



PASSPORT TO ADVENTURE!

2026 CUB SCOUT ADVENTURE WEEKEND

May 22nd – 25th





SUMMER CAMP FEES

Cub Scout Camp Fees:

- \$165 Youth Early Bird Discount Rate if registered by March 31st with \$50 deposit.
- \$195 Youth Rate if registering after March 31st and before May 1st.
- \$225 Youth Rate if registering after May 1st.

Registrations after May 1st are not guaranteed a patch.

Adult Leader Camp Fees:

- \$65 Adult Early Bird Discount Rate if registered by March 31st.
- \$85 Adult Rate if registering after March 31st and before May 1st.
- \$125 Adult Rate if registering after May 1st.

Refund Policy:

Cub Scout Resident Camp fees are refundable upon written request by Pack Leadership under the following conditions:

1. Illness of the Scout prevents his or her attendance at Summer Camp.
2. Illness or death in the family of the Scout prevents his or her attendance at Summer Camp.
3. The Scout's family has moved from the local council, making it impractical to attend.

If a Scout becomes ill while attending camp and is sent home by camp medical personnel, he or she is entitled to a prorated refund of the balance. This request must be made in writing by Pack Leadership by July 15, 2026. Adult fees are refundable under the same conditions as youth fees. Fees are not refundable for homesickness or Scouts sent home for disciplinary reasons.

Scouts Who Need Financial Help:

Limited Camperships are available to registered Scouts in the Natchez Trace Council in need of financial assistance. Applications are available in the Appendix of this guide. Early filing is necessary to ensure equitable distribution of available funds. The deadline for campership applications is March 31, 2026.

A Campership will not pay the entire fee. The Scout's family, Pack, and Chartered Organization should pool their resources first with a Campership request to meet the balance. Up to half of a Scouts' camp fee may be met with a Campership. A Scout must participate in Pack or Council fundraising opportunities to qualify for Camperships. A Scout is thrifty.

A Scout who receives a Campership is expected to perform one or more service projects for his Chartered Organization (or another religious, educational, or charitable organization approved by the Cubmaster). The hours expended should be approximately equal to the amount of Campership awarded divided by \$10.00. The program is to be administered by the Scout's Cubmaster.

Campership awards are not refundable and not transferable.

Campsite Reservations:

Cub Scout Adventure Weekend will take place at Camp Yocona. Camp Yocona is located at 878 Boy Scout Road, Randolph, Mississippi 38864.

To reserve a campsite at Camp Yocona, Packs choose their selections when reserving online via Tentaroo. Campsites are reserved based upon the number of Scouts registered and the actual number arriving at camp. Make sure you have entered and paid for online all Scouts in your Unit that plan on attending camp.

It is our hope that all Units can have their first choice of campsite; unfortunately, this is not always possible. Campsites may be changed if your number decreases or increases dramatically. The decision of the Camp Director is **FINAL**.



Basic Overview

At Cub Scout Resident Camp, Scouts will perform flag ceremonies, attend morning and night activities, eat meals, and share a campsite with their Pack. The rest of the day, campers will be divided into four Dens by rank.

- The following will be grouped together: Tigers (upcoming first graders), Wolves (upcoming second graders), Bears (upcoming third graders), Webelos (upcoming fourth graders), and Arrow of Light (upcoming fifth graders).
- Your Pack should divide the adults between your Pack's Scouts and go where you are most needed during sessions where your Pack is divided by rank.
- Each Den will have an assigned Staff Leader. This will be a staff member who will go with the Scouts to do their morning activities. The Staff Leader will always be responsible for each child's whereabouts and will need additional volunteer help from your Pack during Den Activities.
- Activity areas will be run by at least one staff member. Other staff members will be present to help the Activity Leader if needed. The activities will be games, crafts, Scout skills, Waterfront, and Shooting Sports. Various activities will take place each evening.

Why Cub Scout Resident Camp?

The purpose of Cub Scout Resident Camp is to have fun outdoors. Scouts that attend Cub Scout Resident Camp are more likely to remain in Scouting. Many opportunities for advancement will take place. Our program schedule includes new Cub Scout Adventures and Webelos Achievements. As part of achieving National Standards, the program for Webelos offers more challenges than the program for Cubs Scouts.

