

Abra CUB Dabra

Leader and Parent's Guide



Welcome Letter

Dear Cub Scout Leaders and Parents:

We thank you for your considering your stay at Mountain Bayou Scout Camp for Abra CUB Dabra. We have put together this guide as a means to help answer any questions you may have about your stay or our programs. If you are unable to find your answer, kindly ask the question and we will provide you an answer to the best of our abilities.

In 1976, the council signed a 56-year lease with option to buy 640 acres of pine forest near Mt. Bayou Lake in Evangeline Parish. The first summer camp was held in 1981 and offered scouts a program including traditional scout-craft, nature, and aquatics. The nearby lake and connecting bayous offered the scouts the ability to explore the swamp lands while enjoying canoe float trip. Mountain Bayou offers many scheduled activities but is also open year-round for Unit camping.

If you've never been to Camp before, you are in for a real treat! Or, if you are a returning camper, we hope to continue to improve your experience you have with us time and time again.

Please keep in mind that all staff members are volunteers and without them, camp would not be successful. If you have any questions or concerns, please contact a member of Camp Management.

Yours in Scouting,

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“Age is foolish and forgetful when it underestimates youth.”
- Albus Dumbledore

WEEKEND AT HOGWARTS

2023 EVANGELINE AREA COUNCIL CAMPOREE MARCH 17-19, 2023
MOUNTAIN BAYOU SCOUT CAMP

This Year’s Evangeline Area COUNCIL CAMPOREE THEME is “ABRA CUB DABRA”, which will contain CUB Scout skills and activities related to themes and characters introduced in JK Rowling’s popular Harry Potter book series. The book series has inspired reading in both boys and girls around the world, was developed into a popular series of movies, and additional movies based on the characters and books will be in theaters! We hope both you and your Scouts will embrace this new theme and this will inspire your Scouts to read, spark their imagination and enjoy the magic all around us.

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Dates & Rates

Registration for Abra Cub Dabra is done through our Council Website - www.eacbsa.org. You can create an account for our online registration system, enter your information, provide participant names & ranks and pay fees associated with the program.

It is important to know that camp goes on, rain or shine. We encourage you to attend with your Unit but, understand that sometimes that may not be the best time for you or your scout.

Camp Schedule: 2023 Abra CUB Dabra Schedule

Friday, March 17

5:00-8:00 pm - Check-In at the Health Lodge (all campsites will be assigned by the sorting hat)
7:30 pm - Harry Potter themed movie in the dining hall
9:00 pm - Leaders, cub master, volunteer meeting/cracker barrel at the dining hall
10:00 pm - Lights Out

Saturday, March 18

7:00 am - Reveille
8:00 - 9:00 am - Late Check-in at Registration (Breakfast on your own)
8:00 - 8:30am - Opening ceremony, don't forget your pack flag
8:45 am - Activity 1
9:45am - Activity 2
10:00 am - Forbidden Forest nature hike option
10:45 am - Activity 3
11:45 am - Activity 4
12:30 pm - Lunch on your own- pizzas available for purchase
1:15 pm - Activity 5
2:00 pm - Forbidden Forest nature hike option
2:15 pm - Activity 6
3:15 pm - Activity 7
4:15 pm - Activity 8
5:00 pm - Large Pack Competition: Quidditch tournament & wizard chess/ checkers tournament
6:00 pm - Awards ceremony, retire colors
6:15 pm - Feast mess hall
7:00 pm - Mass
7:45 pm - Honey Dukes - scouts can use tokens for treats & prizes
8:15 pm - Campfire - skits/spirit competition
10:00 pm - Lights Out

Sunday, March 27th

7:00 - 8:30 am - Reveille & breakfast at mess hall
Camp cleanup and check-out Camp
10:00 am - Camp Closed

Activities:

1. Defense Against the Dark Arts - BBs and sling shots
2. Defense Against the Dark Arts - archery
3. Hogwarts Boats - search for horcruxes
4. Ollivander's Wands / Quidditch
5. Care of Magical Creatures- first aid
6. Potions - black pot cooking / whittling -wands and soap
7. Rockets with the rocket wizard at Weasley Wizard Wheezes
8. Hagrid's Motorbike Adventure - push mobiles

ACTIVITY DESCRIPTIONS

CARE OF MAGICAL CREATURES (First aid) next to the multi-purpose bldg: There are many wonderful creatures around Hogwarts. Wizards will learn how to identify and care for the magical creatures. **Each wizard should bring their scout books with pencil.**

HOGWARTS CANOES: Travel by canoe to collect the Horcruxes.

