

CAMP
BOB HARDIN
PALMETTO COUNCIL, BSA

Pirate's Cove!



Cub Resident Camp 2018

2018 Cub Resident Camp – Pirate's Cove!

Ahoy Scouters! Welcome to Camp Bob Hardin Cub Resident Camp for 2018 – Pirate's Cove! This year's camp features a "weekend plus one" format – parents can attend camp and only miss one day of work!

The 2018 Leader's Guide is presented here with all the latest updates to our programs and facilities. Our theme this summer is Pirate's Cove. We are excited to offer multiple Wolf, Bear, and Webelos Adventures and Electives! Plus all scouts can take part in special activities that CBH has to offer, including swimming, BB gun shooting, archery, plus much more – all built around our pirate theme!

Avast and set sail to the mountains for a weekend trek of FUN and ADVENTURE! Please check our website, www.campbobhardin.com, for the latest update in schedules and offerings. For registration questions, call Matthew Kelly at (864) 585-4391. For any program questions, please contact Aaron through our email addresses.

Yours in Scouting,

Aaron Thrasher
Camp Director
campbobhardin@gmail.com

Matthew Kelly
Program Director
matthew.kelly@scouting.org

KEY INFO

March and April

Pack reservations should be made as campsites are assigned on a "first come, first served" basis.

May 1st:

Registration form due and fees due in full to the Palmetto Service Center.

June 8: Cub Camp begins

June 10: Cub Camp Ends

Cost:

Scout/Parent Combo -
\$120

What To Pack

- Uniform shirt
- Scout socks
- T-shirts (Scout acceptable logo's or wording only) for 3 days.
- Pants or shorts for 3 days
- Underwear and socks
- Comfortable closed toe shoes (sandals only in showers)
- Swimming trunks
- Sleepwear
- Towel (1 or 2)
- Soap, shampoo, deodorant, toothbrush, toothpaste
- Bug Spray
- Poncho
- Handbook, pen, and paper
- Sleeping Bag
- Sheet
- Pillow
- Mosquito Net (optional)
- Battery operated fan
- Batteries
- Sunglasses (optional)
- Sun block
- Water bottle
- Day backpack (optional)
- Medical form
- Medications
- Watch
- Clean folding chair
- Clothes hangers

- Camera (optional)
- Flashlight with extra batteries
- Extra money for trading post (recommend \$30-\$60)
- Stamps and postcards if you would like to send one from camp.
- Pocket knife (with Whittling Chip)

DO NOT BRING

- Matches or lighters
- Large knives, axes or saws
- Aerosol sprays
- Alcohol
- Fireworks
- Anything you do not need for Camp
- Firearms, bow and arrow, play guns/knives



2018 Webelos-Cub Resident Camp Information

Registration

Each pack is required to submit a Webelos-Cub Resident Camp Registration form (available in this guide). It is very important that you register early in order to get your reservation confirmed. Payments are not refundable but are transferable between Webelos and Cub Scouts of the same pack.

Campsite Capacities

Each Adirondack (building) must have a minimum of 5 and a maximum of 8 persons. The minimum for two Adirondacks is 12, three is 20, and four is 28 persons. Tent sites are very flexible. Camp site locations can be viewed at www.campbobhardin.com (click on the map link).

Arrival at Camp

One leader from each pack will check in at the camp office next to Lake Hearon. Please have a roster of Webelos/Cubs and parents, medical forms, and any remaining payments due. The ranger will take your equipment to your campsite. A Staff Guide will go with you to your medical check-in, to inspect your campsite, and to the swim test.

Immunizations/Physicals

The state of North Carolina requires that all campers have adequate immunizations, and the ones listed on the medical form (BSA Parts A and B) must be obtained prior to attending camp. BSA Medical Forms Part A and B are required, and they are available at www.scouting.org for both youth and adults.

Fishing and Lake Usage

Webelos and Cubs are not allowed to enter the water of either lake except during scheduled activities under appropriate supervision.