You can't take the "Outing" out of Scouting. The outdoor program is a feature of Scouting that appeals to youth. A week at Cub Scout Resident Camp is a unique experience. No Cub Scout forgets their experiences at Summer Camp. A Pack cannot duplicate the program, facilities, and equipment that Camp Yocona has to offer. Our camp provides a variety of programs, cabins for youth and adults to stay in, a fully stocked trading post, showers and restrooms, and other facilities that match your Pack's needs and desires.

National Camping Standard

A team that represents the National Office of the Boy Scouts of America annually assesses Camp Yocona. We pride ourselves not only on meeting but exceeding all standards and regulations. Strict health and safety standards are always maintained. Trained medical personnel conduct medical screenings.



CAMP PROGRAM

Scouts will be separated by Dens to work on Adventures each morning. After lunch, Packs will be divided into three groups and rotate between Waterfront, Shooting Sports, and games/sports/crafts. During the afternoon, Pack Leaders are responsible for the whereabouts of their Scouts. At least two adults must always be present with Scouts.

Den Activities

All or parts of the following list of Adventures are currently planned for Cub Scout Adventure Weekend. **Based on participation and scheduling, some advancement items may be added or modified.**

Tigers

BB Guns/Archery
Fish On
Champions for Nature
Let's Camp Tiger
Tiger Safe and Smart

Wolves

BB Guns/Archery
A Wolf Goes Fishing
Champions for Nature
Let's Camp Wolf
Air of the Wolf

Bears

BB Guns/Archery
Champions for Nature
Let's Camp Bear
Whittling
A Bear Goes Fishing

Webeles

BB Guns/Archery
Champions for Nature
Let's Camp WEBELOS
Chef's Knife
Catch the Big One

Arrow of Light

BB Guns/Archery
Champions for Nature
Outdoor Adventurer
Knife Safety
Fishing

Various Leader trainings will also be offered at camp.



Waterfront

Waterfront will be staffed by trained and certified leaders and BSA Certified Lifeguards. All Adult Leaders and Scouts must pass the BSA Swim Test to use the Intermediate and Swimmer areas of the Waterfront.

Appropriate swimming attire must be worn by all Scouts and Adult Leaders at Waterfront. Canoeing is not allowed for Cub Scouts unless they have passed the BSA Swim Test and are accompanied by adults. **Packs will be assigned specific times at Waterfront.**

Shooting Sports

The Shooting Sports area is staffed by certified personnel and will include BB Guns and Archery. Scouts will be able to spend time on each one in the morning during their group's Shooting Sports session. Scouts will work towards requirements for the Archery and BB Adventures for their rank. **Packs will be assigned specific times at Shooting Sports.**

COPE

Webelos and Arrow of Light Scouts will be allowed to participate in age-appropriate COPE activities at Cub Scout Resident Camp. **Webelos and Arrow of Light Scouts will be assigned specific times at COPE.**

Crafts

Scouts will make a craft at Cub Scout Resident Camp.

Program Activities

Games and activities, guests, and Den Activities will all be related to the Cub Scout Adventure Weekend Theme – Pirates of Yocona. Activities will include rain-gutter regattas, scavenger hunts, and much more.

On Sunday, we will have a Closing Campfire. Each Pack should bring a skit, song, story, etc. to perform at the Closing Campfire. Please have an Adult Leader discuss your Pack's plan for the Closing Campfire with the Program Director beforehand.

Notes to the Cub Scout Leader

The Cubmaster and Pack are responsible for turning in advancement forms and payment to the Council Service Center after camp is complete to receive the awards earned.