WEASLEY'S WIZARD WEEZES (Rockets): Near Handicraft. Using a soda bottle to launch.

OLLIVANDER'S WANDS (handicraft): Create your own unique wand. Don't forget to bring your wand from registration.

ESCAPE ROOM (multi-purpose room): Escape from Gringotts! Solve the puzzles in the puzzle rooms.

DEFENSE AGAINST THE DARK ARTS (Archery, BBs, and Slingshots): Wizards may find themselves in a position where they need to defend themselves against the dark arts. Wizards will get a chance to practice their defensive skills with Centaur instruction as needed.

HAGRID'S MOTORBIKES (PUSH MOBILES) on Deer Run Road: Race with Parent/ Leader supervision. Work as a team.

QUIDDITCH (Near flag assembly):

Wizards must have a very keen eye and be familiar with their surroundings. In order to be considered as a Seeker, the Wizard will be shown and tested on their seeking abilities. Each Wizard should bring a water bottle.

NATURE HIKE (optional) Through the Forbidden Forest:

Saturday 10 am and 2pm afternoon activity. Wizards should know the plants growing in the forbidden forest. Any wizards that are poisoned or partially eaten by the plants should be taken immediately to the hospital wing. **Each wizard should bring a water bottle.**

GREAT FEAST (Saturday Dinner) at Hogwarts

The day of events will conclude with a feast for dinner.

MOTION PICTURE (optional) at Hogwarts:

This activity is optional.

Friday night the Wizards may join us in the Great Hall to watch the original Harry Potter movie. Note: Some Harry Potter movie themes are a bit darker and may not be suitable for all Scouts (Adult Leader discretion is advised).

WHITTILING CLASS: at Piney Paradise

Scout must have Whittling Chip in order to whittle their wands. Class for Bear rank and older. One of the most important tools a wizard needs is a wand. Wizards will learn to craft a new wand. If the wizard already has a current totin' chip card, he should bring a BSA appropriate pocket knife to this event.

POTIONS CLASS (Piney Paradise):

Wizards will learn about different elements and combustion in potions class.

QUIDDITCH (Game) at the Quidditch Field: Quidditch is a wizarding sport played traditionally on broomsticks. Since you have not yet learned how to fly on broomsticks, it will be played on the ground. It is the most popular game among wizards and witches, and, according to Rubeus Hagrid, the equivalent to Muggles' passion for football/soccer.

How to play:

- *The object of the game is to score more points than your opponents.*
- *Each Quaffle (ball) thrown through an opposing gold hoop is worth ten points*
- *The team that scores 150 points is declared the match winner. Multiple matches may occur if time allows.*
- *The Quaffle (ball) must be passed to a player on the same team at least two times in a row before being thrown towards the opposing team's hoop. If the Quaffle is not passed to another player on the same team twice in a row before a goal, then the goal does not count.*
- *If an opposing member touches a player holding the ball, the player carrying the ball must FREEZE (stop running) and the Quaffle must be thrown immediately at least 20 meters towards an open spot on the field and the Quaffle cannot be recovered by the same player (but it can be recovered by the same or opposing team).*
- *When not played on broom sticks, a penalty (subtraction of points) might be called by the referee for any type of unnecessary rough play.*
- *Play begins when the referee blows a whistle and throws the Quaffle into play.*
- *After a goal is scored, the team that was just scored against will start again by carrying the Quaffle back into play.*
- *The goal hoops cannot be obstructed by anything other than a single keeper (goalkeeper). If the goal is obstructed by multiple keepers or other objects, the referee may choose to signal the team for poor sportsmanship and may choose to lock the offending players in Azkaban for up to two years.*
- *If the player is injured, a hoop is accidentally broken or the Quaffle leaves the playing field, then a time-out may be called by any wizard in order to organize a proper safe game.*

★ WIZARD CHESS & CHECKERS TOURNAMENT: in the mess hall
Wizards will challenge each other in a short tournament on Saturday afternoon.