Fishing is permitted only when using the buddy system. Under no circumstances are Webelos or Cubs allowed to fish around the waterfront boat dock areas. Please practice catch and release. Try out our new fishing docks when catching the big one!

Mail

US Mail is delivered daily. Mail for Scouts and leaders attending camp will be distributed each day.

Please address mail to:

Name and Pack Number
Camp Bob Hardin
805 Scout Camp Rd
Saluda, NC 28773

Drugs, Alcohol, and Tobacco

Illicit drugs and alcohol are expressly forbidden at Camp Bob Hardin. Their use will not be tolerated. Tobacco products are not to be used in the sight of Scouts, buildings, or at any camp activities. Any litter caused by tobacco products is the responsibility of the user.

Firearms and Bows

Personal firearms and Archery equipment will not be permitted at Webelos-Cub Resident Camp.

Fireworks

Fireworks are illegal in NC and will not be permitted at camp.

Property Damage

Packs will be held responsible for all damages to their campsite that were not identified on the initial site inspection.

Code of Conduct

Camp Bob Hardin uses the high ideals of the Scout Law as the code of conduct. Leaders and parents are responsible for their Scouts' behavior.

Leaving Camp

For your protection, all campers, whether they are youth or adults, must check out with the Camp Office when leaving camp and check in when returning.

Vehicles

Vehicles are not allowed past the parking lot near Lake Bob Justice. Only authorized service vehicles are allowed past the gates. The Camp Director will review special cases. The safety of the Scouts being the primary consideration, your full and unconditional cooperation is expected and appreciated.

Supervision

Under BSA Cub Scout camping policies, all youth members of a Pack must be accompanied by a parent or legal guardian on any overnight camping trip. Any exceptions must be pre-approved by camp management. In camp, the Cubmaster or their designee is responsible for all participants attending Resident Camp from his/her pack. Effective discipline and organization of your pack is the Cubmaster's responsibility. The camp staff is there to conduct the program and to assist you where and when they can on delivering a quality program.

Youth Protection

National policy of the Boy Scouts of America prevents youths from 6 to 17 years of age and adults 18 years and older from showering or sleeping together, except in parent/son relationships. Adult showers are on the left-hand side of the bathhouse located next to the Murphy Pavilion and down the hill from Cheyenne. The Central Showerhouse is also available for showers.

*Adults **CAN NOT STAY** if they do not have a current Youth Protection Training. Please make sure your training is up to date before coming to camp.*

Checkout Procedure

Your campsite will be inspected prior to your checkout. Your Scouts should check that personal items are packed and please leave the campsite as clean as or cleaner than you found it.

Visitors

Visitors are to park in the front parking areas, check in at the office, and be prepared to walk. Those wishing to have a picnic can use the Murphy Pavilion located near the Activity Field. Vehicles are not permitted in camp.

Emergency Procedures

In the event of an emergency, the Camp Director should be notified immediately. If he is not available, the Program Director or Camp Ranger should be notified. If the emergency is of a medical nature contact the medical officer without delay.

Class Registration

Please choose classes for each Scout using our online registration system. Login and system information will be sent to the Pack contact. On-line registration will be available in mid-April. Class size limits will be listed in the on-line registration system.

Pack Registration

Please contact Matthew Kelly at the Palmetto Council Service Center with any registration questions at (864) 585-4391.

Cub Resident Camp will be held at Camp Bob Hardin June 8-10, 2018.

Fees for camp are **\$120 for a scout/adult combo**. Scouts will need at least one adult partner to participate. If you have a Scout with a special need for funding assistance, contact the Council Office for instructions.

Please complete and return the form below **NO LATER THAN MAY 1. ALL FEES DUE NO LATER THAN MAY 15.**

Palmetto Council, BSA
ATTN: Matthew Kelly
420 S. Church Street
Spartanburg, SC 29306

It is your responsibility to ensure that forms are properly filled out and that moneys are sent to the Palmetto Council office on time.

Cubmaster's Name: _____

Pack #: _____ District: _____ Council: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: _____ Email: _____

Fees enclosed (\$120 for Scout/adult combo): \$ _____ # of Youth _____ # of Adults _____

Campsite Preference: 1st Choice _____ 2nd Choice _____ 3rd Choice _____

Fees are not refundable after May 15. Packs may substitute another participant.

