



Camp Gorsuch Cub Scout Program Guide

2020

The Knights of Gorsuch

Camp Gorsuch strives to provide a well rounded Scout experience for all levels of scouting, allowing the boys 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.

Your specific schedule will not be set until you get to camp but some time during the week you and your scout will participate in the following activities:



Dragonslayers: Always a camp favorite. Your scout will be able to learn basic gun handling and safety while earning their shooting sports awards. Scouts get to shoot at least twice during the week, once to slay dragons, and then have an opportunity to shoot during the Thursday Evening Open Program.



Marksmanship: The Genesis bows are probably one of the best opportunities for your child to learn basic bow handling while earning their shooting sports awards. Your child will have the opportunity to go to the Archery Range twice, and then have another opportunity to shoot during Open Program on Thursday evening.



The Mists of Avalon: While on the waterfront scouts will have the opportunity to learn basic boat safety as well as to see if they can pry some of the stocked fish from the lake. While paddling around the lake they may even see some real ducks and grebes with their babies aboard. Also, whoever retrieves Excalibur from the lake will be rewarded by King Arthur at the evening's flag ceremony.



The Training Grounds: On their trips to the gaga pit the scouts will be working on their agility training, and what better way to do that than by "dodging" tomatoes, in the tradition of those who earned their way to the stocks. This activity will also be available during Thursday evening Open Program.



The Battlefield: While on the field the boys will be able to work on their agility (you never know when you may have to run from a dragon) while playing soccer or Ultimate Frisbee. On their second trip the boys will be able to work on their physical fitness training, an important part of a knights daily routine!



The Quest for the Holy Grail: Every knight wanted to be the one to find the Holy Grail for King Arthur. Present the Grail to Arthur and you will be rewarded by becoming a knight at the Roundtable. This quest will lead you to strange lands, so care must be taken to be alert for all dangers. You must learn about the plants and wildlife that surrounds you so you can report your findings back to your king.



Capture the Flag: - Every knight was charged with defending their kingdom, their king, and their flag. Here, scouts will learn knightly strategies and fair play to help them with this task.



Craftsmanship: Artisans were an important part of the king's court. Here scouts will create a trivet using mosaic tiles so that they have a memento of serving their King as members of Gorsuch's Court.



Troupe Time: Identification of which kingdom a knight served was crucial for survival, so our knights will be developing their crest as well as their skills in handling their kingdoms flag during this time. Festivals and the presentation of entertaining skits for their king was also important, and this skill will be perfected as well.



Service to the Kingdom: Every kingdom needs repair and improvement, and providing this service to the king was an honor for knights. Every citizen of the kingdom will be given the opportunity to develop a task which will earn them the good service award for their banner.



The Gauntlet: Scale a castle wall. Cross the moat. Sneak past the dragon. Beware of Monster Spider Webs. All these skills and more will be tested in The Gauntlet.



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Frolf: Here competitors will test their skill and precision of throw using Frisbees to complete a course. Always remember to be aware of your surroundings as well as your fellow competitors Frisbees!



Merlin's Magic: Merlin was a chief advisor to King Arthur and his magic was often called on to help Arthur make difficult decisions. Here scouts will get to make color changing potions, and learn simple magic tricks, as well as juggling, to amaze the subjects of the kingdom.





First Aid: Occasionally a dragon may sneak up on you before you even know it, and in this case you may need to provide first aid to yourself or your comrades. Here you will learn the basics of first aid so that you will always be prepared.

Of course these are only the daytime activities. Our evenings are also 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 8:05.

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

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.

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!

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 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 a reverant topic chosen by our chaplain. 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 at the COPE tower, 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.

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. 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 from the scouts. Please plan to stay and enjoy the performances until about 8:00 when we will send you off until next year.