Preparing for Camp

Personal Gear List

What you bring to camp is what will keep you comfortable. You need enough changes of clothing to keep you clean. We'll have changes in weather; hot, cold, and sometimes even rainy! Be Prepared! Here is a list of personal equipment you should bring. Check it carefully; change it as you see fit.

Luggage / Storage:

- Footlocker, duffel bag or storage tote.
- Laundry basket or mesh bag for dirty clothes.

Clothing:

- Sturdy boots or sneakers with ankle support for outdoor activities.
- Spare pair of shoes as a backup.
- One pair of socks per day, plus one extra.
- One complete change of clothes per day (shirt, shorts, underwear), plus one extra.
- Class A Uniform
- Pair of long, tough pants
- Pajamas
- Sweat shirt / Warm jacket
- Rain coat / poncho
- Hat
- Belt, suspenders or other accessory to hold your pants up.

Bedding:

- Sleeping bag or a sheet and blankets.
- Extra fleece blankets in case it gets cold
- Pillow
- Foam pad
- Stuffed animal / blanket / etc.

Medical:

- Completed BSA Medical Form, Parts A and B signed within 365 days of your arrival at camp.
- Medicines you may need - both prescription and non-prescription stored in a large zip-top bag with your name on it and a Completed Personal Medicine Record Form. The form will be turned in to the Medical Officer. Parents, please turn in a form as well.
- Personal First Aid Kit
- Epi-pen or rescue inhaler if needed. Attach action plan to Medical Record

Toiletries:

- Sunscreen
- Bug Repellent
- Toothbrush and toothpaste
- Towel / washcloth
- Soap
- Shampoo
- Deodorant
- Comb or brush
- Toilet paper

Necessary Tools:

- Flashlight & extra batteries
- Water bottle
- Spending money for the Trading post (\$20-50)

Nice to have items:

- Camera
- Wristwatch or Travel Alarm Clock
- Folding camp chair
- Reading material
- Paper / sketchbook / pencil
- Scout book
- Pocketknife (Scout can only bring and use it if he has his Whittling Chip card!)

PACK EQUIPMENT: Your pack should bring sufficient camping equipment, Pack flags, American flag, and any other equipment you might need for your program.

PERSONAL EQUIPMENT: Your Scouts should have a list of all material and equipment they bring to camp and have them check off items as they prepare to leave camp for home. Mark items with name and Pack number. Parents will be happy when their Scouts return home with all their original equipment. Make sure that your Scouts do not bring along too much money or valuable items, and that all money is locked up for safe keeping. We do not accept any responsibility for valuables lost or stolen. Do not bring any valuables to the pool

PLEASE LEAVE AT HOME:

Radios, video games, comic books, expensive jewelry, etc. Articles such as these tend to detract from the Scouting atmosphere that should prevail at camp.

PETS: Sorry, the Evangeline Area Council does not permit pets in camp by campers or leaders. Service dogs are permitted.

FIREARMS AND ARCHERY EQUIPMENT: Please note the following policy statement: Our camp provides all firearms and archery equipment. Individuals may NOT bring BB guns, rifles, handguns, shotguns, or archery equipment into camp. NO ammunition of any kind may be brought into camp.

PROHIBITED: All forms of alcoholic beverages, illegal drugs, depressants, stimulants, and sheath knives in any form are prohibited. Violators, whether scouts, parents or adult leaders, will be asked to leave camp. Non-alcoholic beer may encourage underage or irresponsible use of alcoholic beverages. Please do not bring or allow use of non-alcoholic beer.