Class Registration will be through Tentaroo, starting April 4th, 2018.

Pirate's Cove Check-in At A Glance

9:30 – 11:00 AM	Arrive at Camp Bob Hardin
11:45 AM	Assembly/Flag Ceremony
12:00 PM	Lunch
1:30 PM	Program Begins

Please do not arrive prior to 9:00 AM. The Camp Director will determine the sequence in which your Pack goes through check-in.

- Paperwork – The unit leader and assistant report to the Camp Office with all the pack's registration forms and fees. You will meet your campsite guide who will guide you through the check-in procedures and to your campsite
- Health Officer – The unit leader will deliver all medication and health forms to the Camp Health Officer. The pack will listen to the Health Lodge on camp safety. Health rechecks will be administered if deemed necessary.
- Dining Hall – Your guide will lead you to the dining hall so that you will get to meet our Head Chef and the Dining Hall Steward. They will tell you the dining hall procedures and assign you to your tables.
- Campsite – Your guide will take you to your campsite where you will unload all camp gear and prepare for swim checks. Change into swimming gear for swim checks.
- Swim Checks – The pack will take the BSA swimmers test. Any scout who is taking a waterfront merit badge or wishes to participate in waterfront activities must take a swim check. The unit leader will bring a copy of the roster to the waterfront and help fill out buddy tags.

Pirate's Cove Check-out At A Glance

7:30 – 8:30 AM	Continental-style breakfast served in the dining hall
After breakfast	Return to campsite and prepare for departure.
By 10:00 AM	Depart Camp Bob Hardin

- Pick up unit paperwork either the night before or this morning. Be sure there are no discrepancies. Please bring up any issues with the Program Director.
- Campsite – Return to campsite after breakfast. Pack up your gear and clean the campsite one last time.
- Trash – Bag up all trash and place it at the end of the campsite road next to the main camp road.
- Camp Office – Before leaving camp, stop by the Camp Office to take care of any last minute paperwork, settle any debts, turn in evaluation forms, and sign-out your unit from camp.

We have to have camp ready by Noon on June 10 for the start of Boy Scout camp. Please help us by leaving your area clean and neat so we can easily reset.

ADVENTURES



Wolf Program Activities



Archery

Scouts will have a chance to shoot bows and arrows at the Range and complete their rank-level shooting sports patch along with the Archery discipline pin.



BB Guns

Scouts will get a chance to shoot BB Guns and complete their rank-level shooting sports patch along with the BB gun discipline pin.



Sports

Scout will learn sportsmanship and team building as they play and exercise to complete Running with the Pack requirements 1 – 5.



Nature

Scouts will visit the Nature Shelter at camp and learn about the environment around them while completing the Call of the Wild Adventure.



Aquatics

Scouts will swim in Lake Bob Justice and complete the Spirit of Water elective Adventure.



Scoutcraft

Scouts will learn hiking skills and how to take care of the American flag while completing the Paws on the Path Adventure.

ADVENTURES



Bear Program Activities



Archery

Scouts will have a chance to shoot bows and arrows at the Range and complete their rank-level shooting sports patch along with the Archery discipline pin.



BB Guns

Scouts will get a chance to shoot BB Guns and complete their rank-level shooting sports patch along with the BB gun discipline pin.



Whittling

Scouts will learn how to use a pocketknife and earn their Whittling Chip and complete the Bear Claws Adventure.



Nature

Scouts will visit the Nature Shelter at camp and learn about the environment around them while completing requirements 1, 2, 4, 5, and 6 of the Fur, Feathers, and Ferns Adventure.



Boating

Scoutus will get to use canoes on Lake Hearon and complete requirements 1 – 3 of the Salmon Run elective Adventure.



Swimming

Scouts will swim in Lake Bob Justice and complete the Salmon Run elective adventure requirements 4 – 9 (this along with Boating will complete the adventure).