DAILY SCHEDULE



Friday	
1:00-6:00 PM	Check-In, Campsite & Table Decorating
6:00 PM	Assembly
6:15 PM	Supper
7:15 PM	Leader's Meeting
7:45 PM	Opening Campfire
10:00 PM	Taps

**Schedule is subject to change.*

Saturday	
6:30 AM	Reville
7:15 AM	Assembly
7:30 AM	Breakfast
8:30 AM	Adventures
9:45 AM	Dismiss to Next Adventure
10:00 AM	Adventures
11:15 AM	Dismiss
11:45 AM	Lunch
12:45 PM	Dismiss to Next Adventure
1:00 PM	Adventures
2:15 PM	Dismiss to Next Adventure
2:30 PM	Adventures
3:45 PM	Dismiss to Next Adventure
4:00 PM	Adventures
5:15 PM	Dismiss to Free Time
6:15 PM	Assembly
6:30 PM	Supper
7:30 PM	Evening Activity
10:00 PM	Taps

****Schedule is subject to change.***

Sunday	
6:30 AM	Reveille
7:15 AM	Assembly
7:30 AM	Breakfast
8:30 AM	Adventures
9:45 AM	Dismiss to Next Adventure
10:00 AM	Adventures
11:15 AM	Dismiss
11:45 AM	Lunch
12:45 PM	Dismiss to Next Adventure
1:00 PM	Adventures
2:15 PM	Dismiss to Next Adventure
2:30 PM	Adventures
3:45 PM	Dismiss to Next Adventure
4:00 PM	Adventures
5:15 PM	Dismiss to Free Time
6:15 PM	Assembly
6:30 PM	Supper
7:30 PM	Evening Activity
10:00 PM	Taps

****Schedule is subject to change.***

Monday	
6:30 AM	Reville
7:15 AM	Assembly
7:30 AM	Breakfast
8:15 AM	Checkout
10:00 AM	All Packs must have departed.

**Schedule is subject to change.*



POLICIES & PROCEDURES

Campers must report all accidents, injuries, illnesses, or lost persons to members of the Camp Staff immediately.

The speed limit at Camp Yocona is 12 MPH. Drivers may not transport passengers in truck beds. You must have a vehicle pass to enter the camp gates.

Vehicles must be left in the parking lot at all times. The only vehicles allowed to operate within the camp property are the vehicles authorized by the Camp Ranger and Camp Director. One Pack trailer may be kept near the campsite.

Everyone who comes into or leaves camp must sign in/out at the Administration Building. This includes Adult Leaders and visitors. Everyone coming into camp will be issued a wristband to always wear while on camp property.

All Scouts must be in their own campsites between Taps (10:00 PM) and Reveille (6:30 AM). If they are out of their site, they must be accompanied by a parent or two Adult Leaders or may be subject to being sent home immediately.



The Buddy System will be enforced at all times on camp property. A buddy pair is two youth of the same gender that are no more than two years apart in age or a group of three no more than two years apart in age with two being the same gender.

Swimming, boating, shooting, archery, and climbing are only allowed in designated areas at designated times. All Program Areas are off-limits to Scouts and Adult Leaders unless members of the Camp Staff are present.

Closed-toed shoes are to be always worn including on the way to the waterfront or shower houses.

Proper clothing must be worn for all activities. Swimming suits should be comfortable, functional, and modest. For males, swim trunks or board shorts are appropriate. Modest tankinis or one-piece swimsuits are appropriate for females.

No air conditioning units or televisions are allowed in cabins. Any electrical devices in cabins may be removed at the discretion of the Camp Director or Camp Ranger.

Personal firearms, ammunition, and archery equipment are not to be brought into camp.

No fireworks, alcoholic beverages, or illegal drugs are allowed in camp. Possession of these are grounds for dismissal from camp with no refunds.

No flames are allowed in cabins or tents.

Fuel (propane, charcoal lighter, etc.) is only to be handled by adults.

Portable generators and electric or liquid fuel heaters are forbidden.

No trees or bushes are to be cut without permission from the Camp Ranger.

Campers are not permitted to capture or hunt any animals.

Campfires can only occur in existing fire rings. Please limit the size and use of campfires.

There is to be no defacement (graffiti or vandalism) of buildings, picnic tables, or any other structure at Camp Yocona. Any such vandalism will be charged to the Unit(s) involved.

Campers must avoid maintenance areas, storage facilities, and construction sites.

Smoking and the use of tobacco products are only permitted in designated areas.

The camp phone is available for emergencies only. Scouts must have permission from an Adult Leader to use the camp phone.

Secure all valuables. Camp Yocona is not responsible for any lost or stolen property.