Arrival Guide

Upon arrival to camp, please park in the main parking area and walk to the Health Lodge for check in. If you are arriving as a unit, only the unit leader needs to check in and collect the packet for the entire Pack. If you are checking in with just your family, then you will all need to go the Health Lodge to check in. Push carts are stored near the main parking lot and are available for anyone to use while moving their belongings to or from the campsite. Please return the push cart to the storage area when you are done using it.

Please note that the only non-staff vehicles allowed in the main area of camp are those pulling Troop/Pack trailers, and only while parking the trailer.

Please be sure to bring the following :

Annual Health and Medical Record (BSA Form 680-001) (Every person needs a form) This form is required for everyone and parts A & B must be completed for all participants. Part B must have signatures within 12 months of the last day of the month of your weekend at Camp.

Note: No one is allowed to remain at Camp without a current Annual Health and Medical Record Form. Only one copy for each person is required. Photocopies, not originals, are recommended.

To speed check-in — Please have these forms filled out. Unit leaders/Guardians will be allowed to hold the forms during the camp, but all participants need to be ready to present the forms upon request to the health lodge staff in the event treatment becomes necessary.

CAMPSITE CAPACITY: Each campsite has a predetermined capacity. This is done to accommodate small and large Packs alike. Camp sites are assigned upon check-in. Please do not move campsites. Please do not enter a campsite not assigned to you without first obtaining permission from those who are assigned to the campsite you are trying to enter.

Program Areas

CAMP OFFICE: The Camp Office is located in the First Aid Lodge.

Archery – Test your prowess at hitting the bull’s eye using a bow and arrow. We have bows in various sizes and configurations to match the skill and size of our campers.

Slingshots– The Slingshot and Action Slingshot ranges are a great place for your Scouts to demonstrate those target skills. Earn level 1 and 2 Shooting Sports award for each rank and earn each patch and pin.

BB Range – The BB range is equipped with pump action rifles. Learn how to shoot and handle a firearm safely from our certified Director and staff while getting to shoot at targets. Earn level 1 and 2 Shooting Sports award for each rank and earn each patch and pin.

Waterfront – Take a ride on Mountain Bayou Lake in one of our canoes. Scouts can also go fishing along the edge of the lake.

Handicraft – This area will allow you to make your own crafts using a wide variety of materials on hand such as beads, gimp, leather, paint, paper, and wood. Come learn to safely use the various tools for these different mediums and make your very own wand. Craft project kits can also be purchased at the Trading Post and then assembled with the aid of our knowledgeable Handicraft staff.

Nature/Ecology – Take the time to enjoy the flora and fauna at camp by strolling along our trails.

Scoutcraft/Outdoor Skills – Learn how to tie knots, build a fire, cook outdoors, or lash together a pioneering project. This is the place to practice all those useful outdoor Scout skills and get a head start on becoming a Boy Scout.

PUSHMOBILES — sure to challenge and excite all age levels!!!

TRADING POST: Located across from the First Aid Lodge, the Trading Post offers items for all your camp needs. The Camp Trading Post is stocked with program supplies, camp souvenirs, commonly forgotten necessities, postage stamps, and snack food items. Cash, Check, VISA, MasterCard, Discover, and American Express are all accepted. Hours of Operation are posted on the Trading Post door.

FISHING: Fishing is permitted in Mountain Bayou Lake. Anyone 16 years of age or older must have a valid Louisiana Fishing License to fish. Fishing is on a catch-and-release basis only. Bring your own fishing rod to camp or you can borrow a fishing rod, if there are some available. There are local stores which sell live bait.

FLAG CEREMONIES: Reverence for the country and respect for the flag is emphasized at camp. Packs are encouraged to attend Flag Raising before breakfast. A formal Retreat Ceremony (colors) is held before dinner for all packs. Packs are encouraged to provide color guards. Talk to the Camp Director to sign-up for the Color Guard.

