

# Camp Gorsuch Cub Scout Program Guide



# 2019

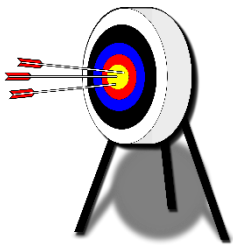
## Welcome to Your Camp!

Camp Gorsuch Cub Camp strives to provide a well-rounded Scout experience for all levels of scouting, allowing the scouts to learn life-long skills as well as earn opportunities for advancement. Attached is the program guide for this year, allowing you an opportunity to plan for evening, in-camp activities, that will support this year's theme. It can also help you focus your activities prior to coming to camp. During your week at camp your scouts will participate in the following activities:



BB Guns: Always a camp favorite! Using our BB / Pellet guns your scout will be able to learn basic gun handling and safety while working to earn their shooting sports pins.

Scouts will have the opportunity to shoot at least twice during the week, once to perfect their technique and a second time to aim for the shooting sports pin. They will also have an opportunity to study what happens when the highly pressurized air inside of a balloon meets the forward propulsion of a small, round, metal object during the Thursday Evening Open Program. While waiting to shoot scouts will learn more about the guns they will be firing as well as the scientific principles employed.



Archery: With the addition of the Genesis bows we have one of the best opportunities for your child to learn basic bow handling. These bows were designed to allow children of all sizes to be successful firing a bow. Your child will have the opportunity to go to the Archery Range twice, and then have the opportunity to compete in a shooting challenge during Open Program on

Thursday evening. An award is given to the Scout demonstrating the Scouting Spirit when it comes to learning this sometimes frustrating sport.

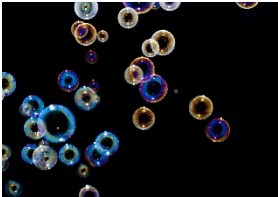


Waterfront: While on the waterfront scouts will have the opportunity to learn basic boating skills and safety, as well as canoe maneuvering. They can also try to ply some of the stocked fish from the lake. If scouts are observant, while paddling around the lake, they may even see some ducks and grebes with their babies aboard. Scouts will also have the

opportunity to explore the principals of buoyancy by participating in swimming if they choose. Afterward they can warm up next to the "canoe campfire".



Campfire Science: Here we will examine the science of fires. We will go beyond just how to build one, but we will also learn about fire prevention as well as how pumps work. Of course no campfire is complete without at least one great song and a smore.



Bubblology: Bubbles provide the opportunity to study science concepts such as elasticity, surface tension, chemistry and light, all while having a great time.



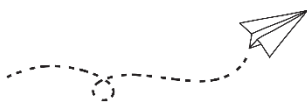
Who Done It? Using fingerprints. and some other clues that were left behind, you will use science and your own deductive powers to deduce – who done it!



Chemistry: Here we will learn the basics of chemistry, and how elements are formed. We will also have the opportunity to create some compounds – have you ever heard of elephant toothpaste?!



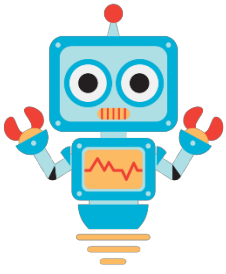
The Science of Sound: What better way to investigate the science of sound than to make some music? Here scouts will learn about the joy of making music in the great outdoors.



Flight: What better way to understand flight than to make things that fly! Here scouts will discover the principles that govern the flight of planes, copters and hot air balloons.



Electricity: Electricity can be created in many ways – including with a potato! Here scouts will learn about the flow of electrons as well as how circuits work. They will also explore alternative sources of energy such as wind and solar.



**Robotics:** Are robots really the wave of the future? Here scouts will learn the difference between science fiction robots and real robots, and investigate some simple robots, including robots that will follow whatever you draw! They will also learn about the importance of robots today and imagine what they will do in the future.



**Games:** Mad Scientists need to learn strategy and how to plan ahead. Here scouts will learn those very same strategies playing simple games such as chess, checkers and mancala.



**Motion:** What better way to understand the laws of motion than to use your own body! Here scouts will learn the laws of motion including inertia, and what equal and opposite force means.



