, A and B forms, COVID FORMS

Address and Hours

19001 Tonner Canyon Road, Brea, CA 92821

Phone: 714-257-9622 / Fax: 714-529-3015

Event Hours Of Operation

March 10, 2022 Check In 4pm to 9pm

Cracker Barrel- 9:00pm to 9:30pm

Assistance in Fixing Rockets (registered participants) 5pm to 9pm

March 11, 2022- Activities 8am to 5pm

March 12, 2022- Checking Out from 8am- 10am

Please note- Check out will only be when all has been cleared at camp site.

DIRECTIONS TO FIRESTONE FROM LOS ANGELES AREA

We are located just east of State Route 57 in Tonner Canyon between Diamond Bar and Brea, California. Routes to Firestone Scout Reservation:

- Take 60 Fwy East to 57 Fwy South; Exit Brea Canyon Rd; Turn right onto Brea Canyon Rd.; Turn left on Tonner Canyon Rd.

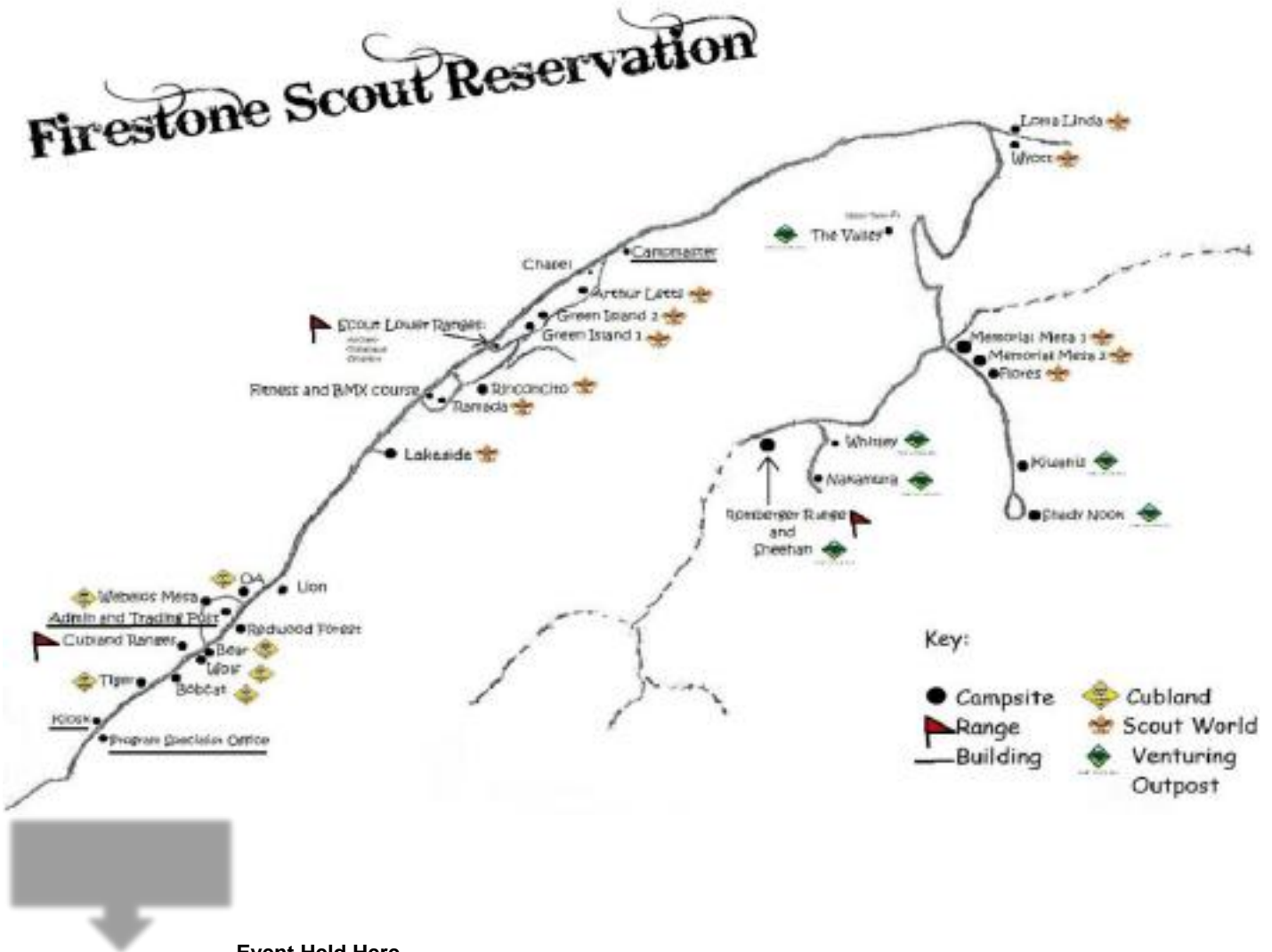
Or:

- Take 91 Fwy East to 57 Fwy North; Exit Tonner Canyon Rd.; Turn left [East] at bottom of exit.

Then:

- Enter at left gate by Security Guard Station
- Bear left at all forks in the road to reach event area.

Map



Event Held Here

Please help us have a safe weekend by supervising your Cub Scouts and siblings and following the safety procedures and instructions listed below.

GENERAL RULES AND REGULATIONS

1. RULES FOR CUB CAMPING

■ All Scouts and Leaders are able to wear their field uniforms ("Class A") or Class B on Saturday.

■ **"Open-toe" shoes (sandals, flip-flops, etc.) are NOT allowed in Camp.**

■ Cubs should always use the Buddy System (travel in groups of 2 or more) when at camp. ■

Make sure you and your scout have a plan in case someone is separated from the group. ■ Do not run in camp. Don't let an injury spoil your weekend.

Two-Deep Leadership is required by National council. You must have a minimum of two trained leaders (one who is over 21) with your Pack. Leaders **MUST** camp with their Pack. All Cub Scouts must have one on-five leadership at all times.

Have Fun!

2. VEHICLES AND PARKING (Parking Permit)

Park in designated areas ONLY! You will be towed and fined. No parking on camping area.

All vehicles entering the camp area must have a Parking ID Pass.

DISPLAY Parking ID pass prominently on dash (Indicate name and Pack Number on permit.) Vehicles will be allowed 15 minutes access to assigned Pack Camp Area for drop off and Sunday pickup. Otherwise, they must park in designated parking areas.

Park vehicles so they are "Head Out" (Back into your spot)

Cars that are blocking others or obstructing roadways will be towed

No In-And-Out parking unless emergency.

Any car parked long-term in the camp site (excepting cars with medical leave) may be towed or cause its family to be asked to leave.

3. NO Alcoholic Beverages , Tobacco or Vapors Allowed

Alcohol and Scouting do not mix. The consumption or use, or being under the influence, of alcohol or illegal drugs is prohibited at any activity involving participation of youth members.

Firestone Scout Reservation is a **No Smoking** facility.

We are in the business of setting examples for our youth.

4. FIRE REGULATIONS

No liquid fuels of any kind.

NO WOOD OR GROUND FIRES!

No Balloons of any type of material

If the fire department is called because of your fire, your pack will be billed for any expenses charged by the fire department.

Propane cooking is permitted. Charcoal cooking in above-the-ground containers is permitted.

Firestone Scout Reservation is a No Smoking Facility.

5. WATER AND TRASH DISPOSAL

Take all trash with you when leaving camp. A dumpster will not be available for trash disposal.

REMEMBER that wildlife would like nothing better than to get at your disposed goodies.

Trash Bags – Please bring plenty of trash bags to bag and dispose of your trash.

Do NOT keep food inside your tent.

6. PORTA POTTIES

Please keep latrines clean. Please use them for their intended use **ONLY!**

Hand-washing stations may run out of water if overused. Bring "dry" hand sanitizer. **DO NOT** use porta potties to throw away trash.

Tip: Bring your own toilet paper, just in case.

7. SECURITY

Security will be provided.

If there are any problems or concerns, let them know or bring it to the attention of the Event Staff. Please leave valuables at home. The Greater Los Angeles Area Council is not responsible for lost or stolen items.

WILDERNESS AREA WARNING

You should be aware that this is a wilderness area.

There are, among other things, wild creatures native to this area. Among them are mountain lions, bobcats, coyotes, deer, raccoon, spiders, flies, ticks, ants, mosquitoes and mice. These animals are wild and **must be left alone**.

Some of the smaller animals (Raccoon and mice) can get into tents, packs, clothes, food bags, etc.