STEM

Scouts will use common objects to learn about chain reactions, pulleys, and levers. The boys will take all of the things that they learn and create a fun Rube Goldberg-type machine while completing the Make It Move Elective.



STEM

Scouts will get a little messy but gain a lot of knowledge! Science is an everyday wonder that Scouts can learn more about by simply using ordinary household supplies while completing the Super Science Elective.



Handicraft

Baloo the Builder will expose the Bear Scout to the safe and proper use of hand tools, how to determine the correct type of wood for a project, and how to construct an item while completing this elective.

ADVENTURES



Webelos Program Activities



Archery

Scouts will have a chance to shoot bows and arrows at the Range and complete their rank-level shooting sports patch along with the Archery discipline pin.



BB Guns

Scouts will get a chance to shoot B Guns and complete their rank-level shooting sports patch along with the BB gun discipline pin.



Aquanaut

Get ready to get wet! Whether jumping into water over your head, learning to float, or getting the chance to cool off on a hot summer day, you'll love being an Aquanaut. Webelos/AoL elective.



Into the Woods

Identifying trees and learning their uses is part of the job of being a forester. Enjoy hiking along the trails of camp and learning new things about forestry, trees, and how we conserve our resources. Webelos/AoL elective



Into the Wild

If you like watching wildlife, then Kia Kima is the place for you. You will get the chance to study creatures and plants in the wild and see much of camp at the same time. Webelos/AoL elective



Earth Rocks

Rocks and Minerals and how the earth is put together makes this adventure exciting and challenging. Webelos/AoL elective



Art Explosion

Do you like to make things? The Art Explosion adventure will give you an opportunity to draw and build! You will use your own creative juices to create masterpieces. Web/AoL elective.



Build It

Scouts will learn how to use many different tools and build a small project. Webelos/AoL elective



Outdoorsman

Camper adventure requirements are fun and give Webelos an opportunity to learn about camping and the out-of-doors. AoL requirement.



First Responder

Don't Panic! This badge will teach you exactly what to do when an emergency arises. Webelos requirement.



Webelos Walkabout

This adventure prepares Webelos Scouts for an outdoor experience and hiking activity



Scouting Adventure

During this session Webelos will work on activities that will prepare them for a Boy Scout troop. Activities may include, pitching a backpack tent, primitive fire making, foil pack cooking, simple knots and much more! AoL requirement



Engineer

Scouts will learn the basics of engineering and work on projects including: constructing a bridge model, complete an electrical circuit, and even build their own catapult! Webelos/AoL elective



Adventures in Science

Scientists know about the laws of nature that explain much about the world and the universe. They continue to learn by experimenting, and they make discoveries. Webelos/AoL elective



Sportsman

Develop your skills in the sports world. Learn the rules, showing good sportsmanship, and doing your best is what Sportsman has to offer. Webelos/ AoL elective



Stronger Faster Higher

This adventure will give Webelos the opportunity to learn what it means to be "Physically Fit." Webelos will record their progress on certain exercises for a period of 30 days after camp. Webelos requirement.

World Conservation Award



Bold means Scouts can complete at camp.

As a Wolf Cub Scout

- _____ Earn the Paws on the Path adventure.
- _____ Earn the Grow Something adventure.
- _____ **Complete requirements 1 and 3 from the Spirit of the Water adventure.**
- _____ Participate in a den or pack conservation project in addition to the above.

As a Bear Cub Scout

- _____ Earn the Fur, Feathers, and Ferns adventure (**Partially completed during the session**).
- _____ Earn either the Bear Goes Fishing or Critter Care adventure.
- _____ **Complete requirement 3 from the Baloo the Builder adventure by constructing a bird feeder or a bird house as one of the options.**
- _____ Participate in a den or pack conservation project in addition to the above.

As a Webelos Scout

- _____ Earn the Building a Better World adventure.
- _____ **Earn the Into the Wild adventure (Partially completed during the session).**
- _____ **Earn the Into the Woods adventure.**
- _____ **Earn the Earth Rocks adventure.**
- _____ **Complete requirements 1, 3a, and 3b in the Adventures in Science adventure.**
- _____ Participate in a den or pack conservation project in addition to the above.