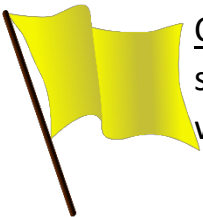
**Simple Machines:** Here scouts will learn about the simple machines that are all around them, even in their bicycle! Scouts will get to examine some simple machines and see if they can create a machine that does work.



**Geology:** Understanding this important topic has never been more important. Here scouts will learn the basics of geology and what causes the ground to move when we least expect it.



**Orienteering:** Understanding navigation has been a pursuit of many famous scientists. Here we will learn how to navigate through the woods using a map and compass.



**Capture the Flag:** A game of strategy, which all scientists need. (can we do something with this game science related like making compounds? I have no idea what I mean)



**Hiking:** Scientists are always searching in the world around them for solutions to human problems. Scouts will spend time with nature, learning about the world around them and how to Leave No Trace!



Paper Bag Puppets: Young scientists will test their creativity by creating their own mad scientist sidekick!



Field: What better way to learn the Laws of Physics than to play sports? We have a variety of field equipment which the scouts can use to understand the both the Laws of Physics and the Laws of Motion!



Science Obstacle Course: Now that our junior scientists have learned the basics, they can test their knowledge on a science-based obstacle course.



Den Chief Time: Here your newly formed group for the week will create a flag that will represent them for the week, as well as learn how to conduct a flag ceremony of their own. Later in the week they will meet again to prepare for our Friday evening campfire where they will be performing for friends and families.

### Check-in

Of course these are only the daytime activities. Our evenings are just as filled with fun for scouts and their families. Our gates open Monday night at 7:00 and the fun begins! You will be greeted by our staff and directed to your home away from home for the week. Your camp coordinator will meet with your Camp Director, Medic, and a member of the kitchen staff in the dining hall. There paperwork will be completed and meal bracelets as well as t-shirts will be handed out. Any mail that you would like to have handed out at evening flags can be handed in now as well. When creating that evening mail for your scout don't forget those often overlooked heroes – the adults- who volunteered to spend the week with your kids.

Once you get settled you will be greeted by one of our staff members who will take your scouts on a tour of camp, as well as teaching them Bear Aware safety and pocketknife safety. Meanwhile, the adults will gather in the dining hall for a Leaders Meeting where any questions will be answered and important information will be related, like where the coffee is kept! This

is an important informational meeting for everyone who will be spending the week with us so please plan to attend. The meeting starts at 8:00.

After the Leaders Meeting the staff will reunite you with your scouts and off you go to make your first campfire and spend your first night enjoying the sounds of muffled laughter and excitement.

### 1<sup>st</sup> Day in Camp

Tuesday morning plan to meet us on the Parade field at 8:00 a.m. Here you will receive your Den Chief assignment for the week. Unless you have a large group you will be put together with other campers for activities during the day. Cubs will be separated from Webelos, ensuring that Adventures earned are applicable to the group. The Den Chief will be your guide for the week, leading you through all of the activities and assisting with your evening meal if you are a Webelos group. The staff will then start your day with a song and grace before your 8:15 breakfast in the dining hall. Of course if you want coffee before then our kitchen staff usually begins their day by 6:00 so the coffee is on early! Our meals are served cafeteria style and seconds are always available. Your breakfasts will always have a hot offering, a complete cereal bar, as well as oatmeal and fruit. Every group will have an opportunity to help clean up the dining hall after a meal so they can earn the Golden Fork award for their den flag and take pride in helping take care of their camp.

At 8:50 we will gather on the parade field again to welcome our day campers and raise the flag, signaling the start of our program day. Now is the time to go out and experience with your scouts all of the program that has been carefully planned and prepared for you. Please jump in and enjoy all of the program areas with your scouts and build memories that will last a lifetime.

### Lunchtimes

At noon we will gather outside of the dining hall for some more songs as only the camp staff can lead them, and grace, before going inside for lunch. This is a time for you to explore with your scouts as well as going to the Trading Post to enjoy a treat until the program begins again at 1:30. Since the staff will be off until 1:30 this is also a great time to start your own game of kickball or gaga ball!

