



# Leaders Guide

Cub Scout Resident Camp  
at  
Camp Cherry Valley, Catalina Island



Greater Los Angeles Area Council  
Boy Scouts of America  
2333 Scout Way  
Los Angeles, CA 90026  
(213) 413-4400

### **ABOUT CAMP CHERRY VALLEY**

Camp Cherry Valley is a very special and unique place. Located on the west end of Catalina Island, we are about one mile from the small village of Two Harbors. We have been a Boy Scout camp for over 90 years. Our cove is sheltered, with calm, clear water, which is ideal for all sorts of water sports. Many activities are available in camp, as you will see further in this Leader's Guide. Camp Cherry Valley staff members are trained to be sure you have the best camping experience you have ever had.

During the year, we offer scheduled weekend programs for individuals, families, and groups. Contact our Camping Department for information about these program weekends. Additionally, camp is available for groups who wish to create their own program with minimal camp staff participation. Again, call our Camping Department for details.

Camp Cherry Valley is a Camp accredited by the Boy Scouts of America and the American Camping Association.

### **GOALS FOR CUB RESIDENT CAMP**

- Provide a creative, educational experience in cooperative groups living in the outdoors. Utilize the resources of the natural surroundings to contribute significantly to physical, mental, spiritual and social growth.
- Aid in spiritual growth by helping campers recognize and appreciate the reality of a Higher Power in nature.
- Contribute to good health through supervised activity, sufficient rest, good fun and wholesome companionship.
- Contribute to social development by providing experiences in which campers learn to deal practically with their living situations.
- Provide an experience in citizenship training. Provide through the community of campers, the medium for democratic participation in decision making, planning, and carrying out activities at their own level, while improving understanding with the family.
- Contribute to the development of self-reliance and resourcefulness by providing learning experiences in which campers acquire knowledge, skills, and attitudes essential to their wellbeing.
- Camping at the Cub and Webelos Scout level introduces the future development of skills to be learned by a Boy Scout.

### **YOUR ROLE AS A GROUP LEADER**

Your job is especially important to your group. Starting right now, please share the information in this booklet with everyone who will be coming to Treasure Island at Camp Cherry Valley. There is important information here! It is best if you hold a Pack meeting with the parents of all Cubs attending Camp to go over what is in this Guide. If you or members of your group have any special needs or concerns, please let us know right away. We can accommodate almost everyone, especially if we have enough advance notice to prepare! It is important to remember that at least 1 registered adult must accompany each four campers.

At camp, your job is to be sure that members of your group are having fun in a safe way. You are responsible for the supervision and discipline of your group during the entire time you are at camp, as well as during the boat ride to and from camp. Camp Cherry Valley staff is responsible for providing program opportunities and instruction for your group; they will expect you and any other adults in your group to provide supervision and, if necessary, provide discipline for your group. **Please note that Camp Cherry Valley will not tolerate any form of physical or verbal abuse by anyone at any time in camp.** If you observe any such behavior in camp, please report it to the Camp Director or Program Director immediately. We encourage the practice of providing positive reinforcement for good behavior, and a period of "cooling off" when necessary for bad behavior.

Should it become necessary, for disciplinary reasons, to dismiss an adult or youth camper from Cherry Valley, the group leader of the person(s) being dismissed are responsible to notify the Emergency Contact person listed on that camper's Health Form. In the case of minor children, the group must provide adequate leadership for the boat ride back to the mainland from camp. Additional costs for boat transportation are the responsibility of the family of the person who is dismissed.

Experience and Training: Many of our Leaders are new to the Cub Scout Program. It is recommended that Leaders have taken Cub Leader Basic Training and Youth Protection Training.

### **CAMPING AT CHERRY VALLEY**

You will be camping in platform tents beneath a unique grove of cherry trees (*Prunus Lyonii*), so please do not hang anything from them (they are a protected species). The tents have 2 beds and are approximately 7' at the peak. Nearby are restrooms and hot showers. Separate adult men and women's facilities are provided. BSA Youth Protection requirements are strictly followed. Youth campers are not allowed in the adult facilities nor are adults allowed in the youth facilities Youth campers must always wear bathing suits in the shower rooms.

We offer a full-service dining hall at Camp Cherry Valley. We are famous for great food, well-balanced meals, and cheerful service. Meals are served cafeteria style. Everyone in camp, Cub Scouts, Scouters, and Staff, eat together in a relaxed atmosphere. Cub Scouts wear their uniform to dinner except on the third night's special "**Theme Night**" when the camp will come to dinner in Jurassic / Dinosaur costuming. Dens will be assigned table locations for their entire stay. At each meal, two Scouts from each table will need to be assigned to assist with set-up and clean-up for that meal.