RELIGIOUS SERVICES: We suggest that you and your Scouts fulfill your religious obligations at camp. An Inter-faith Scouts Own Religious Service and a Catholic Mass will be held during your stay on Saturday evening or Sunday morning. Exact times will be posted as camp nears. We are happy to support services for any faith, as requested

Camp Map



Camp Policies

We want you to have an enjoyable experience while you are here. To ensure the safety of our visitors and to preserve the beauty of this facility for future visitors we ask that you please observe the following rules.

1. Meet with the Ranger or Campmaster upon your arrival at camp and again when you are ready to depart, or if you need any help during your stay. They can assist you with program suggestions, conservation/ service projects or any other needs you may have. ***If you are at camp for a sponsored event all participants MUST check in at the Health Lodge.***
2. The Camp Ranger has the authority and duty to revoke your permit to be on the property for due cause.
3. This camp is an Ecological Preservation Area. Please DO NOT molest or disturb wildlife. Do not make any unauthorized changes to the surface drainage, cut or damage any live trees or remove ground cover.
4. The area is heavily forested; fire is a very real hazard. When open burning is allowed keep all fires within the provided Fire Ring. Adults must supervise all fires, and no fires are to be left unattended. DO NOT MOVE FIRE RINGS. All fires are to be completely extinguished after use.
5. Vehicles are to be parked in the parking lot, no vehicle is to enter main camp without the permission of the Ranger or Campmaster. Vehicles that are allowed in camp are to remain on the roadways, do not drive into a campsite.
6. For your own safety, closed toes shoes should be worn in camp, also do not bring pets of any kind, sheath knives or firearms onto the property.
7. Do not cross between the Rangers House and the Maintenance Building or in front of the Campmaster Cabin. Use the road or the trail through the woods.
8. Alcoholic beverages are not allowed at any time.
9. If your Scouts need service hours, see the Ranger for projects.
10. All trash is to be taken to the dumpster near the Maintenance Building. Campers are responsible for leaving camp cleaner and in better shape than when they arrived. In an effort to be earth friendly aluminum cans may be brought to the Ranger as well as cardboard brought to the trailer behind the Dining Hall for our recycling efforts.
11. Push carts are to be returned as soon as you unload them. Do not haul wood or passengers.
12. Do not ring the Chapel Bell without just cause, it should only be rung for Religious Services or an Emergency Signal.
13. NO FIRE or other heat source IN TENTS.
14. No one is allowed in the kitchen other than cook staff. It is off limits, unless you are a worker.
15. No one is allowed in the Ranger's shop without the permission of the Ranger.
16. Water is cut off in camp during the winter months (Dec-Feb). Water is always available, see the Ranger or Campmaster on duty for locations and containers .
17. Treat Camp property with respect. Do not attempt to enter locked buildings or storage areas without permission. Do not let youth roam camp unsupervised, it's dangerous and this is when most vandalism occurs. Remember your unit can and will be held financially responsible for any damage to camp property.
18. In consideration of other campers, we ask that you refrain from using loud devices such as radio's, T.V.'s generators or other noise pollutants in the Campsites.

19. Campers must leave camp by 12:00 noon unless arrangements have been made with campmaster
BUDDY SYSTEM: Use of the Buddy System is required for ALL activities.

THE CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP.

Camp Emergencies

EMERGENCY SIGNAL: Continuous sounding of the siren - Upon hearing the continuous siren, all scouts and leaders are to report to the parade field. Assemble in colors formation. The Camp Director or designee will take a head count. All campers and leaders must be present or their whereabouts accounted for.

MAJOR ACCIDENTS AND EMERGENCIES: All major accidents or emergencies MUST be reported to the Camp Director. Please report them to the Office during the day, the Dining Hall during meals, or the Health Lodge at night. Present all facts known. Do not make statements to an outsider and refer all inquiries from the press to the Camp Director and/or Director of Support Services.

HAZARDOUS CHEMICAL SPILLS: In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the directions of the Camp Director.

SEVERE STORMS: In the event of a severe storm, everyone will be notified and further instructions will be provided. The Pool, Lake, Rifle Range, and Archery Range, and any C.O.P.E./Climbing activities will close at the first sound of thunder or sight of lightning. They will resume 30 minutes after the last instance of thunder or lightning.