Pirate's Cove General Schedule

Time	Friday	Saturday	Sunday
7:45 am		Assembly	Continental-style breakfast (7:30-8:15)
8:00 am		Breakfast	
9:30 am	Check-in Begins	Session 3	Clean up and Check-out by 10:00
11:00 am	Check-in Ends	Free Time	
11:45 am	Assembly	Assembly	
12:00 pm	Lunch	Lunch	
1:30 pm	Session #1	Session #4	
3:00 pm	Transition	Transition	
3:30 pm	Session #2	Session #5	
5:00 pm	Free Time	Free Time	
6:25 pm	Assembly	Assembly	
6:30 pm	Dinner*	Dinner*	
8:15 pm	Opening Campfire*	Closing Campfire*	
10:30 pm	Lights Out	Lights Out	

*We ask that you wear your Field Uniform to dinner and campfire.

Pirate's Cove Adventure Schedule

Adventure	Session 1	Session 2	Session 3	Session 4	Session 5
Aquatics					
Aquanaut					
Swimming					
Boating					
Nature					
Into the Woods					
Into the Wild					
Earth Rocks					
Nature					
Handicraft					
Art Explosion					
Build It					
Whittling					
Baloo the Builder					
Scoutcraft					
Outdoorsman					
First Responder					
Scouting Adventure					
Paws on the Path					
Webelos Walkabout					
Shooting Sports					
Archery					
BB Guns					

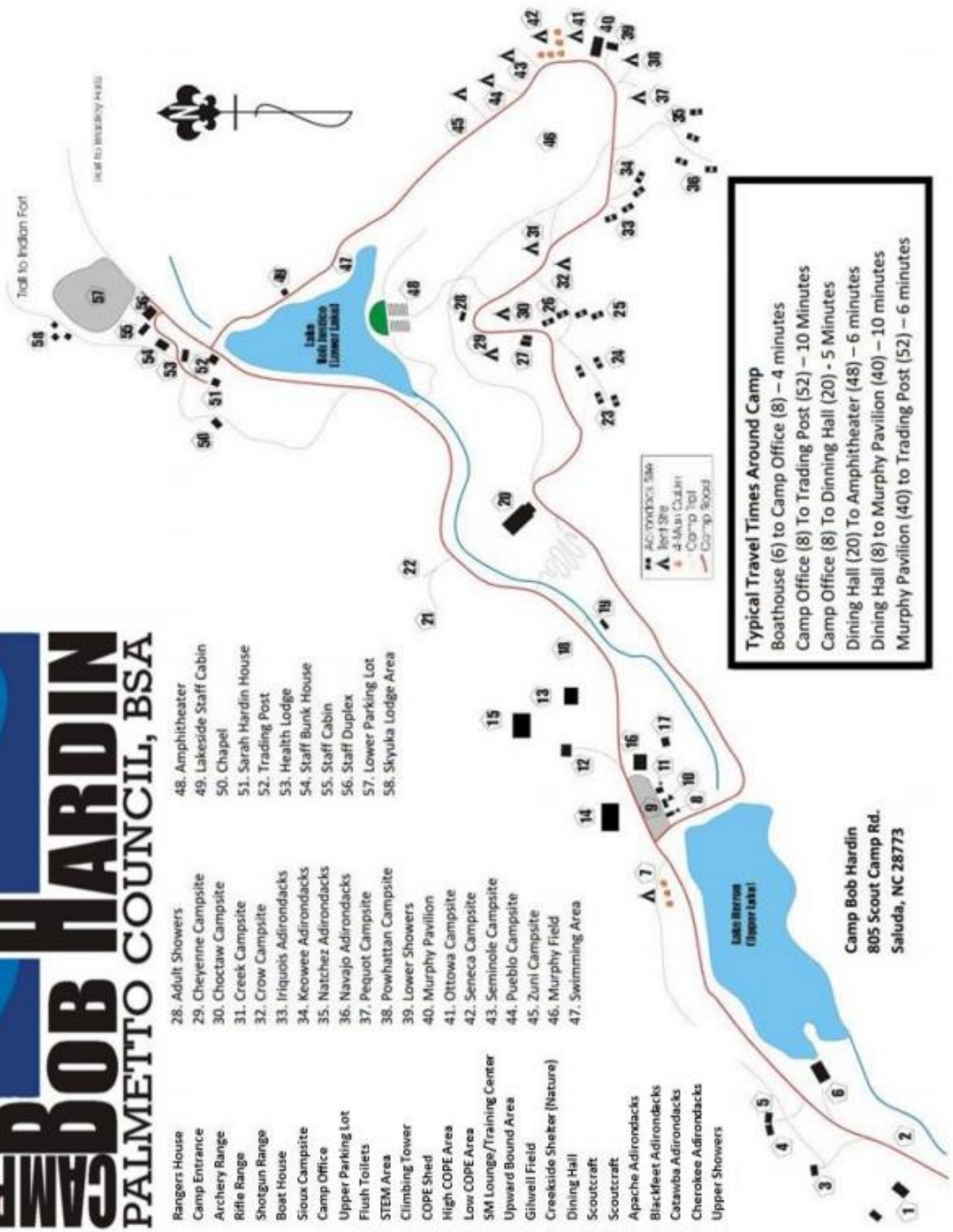
STEM					
Engineer					
Adventures in Science					
Make it Move					
Super Science					
Sports					
Sportsman					
Sports					
Stronger Faster Higher					