**Please remember that no wet bathing suits are allowed in the dining hall.**

Dry shirts, pants/shorts, and shoes are to be worn for all meals.

Please be sure that your den arrives at the parade ground for assembly promptly for each meal.

**ECOLOGY**

1. **Animal Conservation:** Please make certain that all Pack members understand the delicate balance of plant and animal life on Catalina Island. Everyone should do their best to ensure that no animals are harmed or killed. This applies to marine as well as land life. Please walk only on designated trails and roads.
2. **Pets:** No pets of any kind are to be brought to camp. Pets are a threat to wildlife and are in danger themselves.
3. **Plant Conservation:** The vegetative life on the Island and in the sea is very fragile. Please stay on the trails, do not pick the flowers or collect specimens. Do not gather firewood or use natural materials for camp construction projects. The cherry trees are our special charge. Please prevent name carving, hammock hanging, and other acts that can damage trees.
4. **The Salina** is an environmentally protected area that is vital to the health and well-being of the cove. Please help us keep the Cubs from walking through it or destroying it in any way.
5. Please help us keep the campers on the roads and designated trails, as this will help protect the animal habitat and plants life from destruction.
6. **Fire:** The smallest spark is a deadly threat to wildlife and campers. No fireworks, open fires, flame-utilizing lamps, or other equipment can be allowed in camp. Smoking is allowed in designated areas only.
- 7.

**SPECIAL NEEDS**

**FOOD:** If you have specific medical or spiritual dietary restrictions while at camp, please let the Camping Department know in writing and/or by telephone at least **two weeks** before your arrival; we are happy to make reasonable efforts to meet your needs. However, since food is purchased in large quantities, those with medically restrictive diets will need to make arrangements to bring specialty items to camp. Arrangements will be made to store and prepare foods brought to camp for those individuals. If someone from your Pack has a specific medical or spiritual dietary restriction, they **must** send a representative to the Leader's Meeting in July to discuss your needs and restrictions.

**TRANSPORTATION:** Those who are not physically able to hike into camp can arrange to ride into camp in the camp van or can arrange for a shore boat once they have arrived in Two Harbors. The shore boat fee is \$6.00 per person for a one-way ride to the camp. If only one person is traveling, the cost is \$10.00. Shore boat fees are the responsibility of the camper.

**SWIMMING**

When you arrive at camp, all campers (adults and Cubs) who wish to take advantage of swimming and/or kayaking in the cove or the hike and swim to Pirate's Cove during afternoon activity time must take a standard BSA swim test (**no exceptions**). All BSA safe-swim regulations are strictly enforced.

**HEALTH & SAFETY**

Our primary goal is to be sure that you have a safe and fun camp experience. Physicians are not available in camp. A Camp Health Officer is on call 24 hours a day, and can treat most camp-related injuries and most of our camp staff are trained in basic first aid and CPR. Should more extensive help be needed, Los Angeles Lifeguard Paramedics are available with a response time for arrival in camp of approximately twenty (20) minutes. Avalon Hospital is available if needed. It takes about two (2) hours to drive to Avalon and about one (1) hour to travel by boat. In extreme emergencies, helicopter transportation can be used to fly patients to mainland hospitals. All medical and related costs will be the responsibility of the camper and/or guardian requiring care.

**CONDITIONING:** Life at Camp involves a significant amount of walking and physical activity. Plan on walking a minimum of two-three miles per day. There is a slight uphill inclination from the waterfront to the top of Camp. Campers and Leaders should be in good physical shape and may want to build walking into their exercise program before Camp. If you have any concerns about the physical requirements of camp, please contact the Greater Los Angeles Area Council office before going to camp.

**PLEASE NOTE:** Camp Cherry Valley cannot dispense "over the counter" medications taken by mouth. If you think that you may need such medications as Tylenol or the like, please bring them with you, and keep them under the direct supervision of an adult leader while in camp. Camp does have available topical treatments for minor scrapes and cuts. Should you or a member of your group require first aid or health care, you must report to a staff member and go directly to the Health Lodge. Any treatment provided by the camp is recorded in the Health Logbook.

**CPAC Breathing Machine Accommodations:** Campsites do not have electrical outlets for general use. There are a limited number of sites that can accommodate the use of CPAC breathing machines, therefore it may not be possible for you to camp in the same campsite as the rest of your unit. Battery-powered machines provide a larger variety of accommodation options, and batteries can be recharged daily. Please contact the camp prior to your arrival. Do not bring extension cords.