Campers may not bring pets to Camp Yocona. Visitors' pets are restricted to the parking lot and are not allowed in camp without the Camp Director's permission.

Members of the Camp Staff must inspect each campsite and approve its condition before its occupants depart Camp Yocona.

Wi-Fi access is provided in the Dining Hall, Trading Post, and Administration Building. Monitoring and use of Scout's digital devices is the responsibility of Pack Leadership.

VEHICLE POLICY



The Boy Scouts require each Council to establish a vehicle policy for camps to meet National Camp guidelines. These guidelines are in effect for all Scouting events on camp.

Vehicle use must be limited for the protection of the scouts and Scouters using the property.

This policy applies to all persons and leaders of units during activities at Camp, including event staff and volunteers. Please come prepared to walk a little more than you may have previously and if needed make arrangements with the Ranger or Camp Director if special circumstances apply.

The Natchez Trace Council has established the following rules and requirements for vehicle use on camp:

- Speed limit on camp is 12 mph
- Vehicles must be left in the parking lot at all times.
- A vehicle pass is required for a vehicle to enter camp.
- Operators must use safety belts
- All vehicle operators on camp must be at least 18 years old. Persons with disabilities or limitations needing transportation must see the Ranger or Camp Director to arrange for vehicle assistance. Individuals with a valid handicap parking permit will be allowed to drive their vehicle on camp property and park in their assigned camping area.
- Vehicles are to be used by only the person with authorization. No passengers should be in vehicles.
- All vehicles so equipped must use headlights and flashers while operating on camp.
- You will be allowed to take in one vehicle, per unit, to transport gear to your campsite
- Only two vehicles will be allowed per campsite at any one time to drop off equipment or trailers.
- Each troop is allowed one trailer in their campsite for storing gear and troop equipment; no vehicle may be attached to the stored trailer in the campsite.
- Only service and camp vehicles are allowed on roads past the parking lot.

- Vehicles owned by staff members, leaders, and visitors are parked in designated camp parking areas
- Staff with permission to use vehicles should schedule driving to avoid peak times of Scout movement on roadways.
- All vehicles used in camp for camp purposes (e.g., including personal vehicles used for camp purposes) must meet this standard and council and Guide to Safe Scouting guidelines
- Transporting Scouts in the bed of a pickup truck, covered or uncovered, or in the back of an open vehicle is against BSA National Health and Safety policies.
- Passengers may not be carried in the beds of trucks or in UTVs or trailers
- Access roads are not to be blocked at any time.
- Except for council-run ATV programs, All Terrain Vehicles (ATV), Golf Carts, Light Transport Vehicles (LTV's), Utility Transport Vehicles (UTVs), and side-by-sides are banned from program use. This prohibition includes their use at the unit level. NCAP Standard FA-711 provides a standard by which councils and camps may use this equipment.

ATV's, Golf Carts, LTV's, UTV's and Farm Equipment

No Utility Terrain Vehicles (UTV's) on camp without authorization (Only Ranger, Camp Medical Officer and persons directly given permission by the Ranger or Camp Director and who have completed the appropriate training) during Scout programs.

No All Terrain Vehicles (ATV's) may be used on camp property during Scout programs.





MEDICAL POLICIES

Health Forms:

All Scouts and Adults must have Parts A & B of the Annual Health and Medical Record Form and a copy of their insurance information. The newest form should be used and is available at: www.scouting.org. Please keep in mind that the Health Forms process is designed for each participant's personal safety. Diligence in this process makes the difference between a great experience or a poor one. Any participants who do not have a completed Health Form will be restricted from all activities until form is completed.

The Individual Scout & Pack's Health Forms will be kept on file for the program sessions in the Health Office and will be returned at the end of the camp. Even if a leader or a participant is arriving late, all efforts should be made to have that person's Health Form with the Pack during check-in, so the Health Officer can review all of the Pack's forms together.

Medicines:

As a requirement of the Boy Scouts of America all prescription medicines need to be kept in its original container and stored in a locked container. The OSR Health Lodge is available to store medications or an Adult Leader may be designated within the Unit to keep the medications locked up in their campsite. A lockable tackle box works perfectly for this. Epi-pens, inhalers, insulin or other medication or device used in the event of life-threatening situations may be carried by a Scout, but should be brought to the medical check.