We have had previous complaints about the presence of Bears in the area, but it turned out only to be someone who is an extraordinary snorer. However, on some mornings coyotes do serenade beautifully.

DO NOT STORE FOOD IN YOUR TENTS!

Keep all food and items with a scent stored appropriately so as not to attract these animals.

NO OPEN-TOE SHOES ALLOWED!

Wear appropriate shoes or you will be asked to change or leave the camp facility.

Remember you will be walking/hiking and the terrain is uneven.

You don't want to be bitten, stung or injured by anything.

Be prepared to handle:

Seasonal Poison Oak and Stinging Nettles

Seasonal Allergies

Bee stings, mosquito/insect bites

Weather – Warm Days & Cool Nights

FIRST AID & EMERGENCY INFORMATION

Ensure your unit has your **Medical Release Form** and **Parental/Legal Guardian Permission Release** for **ALL** participants in your family.

First Aid Station:

Location will be adjacent to encampment headquarters where the Friday night Cracker Barrel is held. All medical release forms will be stored at encampment headquarters and will be returned to campers at checkout.

Any injury requiring a band-aid or more, must be noted in a written log and turned into Camp staff daily. If there are any questions concerning an injury or if it is major injury, contact the first aid station immediately.

First Aid:

Individual Units are responsible to handle minor injuries.

All units should be equipped with standard first aid equipment and supplies.

Any serious injuries:

Must immediately be brought to the attention of the **Camp staff**.

Medical Personnel will be available.

In the event of a real emergency, STAY CALM, stay with the injured person, and send another adult or pair of scout buddies to notify staff.

Fire and Emergency Alarms:

If the emergency alarm sounds,

All campers are instructed to stop what they are doing immediately and to walk quickly to encampment headquarters and assemble by pack.

Leaders will take a head count and inform the Camp Staff Leadership of the status of their unit. If any evacuation is necessary, participants will be given the appropriate instructions.

ALL DRIVERS MUST KEEP THEIR KEYS IN POCKET AT ALL TIMES.

CAMPING ETIQUETTE

Unit leaders should “lead by example” when camping and demonstrate the Scout Law:

“A Scout Is Friendly”

EACH PACK WILL BE ASSIGNED A CAMP SITE. EXPECT TO SHARE YOUR SITE WITH ANOTHER PACK. We have a large number of campers coming, so there is no “reserving” or “saving” space for the rest of your pack. Also, WATER SPIGOTS ARE SHARED BY ALL PACKS.

“A Scout is Courteous”

Be a good neighbor when camping. Leave room for others to pass by on the way to the water and rest rooms. When passing someone else’s camp site, be respectful and go around rather than straight through. If you need assistance, please contact the Camp Master or a Staff Member.

Noise: One hour after Campfire, the camp should be at rest. Lights out at 10:30 PM (The animals have to sleep, too.) Remember that many of the younger cubs (Lions, Tigers, Wolves) need their rest, so keep the noise down after 10 PM.

Clean Up: SET A GOOD EXAMPLE FOR YOUR SCOUT AND HELP CLEAN UP CAMP BEFORE LEAVING. All principles of **Leave No Trace** apply. Before departure, each Pack will clean its camp site and surrounding area so there is no remaining trash, paper, plastic, etc. It is ALWAYS good practice to bring plenty of strong garbage bags. We are a” pack it in, pack it out” camp. Dumpsters and trash cans are not always available.

Departure: Before departure, the Pack leader should advise the Camp Staff for final walk through of their site for check and to obtain their Pack Binder. Please be sure your tents and belongings are packed and loaded before the advertised departure deadline. It is not good etiquette to stay in a campsite beyond the Departure deadline. Packs will be charged if campsite is left without clean up and proper check out.

WHAT TO BRING TO CAMP

Checklist:

Tent Sleeping Bag/Pillow
Flash light w/fresh batteries Extra batteries
Insect repellent Toilet paper/wipes/hand sanitizer
Toiletries (tooth brush, etc.) A small towel
Warm clothes Extra socks and shoes
Rain coat/poncho Coat/jacket
Clothes for two days Scout uniform (“Class A”/field uniform) First Aid kit Chap
stick/sunscreen/hat
Canteen/Refillable water bottle Lanterns
Camping Chair Portable table
Propane stove Trash bags

****Rocket building materials, stickers, & scissors**

What NOT to bring:

Alcoholic beverages (Of any kind) Illegal drugs Fireworks
Butterfly knife Sheath knife Ax
Firearms Pets Non-propane stove Blackberry, iPod, etc. Television Electronic game devices Alien Rockets
& motors
Balloons of any type of material.