### **MEDICAL FORMS**

Each person coming to camp must bring with them a completed current Medical Form. These are to be collected and turned in by the adult leaders PRIOR to boarding the boat for Camp Cherry Valley. Leaders must double check each form to be certain that all required signatures and information is included. Missing or incomplete Medical Forms subject to dismissal from the boat or camp at the participant's expense. All Cub Scouts will also need to have a signed permissions slip giving consent to participate in BB's and Archery. No Cub Scout will be allowed to use the Archery or BB Range if they do not have the consent form signed by a parent or guardian.

Christian Science faith members need to provide a written statement from their practitioner attesting to their health.

### **WAYS TO KEEP ALL CAMPERS SAFE & SOUND**

There are a few rules in camp, but they are important ones. They will be reviewed as part of your orientation to camp when you arrive. We trust that you will enjoy the camp facilities and leave Camp Cherry Valley in better shape than when you arrived.

- We always use the buddy system in camp and recommend that you do the same with your campers on the boat rides to and from camp.
- The following items are **NOT** allowed in camp: Knives, guns and ammo, archery equipment, illegal drugs, alcohol, propane lanterns and stoves, fireworks, radios, video games and other nuisance electronic devices, and pets.
- There are NO open flames allowed on camp property except under direct supervision of the campfire program staff at the campfire ring or Outdoor Cooking session.
- Campers do not leave camp property unless under the direct supervision of camp staff. If an adult must leave camp for any reason, the Camp Director or Program Director must be notified.
- Two adult leaders must be present on a 24-hour basis with each den (two deep leadership).
- Use of the Waterfront and its facilities is restricted to those who have taken the BSA Swim Test and possess the appropriate Buddy Tag. (**no exceptions**)
- Final authority in all matters is the Camp Director.

### **FIRE DRILLS**

The threat of fire is always a concern at Camp Cherry Valley. Adults who smoke, may do so only in designated areas. More about this when you arrive in camp. Please remember: NO open flames, fireworks or propane lanterns/canisters are allowed at camp or on the boat. Sometime during the first 24 hours of camp we will have a fire drill with the following procedure:

All campers walk to the parade ground area in front of the dining hall.

Leaders conduct a head count of your group.

As soon as everyone is accounted for, the den leader reports to the Camp Director.

Everyone remains in place until directed to do otherwise by the Camp Director.

***The next alarm anyone hears in camp WILL NOT be a drill. Be prepared.***

### **YOUR TRIP TO CAMP**

As the group leader for your pack, please have all paperwork for camp ready when you arrive at the boat terminal. A staff member will be there to check you in. As the group leader, you or your designee should be prepared to review the number of people in your group with the staff member checking you in. It is the responsibility of the group leader to account for "no shows". Camp cannot be responsible for people who arrive late or in some other fashion miss getting on the assigned boat to camp. You will be given directions from the boat crew and/or camp staff regarding luggage handling and boarding.

### **Cub Scouts wear their uniform to camp on arrival and departure.**

This boat ride to Camp Cherry Valley is the first part of your adventure! You may see flying fish, dolphins, seals, and other sea life, so keep your eyes open!

Upon arrival at Two Harbors, camp staff members will be there to greet you. Everyone (campers included) helps take the luggage up the dock and back to the camp gear truck where it will be driven to camp for you. You will be given directions about the walk into camp. A staff member will escort you to camp along the 1.3-mile walk (mostly a flat walk). **BRING A WATER BOTTLE AND DAY PACK FOR ANY ITEMS YOU WILL NEED ON THE WALK TO CAMP.**

### **BOAT RIDE:**

You will be traveling on Catalina Classic Cruises, which will be departing and returning from The Catalina Express Terminal located by the Queen Mary port of Long Beach. Queen Mary, 1046 Queens Highway, Long Beach, CA.

### **Departure and Return:**

Please arrive at the Queen Mary port of Long Beach for Check-in at 8:30 am.

- You will depart from Long Beach for camp at 10:00 am.
- You will depart Two Harbors at 1:00 pm to return to Long Beach at the end of camp.

All times are subject to change per Catalina Classic Cruises.

### **Directions:**

Take the 710 FWY South. Stay in the right lane; follow the signs to Queen Mary, which will lead you to the Catalina Express Terminal in the Queen Mary parking area. You will be met by staff.