Webelos Only	
Wolf and Bear Only	
Both	

BOB HARDIN

PALMETTO COUNCIL, BSA

- 1. Rangers House
- 2. Camp Entrance
- 3. Archery Range
- 4. Rifle Range
- 5. Shotgun Range
- 6. Boat House
- 7. Sioux Campsite
- 8. Camp Office
- 9. Upper Parking Lot
- 10. Flush Toilets
- 11. STEM Area
- 12. Climbing Tower
- 13. COPE Shed
- 14. High COPE Area
- 15. Low COPE Area
- 16. SM Lounge/Training Center
- 17. Upward Bound Area
- 18. Gilwell Field
- 19. Creekside Shelter (Nature)
- 20. Dining Hall
- 21. Scoutcraft
- 22. Scoutcraft
- 23. Apache Adirondacks
- 24. Blackfeet Adirondacks
- 25. Catawba Adirondacks
- 26. Cherokee Adirondacks
- 27. Upper Showers
- 28. Adult Showers
- 29. Cheyenne Campsite
- 30. Choctaw Campsite
- 31. Creek Campsite
- 32. Crow Campsite
- 33. Iriquois Adirondacks
- 34. Keowee Adirondacks
- 35. Natchez Adirondacks
- 36. Navajo Adirondacks
- 37. Pequot Campsite
- 38. Powhattan Campsite
- 39. Lower Showers
- 40. Murphy Pavilion
- 41. Ottawa Campsite
- 42. Seneca Campsite
- 43. Seminole Campsite
- 44. Pueblo Campsite
- 45. Zuni Campsite
- 46. Murphy Field
- 47. Swimming Area
- 48. Amphitheater
- 49. Lakeside Staff Cabin
- 50. Chapel
- 51. Sarah Hardin House
- 52. Trading Post
- 53. Health Lodge
- 54. Staff Bunk House
- 55. Staff Cabin
- 56. Staff Duplex
- 57. Lower Parking Lot
- 58. Skyuka Lodge Area



Typical Travel Times Around Camp

- Boathouse (6) to Camp Office (8) – 4 minutes
- Camp Office (8) To Trading Post (52) – 10 Minutes
- Camp Office (8) To Dining Hall (20) - 5 Minutes
- Dining Hall (20) To Amphitheater (48) – 6 minutes
- Dining Hall (8) to Murphy Pavilion (40) – 10 minutes
- Murphy Pavilion (40) to Trading Post (52) – 6 minutes

Camp Bob Hardin
 805 Scout Camp Rd.
 Saluda, NC 28773