### Afternoon Programs

At 1:30 the staff will meet you on the parade field to begin your afternoon program. At 4:30 afternoon program will end and your scouts will have an opportunity to go change into their Class A uniform for their evening flag ceremony and dinner. On Tuesday, at 4:40 we will set off our emergency alarm and scouts will gather on the parade field where your Camp Director

will review emergency procedures. After this the staff will lead a song, followed by our den yell competition. Awards will be handed out for den flags after which our day campers will be released at roughly 5:00. Once the day campers have departed we will hand out our camper mail for the day before we send our Cubs in for dinner while our Webelos go to their campsite to prepare their evening dutch oven dinner and desert. While in their campsites the campers will be visited by their Camp Director and Program Director who will do a campsite inspection and review bear safety rules. An award will be presented at evening flags for the cleanest campsite so be prepared!

### Evening Programs

Evening program begins at 7:15 every night, with a different activity each evening. On Tuesday night be prepared to meet in Dan's Palace to enjoy a campfire presented by your own camp staff. This is always a good time full of laughs and great fellowship.

Wednesday evening please join our staff as we gather in Dan's palace to enjoy Vespers, an opportunity to fellowship and reflect on the reverant point of the Scout Law. Following Vespers we will have a variety of games available for the Cubs in our craft area, as well as on the parade field. Meanwhile our Webelos will have an opportunity to try their hand at our climbing wall, after which they can join the Cubs in games, and maybe even a shower in the bathhouse!

Thursday evening is an evening your entire family won't want to miss! Beginning at 7:15 we will have our major program areas open, including our waterfront where you can swim and go boating. Our BB and Archery Ranges will also be open where everyone can enjoy shooting. Other games will be open on our parade field and we want everyone to have a family evening they will remember forever.

### Family night & Closing Campfire

Friday evening is our family dinner and closing campfire. Families are invited to join us for our evening meal (please help us prepare for this by letting your Pack know you are going to join us on Monday) on Friday night. Dinner is served at 5:15 and is a summer picnic celebration complete with hot dogs, homemade potato salad, homemade macaroni salad, green salad, beans, and corn on the cob. Adults are \$10.00 each, children 12 and under are \$6.00 each and children under 2 are free. Following dinner, we will gather for our closing campfire at 6:30. Here your camp physicals will be returned, along with a camp patch. Following that you will be entertained by a performance by your scouts. Please plan to stay and enjoy the performances until about 8:00 when we will send you off until next year.

# 2019 Weekly Schedule

TIMES	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:00		BREAKFAST			
8:50		MORNING FLAG CEREMONY			
9:00		Program Area 1			
10:00		Program Area 2			
11:00		Program Area 3			
12:00		LUNCH			
1:00	Day Camp Check In	Program Area 4			
1:30		Program Area 5			
2:30		Program Area 6			
3:30		EVENING FLAG CEREMONY			
4:45		DINNER			
5:00					
5:45	Check- In/Setup	CAMPFIRE	Vespers	Family Night	6:30 CAMPFIRE
7:00					
7:30					
8:00	Tours/Leader's Meeting		Rockwall/Games		
8:45					
9:00					
10:00	Light's Out				