### **Parking Fees:**

- \$20 per day; if car is left over night, cost is \$25 per night.
- PAYABLE IN CASH, MASTERCARD OR VISA
- ATM AVAILABLE AT TERMINAL

### **YOUR RETURN TRIP HOME**

When arriving back at the boat terminal from camp at the end of your stay, please remember that it is the responsibility of the group leader, or designee, to ensure that all minor children are picked up by their parent/guardian or are provided transportation home by another adult designated by the parent/guardian. Camp will not provide staff to supervise this function.

### **TELEPHONES**



There is no public telephone available in camp. We cannot take calls for campers in the camp office. Cell phones, depending on the carrier, seem to work in various areas of the camp. ***In case of emergency***, please feel free to use the camp business number: 310.510.2895. The answering machine is on 24 hours a day in case there is no one in the office. Please leave the group name (pack number) and the name of the person you are trying to reach. Messages will be delivered at the first opportunity. Cell phone charging needs are worked out on an individual basis, as we have no secure charging stations.

### **CAMP STORE**

The camp has a small store that provides some light refreshments and souvenirs. Some items available are sweatshirts, t-shirts, candy and soda, handicraft kits, sunscreen, camp patches, etc. Typically, a camper will spend \$30-\$40 during Cub Resident Camp.

### **MAIL**

A letter from home can make a great camping experience that much greater for Cub Scouts. To ensure delivery, please send out letters **ONE WEEK BEFORE** your camper leaves for camp. Multiple letters may be marked "day 2", "day 3", "day 4". Mail should be addressed as follows:

	
Cub Scout's Name Pack Number c/o Camp Cherry Valley - CRC PO Box 5067 Avalon, CA 90704	

## CAMP PROGRAM

The theme for Cub Resident Camp this year is "Jurassic Island Adventure" which is a Jurassic / Dinosaur theme. Camp activities are based on the theme wherever possible.

Morning activities are done on a round-robin style, three activities per morning.

- **Archery / Yo-Yo's:** Campers learn to shoot Archery safely and get to practice shooting. For the boys who are waiting to shoot, we offer them the opportunity to learn about a new achievement with Yo-Yo's.
- **BB's / Lanyards:** Campers learn to shoot BB guns safely and get to practice shooting. For the boys waiting to shoot, we offer an opportunity to learn how to and complete a lanyard.
- **Jurassic Tool Chests:** Campers learn about tool safety and then make a wooden treasure chest.
- **Dino Discovery:** Campers learn about dinosaurs and get an chance to see fossils up close and personal
- **Outdoor Cooking:** Campers get to make a dump cobbler and camp ice cream, as well as learning food preparation safety and fire safety. During this session, we offer adults an opportunity to relax and play a few rounds of Corn Hole.
- **Flag Ceremonies:** Campers learn the proper etiquette of flag ceremonies and the proper respect with the US Flag. Two Scouts from each Camp Den will have the opportunity to participate in a camp flag ceremony.
- **Fishing:** Campers learn to fish, and practice catch and release.
- **Nature:** Campers will learn about composting and disposing of waste properly.
- **War Canoes:** Campers will learn canoe safety and will take a tour of Cherry Cove in a ten-man war canoe. During this session, we offer adults training in Safe Swim Defense.

Afternoon activities are "Open Program". Campers and adults are free to participate in whatever open activities they desire.

- **Archery:** Campers get to shoot Archery.
- **BB's:** Campers get to shoot BB guns.
- **Waterfront:**
  - Swimming: Campers can swim or snorkel.
  - Kayaking: Campers can kayak within cove.
  - Aquanaut: Webelos can work on Aquanaut Achievement.
  - Pirate's Cove Hike and Dive: Campers take a short hike to an adjacent cove and go snorkeling.
- **Handicraft:** Campers can make leather craft projects, braid craft strip, and make and paint plaster neckerchief slides.
- **Sea Lab:** Campers can observe sea life in aquariums and touch tanks. Elements of Leave No Trace are presented.

Early evening activities are "open program". Campers and adults are free to participate in whatever open activities they desire.

- **Nature Hike:** Campers take a hike around the valley and learn about the flora and fauna of Catalina. Elements of leave No Trace are presented during the hike.
- **Dino Games:** Campers can participate in 3-4 Dino themed games.
- **Museum Tour:** Campers get to view Camp Museum and learn about the Camp's history.
- **Handicraft:** Campers can make leather craft projects, braid craft strip and make and paint plaster neckerchief slides.
- **Box Hockey:** Campers can play Box Hockey, a hockey type game that is confined to a box.

Evening activities are camp-wide.

- **Campfire (1<sup>st</sup> Night):** Performed by Staff.
- **Movie Night (2<sup>nd</sup> Night):** Campers watch an old-time Scout appropriate movie. Also available are board games and an Astronomy talk.
- **Campfire (3<sup>rd</sup> Night):** Performed by Campers.