Youth Protection Policies:

The Boy Scouts of America is committed to the highest standards for youth safety. Youth Protection requires sustained vigilance and we work every day to protect children through mandatory policies.

- ◆ The Boy Scouts of America requires adults accompanying a Scouting Unit who are present at the activity for 72 total hours or more must be registered as a leader, including the completion of a criminal background check and Youth Protection training.
- ◆ One-on-One contact between adults and youth members is prohibited.
- ◆ Privacy of youth is respected. Adult leaders and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp.
- ◆ Adults may not share a tent with a member of the opposite sex unless they are married.
- ◆ No youth may share a tent with an adult or person of the opposite sex other than a family member or guardian.
- ◆ The buddy system should be used at all times. The buddy system is a safety measure for all Scouting activities. Buddies are encouraged to select each other, with no more than two years age difference.
- ◆ Hazing and initiations are prohibited and may not be included as part of any Scouting activity.
- ◆ No bullying. Verbal, physical and cyber bullying are prohibited in Scouting.

GENERAL INFORMATION

Pack Leadership

When necessary, Leaders may rotate, but at least two adults must be with the Pack 24 hours a day. Parents, committee members, and other adults who accompany the Pack to camp may serve as substitutes for the Cubmaster or Assistant Leaders, but they must meet all leadership requirements. Leaders, please note, it is in the best interest of your Scouts to have consistent leadership throughout your Pack's stay at camp. Rotation of leaders can give way to situations that are not conducive to the positive influences of a Summer Camp. **All adults spending the night at Camp Yocona must be registered with the BSA and provide a valid Health Form and Youth Protection Training Certificate.**

Transportation

Each Pack is responsible for safe transportation to and from camp. All vehicles and drivers must be covered by liability and damage insurance as mandated by their state. The transporting of Scouts in the bed of a pickup truck, covered or uncovered, or in the back of an open vehicle is against National Health and Safety BSA policies. You will be allowed two vehicles for transporting your gear to your campsite. Vehicles must be left in the parking lot at all times. Each Pack is allowed one trailer in their campsite for storing gear and Pack equipment. Only vehicles approved by the Camp Ranger and Camp Director will be allowed on roads past the parking lot. Exceptions will be made for those with handicap placards. This must be reflected on the individual's Annual Health and Medical Record, and the Camp Director and/or Camp Ranger must be notified during check-in for the individual to receive a vehicle pass. The speed limit at Camp Yocona is 12 miles per hour. Only two vehicles will be allowed per campsite at any one time.

Campsites

Packs have the option to be housed in eight-person cabins. It is the Pack Leadership's responsibility to assign cabins to Scouts and Adults at Cub Scout Adventure Weekend Following Youth Protection Guidelines. Remember a cabin is not a tent, and parents and guardians may not share a cabin with their family like you can when tent camping. Youth Protection Guidelines for Cabins are:

Lodging/Cabin Accommodations

Whenever possible, separate cabins or lodging should be provided for male and female adults as well as for male and female youth. Where separate accommodations cannot be provided due to group size or limited availability, modifications may be made. Where completely separate accommodations are not available, additional supervision is required.

- If adults and youth of the same gender occupy single-room accommodations, there must be a minimum of two adults and four youth, with all adults being Youth Protection trained.
- Physical separation by other means, including temporary barriers or space, should be used only when no other arrangements are possible.
- These modifications are limited to single-gender accommodations.

The cabins have bunk beds, and each camper will be required to bring some type of sleep pad, foam, air mattress, etc. **No every bunk at Camp Yocona has a mattress. Mattresses are not to be moved between cabins.** There is a Leader Cabin in each campsite. Shower houses are available at all campsites and have single occupancy showers and toilets. Cabin arrangements must follow Youth Protection policies.

Health & Safety

A Health Lodge is available with qualified medical personnel on duty 24 hours a day. In addition, we have an agreement with local hospitals for emergency medical services. Medical forms will be left with the medical personnel at the Health Lodge at the start of camp and returned to Adult Leaders when the Pack checks out. Copies of medical form may be submitted (originals are not necessary).