It is recommended that no toys of any kind are brought to the campsite, as the area and terrain are not conducive or safe for running around or playing on.

Attending Scouts will have more than enough events/activities to participate in and keep them busy while at camp.

Parental supervision and discretion are strongly recommended for all additional attending siblings.

CHECK-IN INFORMATION

Bring this brochure with you to the event.

1. On arrival: Have your papers ready to submit at the evening Cracker Barrel through your assigned group leader. (see "Check-in Checklist") **STAY IN YOUR VEHICLE** until a volunteer checks you in. 2. A volunteer will help you check-in and locate your campsite. **We strongly urge the unit leader to arrive before the rest of the Pack to guarantee your pack has filed the correct permit and paperwork.** 3. Drive your car to the campsite and unload it QUICKLY, then leave the camp area, proceeding to the assigned parking area. Do not set up your tent until **AFTER** you park your vehicle (see camping etiquette). 4. This brochure contains your parking permit. Fill it in after reading the parking regulations. Place it on your dash where it can be seen easily. If you are improperly parked and if your name and pack is visible, we will attempt to locate you before your car is towed. (There is **NO** parking in the camp area without a pre authorized medical-support parking permit.) 5. Park your car "Head Out" in accordance with site provisions and keep your keys at **ALL** times. 6. No more than **one vehicle per family** without pre-authorization. No Parking Permits will be given out at the encampment. **Trailers and RVs require pre-authorization;** parking accommodations for RV's and trailers are very limited, so please prepare to park off-reservation if necessary.

Your pack will provide:

1. **EACH PACK WILL PROVIDE TWO VOLUNTEERS TO HELP WITH SATURDAY ACTIVITIES.** 2. EACH PACK SHOULD SHOW SCOUT SPIRIT BY ATTENDING FLAG CEREMONIES

Your Leader will provide:

1. All wristbands for the registered and paid Pack members for meals and non-meals 2. All patches for paid youth participants.
3. Guidance on tent locations and egress/walkways within your campsite (camping etiquette)

We will provide:

1. Parking Security. Any arriving vehicle not displaying a Permit will be questioned. We want to make sure this is a safe activity by being able to identify those who do or do not belong there.
2. Campsite Area Map with assigned Pack site.
3. Schedule of Saturday Activities at check-in.

CHECK-IN "CHECKLIST"

Do I have these forms signed and ready?



A BSA Health and Medical Record form for EACH PERSON with Part A and Part B filled out completely. See [BSA Health and Medical Form](#). Please use the All Scouting Events download.



BB GUN/ARCHERY PERMISSION form for each scout and sibling.



The PARKING PERMIT signed and dated with my name, pack number, and vehicle information on it.



What is my scout's PACK NUMBER and what is the name of my UNIT LEADER?



Unit leaders: Have I filled out the Pack Roster to bring to camp?

***Please have these forms/items completed and ready to hand in at
THE LEADER CRACKER BARREL***

2023 ROCKET ACADEMY SCHEDULE

Friday

4:00 pm Campers Start Arriving - Camp Setup - Registration
(Camp gate opens at 4:00 pm and closes at 10:00 pm)
ALL CAMPERS BRING THEIR OWN DINNER TONIGHT
6:00-10:00pm Rocket Building at Wyatt (Look for Light Tower) Only those that registered for assistance
Leaders' meeting and Cracker Barrel (Event Headquarters) 9:30pm
11:00 pm Lights Out

Saturday

MEAL PLAN OPTION AVAILABLE

6:30 am Reveille
7:00–8:30 am Registration for late arrivals/Day Trip
7:15–8:30 am Breakfast
8:45 -9:00 am FLAG CEREMONY: Please assemble at the Flag Pole 9:00 -Noon
MORNING EVENTS (**ALL EVENTS SUBJECT TO CHANGE**)