Camp Gorsuch 2019

<b>Tues.</b>	<b><u>Cubs 1</u></b>	<b><u>Cubs 2</u></b>	<b><u>Cubs 3</u></b>	<b><u>Cubs 4</u></b>	<b><u>Cubs 5</u></b>	<b><u>Cubs 6</u></b>	<b><u>Webs 1</u></b>	<b><u>Webs 2</u></b>	<b><u>Webs 3</u></b>	<b><u>Webs 4</u></b>	<b><u>Webs 5</u></b>	<b><u>Webs 6</u></b>
9:00	BB	Den Chief	Hike	Flight	Sound	Field	Archery	Electricity	Den Chief	Machines	Water	Motion
10:00	Field	BB	Hike	Den Chief	Games	Sound	Motion	Archery	Electricity	Den Chief	Machines	Water
11:00	Den Chief	Field	BB	Sound	Flight	Games	Water	Motion	Archery	Electricity	Den Chief	Machines
1:30	Hike	Sound	Field	BB	Den Chief	Paper	Machines	Water	Motion	Archery	Electricity	Den Chief
2:30	Hike	Forensics	Sound	Field	BB	Den Chief	Den Chief	Machines	Water	Motion	Archery	Electricity
3:30	Sound	Flight	Den Chief	Games	Field	BB	Electricity	Den Chief	Machines	Water	Motion	Archery
<b>Wed.</b>												
<b><u>Cubs 1</u></b>	<b><u>Cubs 2</u></b>	<b><u>Cubs 3</u></b>	<b><u>Cubs 4</u></b>	<b><u>Cubs 5</u></b>	<b><u>Cubs 6</u></b>	<b><u>Webs 1</u></b>	<b><u>Webs 2</u></b>	<b><u>Webs 3</u></b>	<b><u>Webs 4</u></b>	<b><u>Webs 5</u></b>	<b><u>Webs 6</u></b>	
9:00	Archery	Hike	Forensics	Water	Motion	Flight	BB	Orienteering	Geology	Sound	Robotics	Field
10:00	Capture	Hike	Archery	Capture	Water	Motion	Field	BB	Sound	Forensics	Hike	Robotics
11:00	Water	Archery	Capture	Motion	Forensics	Capture	Robotics	Field	BB	Orienteering	Hike	Sound
1:30	Flight	Water	Motion	Hike	Archery	Forensics	Orienteering	Robotics	Field	BB	Sound	Hike
2:30	Motion	Capture	Water	Hike	Capture	Archery	Forensics	Sound	Robotics	Field	BB	Hike
3:30	Forensics	Motion	Flight	Archery	Paper	Water	Sound	Geology	Orienteering	Robotics	Field	BB
<b>Thurs.</b>												
<b><u>Cubs 1</u></b>	<b><u>Cubs 2</u></b>	<b><u>Cubs 3</u></b>	<b><u>Cubs 4</u></b>	<b><u>Cubs 5</u></b>	<b><u>Cubs 6</u></b>	<b><u>Webs 1</u></b>	<b><u>Webs 2</u></b>	<b><u>Webs 3</u></b>	<b><u>Webs 4</u></b>	<b><u>Webs 5</u></b>	<b><u>Webs 6</u></b>	
9:00	BB	Machines	Paper	Robotics	Hike	Field	Archery	Obstacle	Forensics	Flight	Water	Chemistry
10:00	Field	BB	Bubology	Forensics	Hike	Machines	Capture	Archery	Obstacle	Hike	Capture	Water
11:00	Machines	Field	BB	Bubology	Robotics	Electricity	Water	Capture	Archery	Hike	Obstacle	Capture
1:30	Robotics	Paper	Field	BB	Machines	Hike	Geology	Water	Chemistry	Archery	Flight	Obstacle
2:30	Bubology	Robotics	Machines	Field	BB	Hike	Flight	Hike	Water	Obstacle	Archery	Flight
3:30	Paper	Bubology	Robotics	Machines	Field	BB	Obstacle	Hike	Flight	Water	Forensics	Archery
<b>Fri.</b>												
<b><u>Cubs 1</u></b>	<b><u>Cubs 2</u></b>	<b><u>Cubs 3</u></b>	<b><u>Cubs 4</u></b>	<b><u>Cubs 5</u></b>	<b><u>Cubs 6</u></b>	<b><u>Webs 1</u></b>	<b><u>Webs 2</u></b>	<b><u>Webs 3</u></b>	<b><u>Webs 4</u></b>	<b><u>Webs 5</u></b>	<b><u>Webs 6</u></b>	
9:00	Archery	Games	Obstacle	Paper	Water	Den Chief	BB	Flight	Hike	Den Chief	Chemistry	Field
10:00	Den Chief	Archery	Electricity	Obstacle	Bubology	Water	Field	BB	Hike	Chemistry	Geology	Den Chief
11:00	Water	Den Chief	Archery	Electricity	Obstacle	Robotics	Chemistry	Field	BB	Geology	Den Chief	Forensics
1:30	Games	Water	Den Chief	Archery	Electricity	Obstacle	Hike	Den Chief	Field	BB	Orienteering	Geology
2:30	Electricity	Obstacle	Water	Den Chief	Archery	Bubology	Hike	Forensics	Den Chief	Field	BB	Orienteering
3:30	Obstacle	Electricity	Games	Water	Den Chief	Archery	Den Chief	Chemistry	Capture	Capture	Field	BB