Insurance

All registered Scouts and Leaders have accident and sickness insurance through the Natchez Trace Council. Out of council Packs must show Proof of Insurance at check-in. If the out of council Pack does not have insurance, please notify the Camp Director at least two weeks prior to arrival at camp.

Youth Member Behavior Guidelines

The Boy Scouts of America is a values-based youth development organization that helps young people learn positive attributes of character, citizenship, and personal fitness. The BSA has the expectation that all participants in the Scouting program will relate to each other in accord with the principles embodied in the Scout Oath and Law.

One of the developmental tasks of childhood is to learn appropriate behavior. Children are not born with an innate sense of propriety, and they need guidance and direction. The example set by positive adult role models is a powerful tool for shaping behavior and a tool that is stressed in Scouting. Misbehavior by a single youth member in a Pack may constitute a threat to the safety of the individual who misbehaves, as well as the safety of other Pack members. Such misbehavior constitutes an unreasonable burden on a Pack and cannot be ignored.



BSA Member Responsibilities

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults and drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the Pack. If confronted by threats of violence or other forms of bullying from other youth members, Scouts should seek help from their Adult Leaders or parents.

Pack Responsibilities

Adult leaders of Cub Scout Packs are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with misbehavior. The BSA does not permit the use of corporal punishment by Adult Leaders when disciplining youth members. The Pack Committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the Pack.

The Pack must immediately inform the Scout Executive about all incidents that result in a physical injury or involve allegations of sexual misconduct by a youth member with another youth member.

Advancement Records

Camp Yocona uses the services of Tentaroo for Advancement Records for all activities. Adult Leaders responsible for registration can log in and view each Scout's Advancement Records.

Emergencies

The camp has set procedures for handling a variety of emergencies. These procedures will be discussed with Pack Leaders at the Leader's Meeting on the evening of the first day. In addition, an emergency drill will be held within the first 24 hours of camp. In case of a medical emergency, the medical personnel should be notified immediately. The Cubmaster should also be notified before any action is taken. If there is an emergency in a Scout's family, the Cubmaster will be contacted immediately. He will then inform the Scout and take other steps as necessary. ACCESS ROADS ARE NOT TO BE BLOCKED AT ANY TIME, IN CASE OF EMERGENCIES. If the Camp Director deems that a situation has become a hazard, his decision and action is final.



Leader's Meeting

There will be a Leader's Meeting on Friday at 7:15PM in the Administration Building. Each Pack must send at least one leader to the Leader's Meeting. Other meetings may be scheduled as needed.

Visitors

We welcome visitors to Camp Yocona; however, in order to ensure the safety of our Scouts, all visitors, parents, and Leaders must sign in and sign out at the Administration Building where they will be issued a wristband. Visitor meals are \$10.00 each and should be paid for in advance at the Council Service Center or at the Administration Building.

Entering & Leaving Camp

At times Scouts and/or Leaders may need to leave camp. When this need arises, the one leaving must sign out at the Administration Building. When returning to camp, he or she must also sign in at the Administration Building.



Cell Phones

It shall be the duty of the Cubmaster or adult in charge to make sure Scouts are instructed in the proper use of cell phones. Scouts should know the appropriate times and uses for their individual phones. Leaders may use cell phones, but we ask that you limit use so as not to disrupt camp program.



Food Service

Meals are served in the Dining Hall each day. Professional cooks prepare breakfast, lunch, and dinner, so you and your Scouts can focus on having fun at camp. Menus are balanced to meet the need of Cub-age Scouts and are approved by a certified dietician. Meals will start on the first day with lunch and end on the last day with breakfast.



Each Pack will have an assigned table or tables in the Dining Hall. The waiter system will be used for setting the tables and cleaning up after the meals. Please make a rotation of your Scouts for the jobs needed at each meal. **It is important for at least one adult from each Pack to arrive early and stay after each meal to help accomplish these tasks.**

It is the campers' responsibility to keep the Dining Hall clean. These tasks include wiping tables, sweeping, mopping, and emptying garbage and liquid buckets. A full list of duties will be given at the Leader's Meeting. If everyone helps, it can be done quickly. Please have your area checked before leaving the Dining Hall. **If you have any adults or Scouts who have food allergies or other dietary restrictions, please let us know when you register.** We cannot guarantee that we can make accommodations for these individuals, but we will do our best if we know in advance. Dietary supplements should be brought from home for specific dietary requirements.