**UNITS WILL BE ASSIGNED A "LAUNCH WINDOW" TIME
TO LAUNCH THEIR ROCKETS.
ALL OTHER ACTIVITIES ARE CARNIVAL STYLE.**

Noon Morning Events End
Noon to 1:30 pm **Lunch**
1:30 -4:00 pm Events continue (Same as morning events)
4:00 pm Afternoon Events End
4:45pm pm Flag Retreat Ceremony (Assemble at Flag Pole)
5:00-6:30 pm Dinner
7:30 -8:30 pm CAMPFIRE - Movie
9:30 pm Quiet Time (If leaving, please do not disturb other campers) 10:30 pm
Lights Out

Sunday

7:00 am Reveille
7:30-8:30 am Breakfast
9:00 am Interfaith "SCOUTS OWN", it is recommended that services be done by each unit in their campsite
9:30 am Break Camp – Campsite Cleanup
Campsite Inspections— (Packs WILL be held responsible)
Leaders Submit Surveys
Headquarters Final Check Out
10:00 am **Campers take Scout Spirit back home to their friends and family!**

TRADING POSTS

For your convenience our Trading Posts sell a variety of basic necessities for your enjoyment such as

Assorted Candy

Snacks

Water/Drinks

Ice Cream

Handicraft Kits

And Lost More!!!!

Assorted candy • Snacks

*Microwave located outside of Broken Hawk Trading Post is available for you use. Please keep it clean.

Broken Hawk Trading Post Hours

Friday: 5:00 pm – 9:00 pm

Saturday: 9:00 am – 5: 00 pm

Sunday: 8:00 am – 12:00 am

Please make as many copies as needed of the following forms. **PRINT, SIGN, AND BRING TO CAMP!**

Medical Form Link- <https://www.scouting.org/health-and-safety/ahmr/>

Rules and Regulations:

This permit must be on your dash and readable by Parking Control.

No trailers in the camping area.

Park your vehicle **"HEAD OUT"** in case of emergency evacuation.

DO NOT PARK OR LEAVE YOUR VEHICLE IN CAMP.

Vehicles may enter camp **ONLY** to load or unload gear.

If you park blocking another car and the Ranger or Campmaster cannot find you, you will be towed. **No "In and Out Parking"** except for emergencies

The BSA is NOT RESPONSIBLE for items lost or stolen from vehicles.

NO VEHICLES IN CAMPSITES after 8:30 AM on Saturday

ALL DRIVERS MUST KEEP KEYS ON THEIR PERSON AT ALL TIMES

Drive Safely on ALL camp roads and observe speed limits.

Fold here and place on dashboard with Parking Permit side up

FIRESTONE BOY SCOUT RESERVATION **PARKING PERMIT**

2023 Cub Scout Spring Encampment

Time into Campground: _____ Campsite: _____

Follow directions of Parking Control at all times, including where to park.

Your Name: _____

Campsite No: _____ Pack No: _____

Auto License Number: _____

VEHICLES WITHOUT SIGNED PERMIT WILL BE TOWED

Traffic control supported by **Brea Towing**, Brea, California 92821, (714) 773-0100

Disabled or Medical Parking: _____ (Must be initialed by Event Staff)

2023 ROCKET ACADEMY "PACK ROSTER"

Unit leaders are required to present this form at Registration.

Pack # _____ District _____ Council _____

SCOUT'S NAME SCOUTS NAME

1		26	
2		27	
3		28	
4		29	
5		30	
6		31	
7		32	
8		33	
9		34	
10		35	
11		36	
12		37	
13		38	
14		39	
15		40	
16		41	
17		42	
18		43	
19		44	
20		45	
21		46	
22		47	
23		48	

24		49	
25		50	

ADULT & SIBLING'S NAMES ADULT & SIBLING'S NAMES

1		7	
2		8	
3		9	
4		10	
5		11	
6		12	

I, the unit leader have in my possession all the required documents: Firearms Release, and BSA Medical Form Parts A & B.
List below any exceptions where parent or adults have refused any of the above items.

Signed: _____ Unit Leader

Please print name: _____

GLAAC - BSA FIRESTONE SCOUT RESERVATION 12

Launch System Name: Round Number:
**2023 CUB SCOUT ROCKET ACADEMY
LAUNCH ROUND DETAILS**

	Time Complete
Registration	
Launch	

ROCKETING TIPS

Building Your Rocket

Plan to build your rocket with your pack or den. Make it a fun and interesting time to get ready for Rocket Academy. There are two different rockets that will be built for Rocket Academy.