FLOODING: Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

FIRE: If you see a fire, report it to the Camp Office or notify a staff member immediately. Keep campers away from the fire area.

LOST CAMPER: Pack Leaders should be aware of approximate locations of all Scouts at all times. Periodic head counts are advised. If a Scout is found missing following a search of the campsite, inform the Camp Office. If necessary, the entire camp will assemble to begin a systematic search.

ACTIVE SHOOTER: As per BSA National Policy we have adopted the Department of Homeland Security's program. We teach the "Run, Hide, Fight" method to our staff. During Staff training sessions we discussed what and where to go if there is ever a need. See a staff member for specific instructions during this time.

EMERGENCY CONTACT INFORMATION

Lost Bayou Scout Camp
1771 Mountain Bayou Rd
St. Landry, LA 71367

Ranger: Bobby Guilbeau
Office: 337-461-2921

Cell: 337-278-9617

Email: Bobby.Guilbeau@scouting.org

CONCERNS: If any questions or concerns arise, please address them to any member of the Camp Administration Team as soon as possible. The staff strives to make everyone's experience fun, safe, and enjoyable.

VISITORS: All visitors must sign in at the First Aid Lodge immediately upon arrival and submit health forms for each visitor. Visitors will be given wrist bands after they are signed into camp.

UNIFORM: The full Scout uniform, correctly worn, is proper at any time, but recommended for Religious Services and Dinner. Scout shorts and t-shirts are recommended for day time wear. Some Scouts may not have a uniform, through no fault of their own, and we must note that a uniform is not a prerequisite for attendance at camp. Closed toes shoes or some type of adequate foot gear must be worn at all times as a matter of safety, especially to prevent puncture wounds or tripping. **NO OPEN-TOED SHOES ALLOWED AT CAMP.**

FLAG CEREMONIES: Reverence for the country and respect for the flag is emphasized at camp. Packs are encouraged to attend Flag Raising before breakfast. A formal Retreat Ceremony (colors) is held before dinner for all packs. Packs are encouraged to provide color guards. Talk to the Camp Director to sign-up for the Color Guard.

TELEPHONE/CELLPHONE: For emergency calls, a camp leader should report to the Ranger, Camp Director or other Camp Staff. Incoming calls for Scouts and Leaders should be for emergencies only. Any Scout needing to make a call should have one of his camp leaders with him.

Cellphones are a great tool for Leaders & Parents to have. At Lost Bayou Scout Camp, we generally have good cell phone service from most providers, with exceptions in some of our buildings. Please note that we are off of the beaten path a bit and in the woods, so some carriers do not provide ample service in our area.

SOCIAL MEDIA: Posting your photos of your experience on social media is a great way to share with others how great Lost Bayou Scout Camp. Get those action shots and share with the world and spread the word of Cub Scout Summer Camp to all. Remember to use #LBSC and #EACBSA and let us know that you posted some photos.

YOUR MEDICATIONS

Please secure medications in your campsites. **ALL MEDICATIONS HELD IN THE CAMPSITE MUST BE:** In original container, labeled with name placed in zipper plastic bag labeled with name and Unit Number accompanied by a Drug Administration Record Form.

HEALTH SURVEILLANCE: The Unit Leader & Parent must monitor the health of each Scout while at Camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, poison ivy, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at Camp. We must watch for changes in a Scout's physical appearance and activity level. Ask questions if changes occur. **IT IS THE RESPONSIBILITY OF THE UNIT LEADER OR PARENT AND THE SCOUT TO REPORT TO THE CAMP HEALTH LODGE FOR REQUIRED MEDICATIONS.**

INDIVIDUALLY: Everyone in Camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire Camp.

MEDICAL SERVICE: The Camp Health Lodge is prepared to handle Camp illness and accidents. Any Camper who leaves Camp for medical reasons, **MUST FIRST CHECK OUT AT THE CAMP HEALTH LODGE.** Emergencies will be handled at all hours, day or night, at the Camp Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance services and local hospitals.