2020 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	Day Camp Check In	LUNCH			
1:00					
1:30		Program Area 4			
2:30		Program Area 5			
3:30		Program Area 6			
4:45		EVENING FLAG CEREMONY			
5:00		DINNER			
5:45					
6:00					
6:45					
7:00	Check-In/Setup	CAMPFIRE	Vespers	Family Night	6:30 CAMPFIRE
7:30					
8:00	Tours/Leader's Meeting		Rockwall/Games		
8:45					
9:00					
10:00	Light's Out				

Camp Gorsuch 2020												
Tues.	Cubs 1	Cubs 2	Cubs 3	Cubs 4	Cubs 5	Cubs 6	Webs 1	Webs 2	Webs 3	Webs 4	Webs 5	Webs 6
9:00	BB	Gaga	Shelters	Gauntlet	Water	Den Chief	Archery	Siege	Hike	Crafts	Field	Den Chief
10:00	Den Chief	BB	Gaga	Siege	Shelters	Water	Den Chief	Archery	Hike	Hike	Crafts	Field
11:00	Water	Den Chief	BB	Gaga	Siege	Gauntlet	Field	Den Chief	Archery	Hike	Knots	Crafts
1:30	Hike	Water	Den Chief	BB	Gaga	Shelters	Crafts	Field	Den Chief	Archery	Siege	Knots
2:30	Hike	Hike	Water	Den Chief	BB	Gaga	Knots	Crafts	Field	Den Chief	Archery	Siege
3:30	Gaga	Hike	Service	Water	Den Chief	BB	Siege	Knots	Crafts	Field	Den Chief	Archery
Wed.	Cubs 1	Cubs 2	Cubs 3	Cubs 4	Cubs 5	Cubs 6	Webs 1	Webs 2	Webs 3	Webs 4	Webs 5	Webs 6
9:00	Archery	Siege	Hike	Crafts	Service	Field	BB	Capture	Knots	Capture	Water	Gaga
10:00	Field	Archery	Hike	Hike	Crafts	Siege	Gaga	BB	Capture	Knots	Capture	Water
11:00	Siege	Field	Archery	Hike	Puppets	Crafts	Water	Gaga	BB	First Aid	Sword	Knots
1:30	Capture	Crafts	Field	Archery	Capture	Puppets	Sword	Water	Gaga	BB	First Aid	Hike
2:30	Shelters	Capture	Crafts	Field	Archery	Capture	First Aid	Hike	Water	Gaga	BB	Hike
3:30	Crafts	Service	Capture	Capture	Field	Archery	Service	Hike	First Aid	Water	Gaga	BB
Thurs.	Cubs 1	Cubs 2	Cubs 3	Cubs 4	Cubs 5	Cubs 6	Webs 1	Webs 2	Webs 3	Webs 4	Webs 5	Webs 6
9:00	BB	Puppets	Siege	Sword	Water	Gaga	Archery	First Aid	Knots	Crafts	Hike	Field
10:00	Gaga	BB	Sword	Puppets	Hike	Water	Field	Archery	Siege	Knots	Hike	Crafts
11:00	Water	Gaga	BB	Service	Hike	Sword	Capture	Field	Archery	Siege	Crafts	Capture
1:30	Merlin	Water	Gaga	BB	Sword	Hike	Crafts	Service	Field	Archery	Knots	First Aid
2:30	Puppets	Gauntlet	Water	Gaga	BB	Hike	Hike	Crafts	First Aid	Field	Archery	Sword
3:30	Service	Sword	Puppets	Water	Gaga	BB	Hike	Knots	Crafts	Service	Field	Archery
Fri.	Cubs 1	Cubs 2	Cubs 3	Cubs 4	Cubs 5	Cubs 6	Webs 1	Webs 2	Webs 3	Webs 4	Webs 5	Webs 6
9:00	Archery	Merlin	Gauntlet	Crafts	Field	Den Chief	BB	First Aid	Sword	Gaga	Water	Den Chief
10:00	Den Chief	Archery	Merlin	Shelters	Crafts	Field	Den Chief	BB	Service	First Aid	Gaga	Water
11:00	Field	Den Chief	Archery	Merlin	Gauntlet	Crafts	Water	Den Chief	BB	Sword	First Aid	Gaga
1:30	Crafts	Field	Den Chief	Archery	Merlin	Service	Gaga	Water	Den Chief	BB	Service	First Aid
2:30	Sword	Crafts	Field	Den Chief	Archery	Merlin	Knots	Gaga	Water	Den Chief	BB	Service
3:30	Gauntlet	Shelters	Crafts	Field	Den Chief	Archery	First Aid	Sword	Gaga	Water	Den Chief	BB

We look forward to seeing you at camp. Come join us and experience what happens when the Spirit of Knights and the Scouting Spirit collide!