Please do not bring other rockets to the launch. We will only be launching rockets that the council purchased.

The Cub Scouts and youth under 10 years old will launch the Estes E2X Generic rocket. Webelos and youth who are 10 years and older will use the BMS School Rocket. The rockets require different skill levels to construct and are well suited to the ages suggested. Remember to specify which rocket you will be using when you register for Rocket Academy.

If you are new to building your rocket, you can watch these helpful videos to assist with your building:

<http://bit.ly/WebelosRocket>

<http://bit.ly/CubScoutRocket>

If you need copies of the instructions for the rocket assembly, you can download them from these sources:

Webelos Rocket: <https://www.balsamachining.com/school.pdf>

Cub Scout Rocket: https://www.estesrockets.com/media/instructions/001764_GENERIC_BULK.pdf

If you are unable to build your rocket prior to Rocket Academy, you may bring the unopened kit on Friday night of your arrival and build the rocket on the field with the launch staff. **Remember that your kit should be unopened and complete.** We will take your kit and help you build a rocket from the kits we have broken down into building stages.

Rockets need to fully dry before launch. This typically takes a good 48 hours if you have used waterproof glue. We are able to build rockets the night before launch thanks to special glue and ovens, but please realize that you will not be able to build a rocket that morning, or Friday night at home, SO plan in advance. Consider the use of waterproof glue to build your rockets. We love **Titebond II and Titebond III**; it washes up while wet and is waterproof when dry.

Please NO 3-D decorations! Paint, stickers, markers or Sharpie pens are great, but heavy or bulky decorations make the rocket unpredictable and so it won't be allowed to fly.

Keep your rockets in a safe dry place overnight. We recommend the inside of a car. Firestone is known for its dewy morning and moisture is bad for our rockets kids.

Launching Your Rocket

Packs will be assigned a launch window for the day of the launch. The schedule will be posted and you will receive instructions for your launch window at the Cracker Barrel on Friday Night. You must have an adult leader present for Cracker Barrel on Friday Night! VERY IMPORTANT!

Please report to the launch site at your assigned launch window for registration. Your rocket will be assigned a launch round. Have your launchers NAME their rockets, and organize in groups of 10 or fewer. There are 10 launch pads at each station, so we cannot launch say 12 in the same group. You must split them up 6 and 6, 8 and 4, 10 and 2. That is up to you, but please be mindful and keep groups to 10 or less. You can speed up the process by filling out a launch round form for each group that launches. Extra forms will be available at Cracker Barrel or you can make copies of the blank in your Rocket Academy Packet.

For packs with 10 or more launchers, you can put your scouts on the launch pad fast, by listing them on the launch round form. Each line on the form corresponds to a launch pad. Be sure to label the rockets with the same number pad as you list them on the form.

To carry your rockets, may we suggest using a divided box to safely house your Pack rockets! Decorate the box with your Pack and Den info. (Trader Joe's and BevMo have perfect boxes (i.e. wine boxes). Just cover all traces of the box's former use.

Once registered, your rocket will be inspected for safety and prepared for launch. If your rocket is grounded due to design or construction flaws, we will provide you with a loaner. Please return the loaner to the registration desk after the launch. You will move through staging areas along side of the launch area until your launch round is called. Please keep your group together throughout the process

Recovering Your Rocket

Once your rocket is air-borne, you must safely recover it from the recover area. In some cases there are factors which will cause the rocket to miss the recovery area and land in areas that are off limits. Remember there are rattlesnakes and other hidden dangers in the brush! Losing your rocket in the trees means that you had an AWESOME launch! Please come back to the range for your special Badge of Honor, but please do not try to recover it on your own. The rocket is not worth the pain and panic of a snake bite.

Please discuss with your Cubs and Webelos that the Rockets ARE NOT LIKE EASTER EGGS! Scouts should not "collect rockets" unless they do so to help others. Each person should only collect his or her own rocket. It is not a race to get the rocket! If you find a rocket, bring it to our Lost and Found table by the Rocket Launch registration table.

VERY Important

Have FUN! Rocket Academy is a unique blend of scouting, science, and fun. Use this opportunity to create memories and learn something new. Perhaps you will take up the sport of Rocketry and be a member of the Launch Staff someday!