ACTIVITIES DURING HIGH TEMPERATURES: Adult Leaders should keep a close watch on Scouts for signs of heat exhaustion. Instruct Scouts to limit or modify physical activity. Strenuous activities should not be permitted. Encourage Scouts to stay in well ventilated and shady areas. Encourage Scouts to drink large quantities of water. Be alert for other instructions from the Camp Director.

General Rules and Regulations

Lost Bayou Scout Camp assumes no responsibility for the loss, damage or misuse of cell phones including overuse, exceeding plan limits or use by unauthorized persons. Knowing that they can sometimes add to homesickness problems, the camp encourages Scouts to leave cell phones at home.

LITTER: Please do not litter and do your good turn by helping pick up litter should you see any. Let's all work together to keep our camp clean.

LOST AND FOUND: Articles found should be deposited at the First Aid Lodge. Likewise, articles lost may be inquired about at the same place. Unclaimed articles will be disposed of at the end of each week. We do not accept any responsibility for valuables lost or stolen.

SHOWERS: Showers for all campers and leaders are located in the shower house by the Pool.

LATRINES: There is a latrine at your campsite. Please **DO NOT POUR DISINFECTANT INTO THE PITS AS THIS WILL INCREASE THE ODOR.** Objects are not to be thrown into the latrines as this will cause serious problems in both plumbing and disposal units.

SLEEP: Particular emphasis is placed upon providing every Scout with ample hours of sleep every night. This is necessary if he/she is to enjoy an active program and get the most from his/her stay in camp. It is the responsibility of the Cubmaster and other unit leaders to see that the campsite is a courteous one. Rowdiness and loud talking after taps and before reveille will not be tolerated.

SMOKING: Leaders who smoke are reminded that **SMOKING IS NOT PERMITTED IN ANY AREAS OF CAMP,** with the exception of the parking lot. Please refrain from smoking in the Program Areas or in front of Scouts. This includes electronic cigarettes. All cigarettes and tobacco must be disposed of properly.

MAINTENANCE: Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. In wet weather, guy lines on all tents should be loosened, because rope and canvas shrink when wet. If rain is of long duration, continual loosening is essential. Tent flaps and walls should be rolled inward each day, if weather permits. This allows visible control of the site, as well as airing out the tents.

FIREWORKS: Fireworks are not permitted in camp.

LIQUID FUEL: Liquid fuel lanterns and stoves are permitted only under trained adult supervision. Fuel must be stored in a secure area on the campsite. We recommend battery lanterns. Propane lanterns and

stoves may be used when approved cylinders are used. Caution: Units are responsible to ensure that empty containers are disposed of properly.

DAMAGE TO CAMP PROPERTY AND EQUIPMENT: Individuals found to have damaged camp property or equipment will be expected to reimburse Lost Bayou Scout Camp for the cost of repairs. The Pack or Troop of record for the responsible party will be expected to pay for the cost of repair. Payment is due before those involved leave camp.

Frequently Asked Questions

What are the opportunities for Cubs to attend Camp?

Scouts can attend Cub Adventure as a resident camper and sleep overnight or come only for the day. We encourage overnight camping for the full experience!

Who Provides the program for the Scouts?

Many of the individuals in program areas are scout leaders or parents of scouts. Please show them courtesy during your visit. If you see a suggestion or problem, please bring it to the attention of camp management.

Will my Scout learn anything while he is at camp?

We believe that Cub Scouting is all about "learning through fun"! To that end, we use fun activities and games to teach the skills and lessons that build character and help the Scouts advance in rank.

Does the camp fee cover all costs of camp?

YES, our camp fee covers everything that your Scout will participate in while he is at camp! We do suggest sending him with spending money for the Trading Post to buy souvenirs, snacks, or extra craft projects.

Can Siblings attend camp?