Special activities

- **Scout's Own:** Campers can participate in church services.
- **Camp Clean Up:** Campers can help clean up litter throughout their session.
- **Sunrise Hike:** 2<sup>nd</sup> Year Webelos have the opportunity for an early morning "Sunrise Hike".

### **THINGS TO BRING TO CAMP**

The staff of Jurassic Adventure at Camp Cherry Valley is looking forward to your visit to camp, and we hope that you are just as excited to get here! Before you embark on your voyage, please closely read the following to help you prepare for your camp arrival.

- Please limit yourself to the following, per person: One sleeping bag, one daypack for carry-on items, and one large duffel for everything else (please avoid packing your belongings in large plastic bags. Experience has taught us that they always rip open). If it won't all fit, then you are probably bringing too much. Leave room for bringing camp projects home. The ocean water at camp is generally cool. Daytime can be warm to hot with lots of sunshine.
- **Please mark your bags with your name, pack number, and "CCV". Tie a piece of RED ribbon or yarn to your bags as well.** This time-tested procedure over the years has become synonymous with Cherry Valley luggage if it gets lost and makes for easy identification when you arrive at camp.
- Remember that this is a camping experience and try to limit yourself to the personal items you really need. Get back to the basics and enjoy the "simple life" at Cherry Valley. Many campers usually realize that they have over packed when they arrive at camp! Please mark all clothing, towels, etc. with Cub's name and/or pack number.

### **Here is the list of suggested items to BRING TO CAMP:**

- Cub Scout Uniform (wear to and from camp)
- Sleeping Bag (pillow)
- Lunch or snack to eat on the boat (*boat food is expensive*)
- Day pack and water bottle for the walk to camp from Two Harbors
- 2-3 pairs of shoes (one pair Aqua shoes or closed toe beach sandals for Waterfront activities. You must wear closed toe shoes on the Hike and Dive to Pirate's Cove)
- 2-3 shirts, 2 short sleeved and 1 long sleeved
- 1 pair of long pants
- 2-3 pairs of shorts
- Underwear
- Warm socks
- Light Jacket/Sweatshirt
- Flashlight w/extra batteries
- Towels, washcloth
- Toiletries (soap, toothbrush, toothpaste, etc.)
- Swimsuit & Towel
- Hat
- Sunscreen
- Canteen or Water Bottle

### **OPTIONAL ITEMS THAT MAKE CAMP NICE**

- |   |  |
|---|--|
| <input type="checkbox"/> Camera and film                        | <input type="checkbox"/> Snorkeling gear                       |
| <input type="checkbox"/> Money for Trading Post (about \$30-40) | <input type="checkbox"/> Stamps                                |
| <input type="checkbox"/> Reading/writing materials              | <input type="checkbox"/> Sea sickness pills (just in case)     |
| <input type="checkbox"/> Pillow                                 | <input type="checkbox"/> Medieval Clothing for the Theme Night |

### **WHAT NOT TO BRING TO CAMP**

- |                                |                                   |
|--------------------------------|-----------------------------------|
| 1. Weapons                     | 6. Alcohol and Drugs              |
| 2. Fireworks                   | 7. No Animals                     |
| 3. Valuables                   | 8. No Personal Sporting Equipment |
| 4. Spear guns                  | 9. No Scuba Gear                  |
| 5. Matches or flammable liquid | 10. Electronics                   |

**Please note, the Greater Los Angeles Area Council BSA and Camp Cherry Valley cannot be responsible for lost or stolen personal gear.**

**Camp Schedule\***

**Participant Day I:**

8:30 AM Participants arrive in Long Beach for Check-in  
 10:00 AM Participants depart Long Beach  
 Staff on board to finalize participant list, Den Assignments, collect Medical Forms and BB permission slips.  
 12:00 PM Participants arrive in Two Harbors guide participants to Buffalo Park, load gear truck (remind participants to unpack water)  
 Hike to camp led by den chiefs with adult staff  
 1:30 PM Head to camp sites led by den chiefs- gather gear, set up den sites, change to swimsuits, Den Chiefs to lead participants back to waterfront  
 2:00 PM Swim checks by waterfront staff  
 Den chiefs to stay with den for guidance  
 Kayak Orientation  
 Sea Lab Orientation  
 Work on leather headbands  
 5:00 PM Rest time/ preparation for dinner (class A)  
 5:45 PM Assembly for dinner- Grace by Den 9  
 6:00 PM Dinner  
 6:45 PM Scout's Own  
 7:15 PM Leader's meeting with Camp Director and Program Director  
 Den 1-5 Safety Orientation in dining hall  
 Den 6-9 Work on Den Flags  
 7:45 PM Den 6-9 Safety Orientation in dining hall  
 Den 1-5 Work on Den Flags  
 8:15 PM Den chiefs to guide dens to Sea Breeze  
 8:30 PM Campfire  
 9:30 PM Campers to bed