Yes, Cub Scout-aged siblings can attend Cub Scout events. They should sign-up and pay the same way their Cub Scout brother/sister does. Siblings that are older than Cub Scout age should register as other youth grade 6 and up and be prepared to help with Cub Scout aged youth with their activities. We do not have a program to support siblings younger than Cub Scout age. Siblings are not allowed to a SCOUTS BSA CAMP(age 11-18) unless they themselves are also registered scouters and signed up for that particular camp as a participant.

Where are all the camp forms found?

Go to First Aid lodge to find all the forms needed for camp.

How can I register our Scouts for camp?

Go to the Cub Adventure website at www.eacbsa.org and click the online registration link. We do not accept paper registrations.

Are advancements earned at camp included in the price of camp?

The program supplies to work on the advancement are covered in the camp fee, but the recognition piece (belt loop, pin, or patch) must be purchased separately. Some of the actual awards can be purchased in our Trading Post and all can be purchased at the Scout Shop. Please consult your Cubmaster with for their specific award policies.

Can I attend at a different time than the rest of my Pack?

Absolutely! Individual parent/Scout pairs or parts of units may register for the session that best fits their schedule pending availability. Every Scout deserves the chance to go to camp!

What is the Camp Trading Post?

The Trading Post (often abbreviated T.P.) is the location at camp where campers can purchase items like hats, shirts, sports drinks, candy, and other memorabilia.

What kind of medical do forms I need for each session?

All campers must utilize the Annual Health and Medical Record, available on the website. Day Participants must complete parts A and B.

Where can I send my medical form?

Considering medical privacy laws, there is much risk associated with passing medical information through multiple channels. Be sure to bring your medicals to check in. This will ensure that we have a chance to screen the medical prior to your arrival to catch any health concerns. The Health Officer typically reviews all medical forms at check in. Forms are destroyed at the end of camp.

Please DO NOT mail medical forms to the Council Service Center.

If a parent/leader is only coming overnight, do they need to bring a medical?

YES, All adults attending camp need to have a medical on file.

Do parents have to be registered BSA leaders to attend?

No, but it is required that each unit has at least one registered leader in attendance.

I have a special dietary request/necessity, how can that be accommodated?

We pride ourselves in helping to make each Scout's and adult's time in camp enjoyable, and that includes the Dining Hall. Please e-mail our Ranger, Bobby Guilbeau via email Bobby.Guilbeau@scouting.org two weeks prior to your attendance with your dietary needs. We will do everything we can to meet your health needs. In extreme cases it may be necessary for you to provide your own food.

What meals are provided?

Saturday Dinner and Sunday Breakfast are included with your registration.

As a parent should I offer my help for a day or when available?

Yes, not only to help out the Den or Pack, but to see the great program your scout is being offered and to talk to other parents.

Where do we sleep and eat?

Campers will be assigned to one of nine campsites and stay in their own tents. All sites have latrines nearby and are within walking distance of a hot shower. All meals are eaten in the Dining Hall and are prepared by a professional cooking staff.

What are the restroom accommodations at Abra Cub Dabra?

A central shower house serves the camp with separate facilities for male and female campers. Every campsite has a nearby latrine stocked with toilet paper. A hand wash station is immediately adjacent to the latrines and always stocked with soap. Additional latrines are throughout the camp.

Are there any age requirements for the activities?

Generally no, most activities are built so all Cub Scouts and Webelos can participate in the fun. Certain swimming and boating activities are limited to those campers who are able to complete the BSA Swimmer Test. This test is administered in the check-in process, but can be done before camp by local authorities.

Are there separated accommodations for male and female leaders?

Troops and Packs provide their own accommodations for non-staff attendees and are expected to make Guide to Safe Scouting compliant sleeping arrangements on their own. Separate accommodations are provided in the staff area for volunteers working at any given camp.

Will our unit have our own campsite?

Your group may be placed together with other units in a site. Groups rarely are split between multiple sites for their stay at camp.

How many adults are required?

Units will need to provide one 21 or older leader. Each unit will need to provide a minimum of two adults and maintain a ONE adult partner to ONE youth ratio for Lion and Tiger Scouts. You can coordinate to share leadership with another unit.