GRACE SCHEDULE FOR ALL DENS			
	Breakfast	Lunch	Dinner
Day 1	***	***	Den 9
Day 2	Den 8	Den 7	Den 6
Day 3	Den 5	Den 4	Den 3
Day 4	Den 2	Den 1 at departure	***

	Day 2 9:00	Day 2 10:00	Day 2 11:00	Day 3 9:00	Day 3 10:00	Day 3 11:00	Day 4 8:30	Day 4 9:20	Day 4 10:10
Catapults	Den 1	Den 2	Den 3	Den 4	Den 5	Den 6	Den 7	Den 8	Den 9
Archery/Yoyo's	Den 2	Den 3	Den 1	Den 5	Den 6	Den 4	Den 8	Den 9	Den 7
BBs/Lanyards	Den 3	Den 1	Den 2	Den 6	Den 4	Den 5	Den 9	Den 7	Den 8
Dino Discovery	Den 4	Den 5	Den 6	Den 7	Den 8	Den 9	Den 1	Den 2	Den 3
Outdoor Cooking	Den 5	Den 6	Den 4	Den 8	Den 9	Den 7	Den 2	Den 3	Den 1
Flag Ceremonies	Den 6	Den 4	Den 5	Den 9	Den 7	Den 8	Den 3	Den 1	Den 2
Nature	Den 7	Den 8	Den 9	Den 1	Den 2	Den 3	Den 4	Den 5	Den 6
Fishing	Den 8	Den 9	Den 7	Den 2	Den 3	Den 1	Den 5	Den 6	Den 4
War Canoes	Den 9	Den 7	Den 8	Den 3	Den 1	Den 2	Den 6	Den 4	Den 5

**Participant Day II:**

7:00 AM Reveille  
 7:45 AM Assembly for Breakfast - Grace by Den 8  
 8:00 AM Breakfast  
 8:30 AM Free Time  
 9:00 AM - 12:00AM Morning Program  
 12:15 PM Assembly – Grace by Den 7  
 12:30 PM Lunch  
 1:00 PM Rest Time  
 1:30 PM – 3:00 PM Open Afternoon Program:  
 • Waterfront: swim, snorkel, kayak, Pirates Cove hike / swim  
 • Archery / BB's  
 • Trading Post / Handicraft  
 3:00 PM – 3:30 PM Island Break Time



3:30 PM – 5:00PM	<ul style="list-style-type: none"> <li>• Snacks outside the Dining Hall</li> </ul> Open Afternoon Program: <ul style="list-style-type: none"> <li>• Waterfront: swim, snorkel, kayak, Pirates Cove hike / swim</li> <li>• Archery / BB's</li> <li>• Trading Post / Handicraft</li> </ul>
5:00 PM	Prepare for dinner (Class A Uniform)
5:45 PM	Assembly – Grace by Den 6
6:00 PM	Dinner
6:30 PM	Free Time
7:00 PM – 8:15 PM	Open evening program <ul style="list-style-type: none"> <li>• Trading Post / Handicraft</li> <li>• Evening Nature Walk</li> <li>• Dino Games</li> <li>• Box Hockey</li> </ul>
8:00 PM	Camp Movie
8:15 PM	Board Games and Cracker Barrel in Dining Hall <ul style="list-style-type: none"> <li>• Astronomy Hike</li> <li>• Story Telling</li> </ul>
9:30 PM	Camper to bed
10:00 PM	Lights out

### Participant Day III:

7:00 AM	Reveille
7:45 AM	Assembly for Breakfast - Grace by Den 5
8:00 AM	Breakfast
8:30 AM	Free Time
9:00 AM - 12:00AM	Morning Program
12:15 PM	Assembly – Grace by Den 4
12:30 PM	Lunch
1:00 PM	Rest Time
1:30 PM – 3:00 PM	Open Afternoon Program: <ul style="list-style-type: none"> <li>• Waterfront: swim, snorkel, kayak, Pirates Cove hike / swim</li> <li>• Archery / BB's</li> <li>• Trading Post / Handicraft</li> </ul>
3:00 PM – 3:30 PM	Island Break Time <ul style="list-style-type: none"> <li>• Snacks outside the Dining Hall</li> </ul>
3:30 PM – 5:00PM	Open Afternoon Program: <ul style="list-style-type: none"> <li>• Waterfront: swim, snorkel, kayak, Pirates Cove hike / swim</li> <li>• Archery / BB's</li> <li>• Trading Post / Handicraft</li> </ul>
5:00 PM	Prepare for dinner (Theme costume / Class B)
5:45 PM	Assembly – Grace by Den 3
6:00 PM	Dinner
6:30 PM	Free Time
7:00 PM – 8:15 PM	Open evening program <ul style="list-style-type: none"> <li>• Trading Post / Handicraft</li> <li>• Evening Nature Walk</li> <li>• Dino Games</li> <li>• Box Hockey</li> </ul>
8:30 PM	Campfire (Camp Den's perform skits)
9:30 PM	Camper to bed
10:00 PM	Lights out

### Participant Day IV:

7:00 AM	Reveille (Suggest starting to pack gear)
7:30 AM	Assembly for Breakfast - Grace by Den 2
7:45 AM	Breakfast
8:15 AM	Free Time

8:30 AM - 11:00AM Morning Program  
11:15 AM Final Assembly – Benediction by Den 1  
11:30 AM Hike to Two Harbors  
12:15 PM Grab gear and sack lunch in Buffalo Park  
12:30 PM Participants line up according to Harbor Masters instructions along pier.  
1:00 PM Boat departs for Long Beach. Travel time approximately two hours to Long Beach.

\*All times and activities are subject to change without notice. Please consult schedule given to you at Camp.



**TREASURE ISLAND  
ACHIEVEMENT AVAILABLE AT CAMP\*  
BEAR**

<b>Achievement</b>	<b>Requirement</b>	<b>Camp Activity</b>
Bear Necessities	(1.D) Attend Resident Camp . (2) Make a list of items you should take to Camp. (3) Make a list of group equipment the group should bring To Camp. (5) Demonstrate how to tie two half hitches.	Attending Camp First Day Orientation First Day Orientation. Knots
Fur, Feathers and Ferns	(1) While hiking for one mile, identify six signs of animals, birds, insects, reptiles, or plants (2) Visit a nature center (6) Learn about composting and how waste can be turned into fertilizer	Long Nature Hike Sea Lab Nature
Grin and Bear It	(1) Play a challenge game with your den.	Nautical Games
A Bear Goes Fishing	(2) Learn about your local fishing regulations. List three of regulations you learn about (4) Go on a fishing adventure and spend one hour trying to catch a fish	Fishing
Bear Picnic Basket	(1a) Create your own Bear Cookbook (2) Prepare for cooking by explaining importance of planning, food selection, sanitation and cooking safely. (3) Prepare two nutritious snacks for yourself.	Outdoor Cooking
Beat the Drum	(1) Learn about the history and culture of American Indians.	Short Nature Hike
Salmon Run	(1) Explain importance of lifeguards. Tell how buddy system works. (2) Visit a swimming area. Go swimming. (3) Explain safety rules for boating. (4) Identify safety equipment needed for boating. (8) Name the three swimming ability groups (9) Earn the BSA beginner swimmer classification.	Waterfront
Baloo the Builder	(1) Discover which hand tools are the best ones to have in your tool Box. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project. (2) Select, plan and define the materials for the project you will complete in requirement 3. (3) Assemble your materials, and build one useful project and one fun project using wood. (4) Apply a finish to one of your projects	Handicraft

- These Achievements are offered at Camp. It is up to the camper to participate in the activities to earn these Achievements.

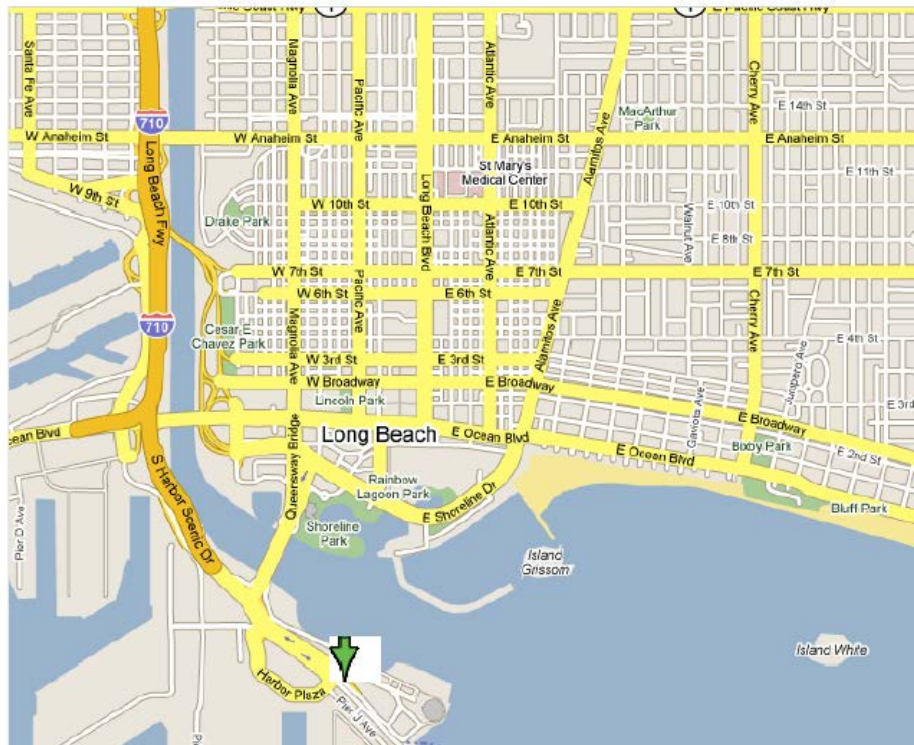
**TREASURE ISLAND  
ACHIEVEMENT AVAILABLE AT CAMP\*  
WEBELOS**

<b>Achievement</b>	<b>Requirement</b>	<b>Camp Activity</b>
Cast Iron Chef	(2) Prepare a meal for your den utilizing Dutch oven. Demonstrate an understanding of food safety practices.	Outdoor Cooking
Scouting Adventure	(1a) Repeat from memory the Scout Oath, Scout Law, Scout motto and Scout slogan. Explain meaning of each. (1b) Explain what Scout spirit is. Describe how you have shown Scout spirit. (1c) Give the Boy Scout sign, salute and handshake. (1e) Recite from memory the Pledge of Allegiance (3c) Develop a Den name and emblem as well as a den flag and yell (5a) Show how to tie square knot, two half hitches and tautline hitch	Assembly    Den Flags Knots
Adventure in Science	(2) Visit an aquarium that employs scientists. Talk to scientist about his work (3c) Build a model Solar System. Chart distances between planets.	Sea Lab  Astronomy Hike
Aquanaut	(1) State safety precautions you need to take for water activities (2) Discuss importance of learning needed skills before going boating. (3) Explain "order of rescue" and demonstrate reach and throw rescue techniques (4) Attempt the BSA swimmer test. (5) Demonstrate precautions you take before diving into water (6) Demonstrate two of following strokes: crawl, sidestroke, breaststroke or trudgeon. (8) Demonstrate fastening a life jacket, jump into water, and swim 25 feet	Aquanaut
Build it	(1) Learn about basic tools and proper use. Learn and understand need for safety.	Treasure Chests
Castaway	(1b) On a campout, cook two different recipes that don't Require pots or pans	Outdoor Cooking
Into the Woods	(3) Identify 6 plants. Tell which animals use them.	Long Nature Hike
Into the Wild	(4) Learn about bird flyways closest to your home. (6) Identify an insect, bird or animal that is only found In your area. Tell why it survives in your area. (7a) Give examples of a producer, consumer and decomposer in food chain (7b) Give examples on how humans have changed the balance of nature. (7c) Give examples of how you can help protect balance of nature. (9) Visit a Nature Center.	Short Nature Hike  Nature   Sea Lab
Maestro!	(2d) Teach your den the words and melody of a song. Perform song.	Campfire
Outdoorsman	(1) Participate in a campout (5) Show how to tie a Bowline. Explain when knot should be tied and teach to a non-Webelos.	Attending Camp Knots

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# *Catalina Classic Cruises*

**Will be departing/returning from**  
The Catalina Express Terminal located by the **Queen Mary**  
Port of Long Beach Queen Mary  
1046 Queens Highway, Long Beach, CA



## **Parking Fees:**

- \$20 per day, \$25 Overnight.

**PAYABLE IN CASH ONLY**

**ATM AVAILABLE AT TERMINAL**

## **Directions:**

Take the 710 FWY South. Stay in the right lane; follow the signs to Queen Mary, which will lead you to the Catalina Express Terminal in the Queen Mary parking area. You will be met by staff.

## **Departure:**

Please arrive at the Queen Mary Port of Long Beach for Check in at 8:30 am. You will depart at 10:00 am.

## **Return:**

You will depart Two Harbors at 1:00 pm to return to Long Beach.