Trading Post

Spending money is recommended (between \$50 and \$75) since Camp Yocona maintains a well-stocked Trading Post. The Trading Post is typically open throughout the day and evening except during flag ceremonies, mealtimes, and campfires. Items such as soap and toothpaste are available along with patches, t-shirts, etc. Soft drinks and candy are also available at the Trading Post.



Equipment

Each campsite has at least one picnic table. A limited supply of equipment is available for Pack use. Equipment and tools can be checked out with the Quartermaster at the Trading Post. The Adult Leaders are responsible for all equipment checked out with the Quartermaster. If equipment is lost or destroyed, it must be paid for before leaving camp. Equipment must be clean and in good order upon its return.



PLANNING INFORMATION

Laying the foundation for a successful summer!

Sign up for a campsite as soon as possible. Be ready to give an initial estimate of how many Scouts and Adult Leaders will attend. The Unit Campsite Reservation Form is in the Appendix of the Leader's Guide.

A physical examination before camp is mandatory for each adult and youth attending camp. The physical examination must be current (within the last 12 months). Physicals must be completed on the official BSA Annual Health and Medical Record, A and B forms (no other physicals will be accepted).

This form is available online at

https://filestore.scouting.org/filestore/healthsafety/pdf/680-001_ab.pdf. Persons without a current and complete BSA Annual Health and Medical Record will not be allowed to remain at camp.

Hold a Parents' Night to promote Cub Scout Resident Camp (Agenda in Appendix). The most successful Packs see most of their members attending Cub Scout Resident Camp each year. How do they do it? Through proper planning and promotion, of course! The Cubmaster or Den Leader, working with the Pack Committee, should plan to promote camp at a meeting when most parents can attend. We recommend that promotion take place between March and April.

Discuss and assemble Pack and personal gear that you will need to bring with you to camp. Scouts and Adult Leaders have the option of staying in cabins or tents at Camp Yocona. If your Pack plans to stay in tents, you are responsible for providing your own tents.



A minimum of two registered Youth Protection Trained adult leaders 21 years of age or older are required at all Scouting activities. At least one registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age and program appropriate supervision must always be provided. Any adult staying at Camp Yocona overnight must be a registered leader with the Boy Scouts of America.

Registration is open on the Natchez Trace Council webpage,

<https://www.natcheztracecouncil.org/>. **Do not send individuals to the Council Service Center to register!**

Payments must be made online at the time of registration.

In the Event of an Emergency

If you need to contact Camp Yocona during an emergency, you may call the Camp Director or Program Director at (662) 200-1912 or use the numbers listed on the third page of the Leader's Guide. The Natchez Trace Council Service Center's office number is (662) 842-2871.



Unit Commissioners

Each Pack will be assigned a staff member who will serve as that Unit's Commissioner during their stay. The staff members will take the Pack through the check-in process upon arrival and assist in the check-out process. No Pack is to check-out unless cleared by their commissioner. In addition, the Commissioner will check on the Pack daily and be available to help as needed.

Campfire

Campfires are held on Sunday and Tuesday nights. Sunday's Opening Campfire is an exciting introduction to Camp Yocona and members of the Camp Staff. Tuesday's Closing Campfire will feature awards and recognitions along with songs and skits performed by the attending Units.



Lost & Found

The camp's lost and found box is located at the Administration Building. After camp, some items will be brought to the Council Service Center.

Uniforms

The uniform is a very important aspect of Scouting and should be worn at all Scout functions. The uniform policy at Camp Yocona is as follows: Field Uniform (Class A) is required for lowering of colors, dinner, and campfires.

Activity Uniform (Class B: Scout T-shirt, Scout shorts, Scout Socks, and hat) should be worn for daytime activities. Staff members will be properly uniformed, and we ask that you do the same. Be proud of the uniform and wear it properly.



Flag Assemblies

We will meet at the flagpole each morning to raise the colors and recite the Pledge and Oath. We will lower the colors each evening before supper. Packs will stand together for flag assemblies. Please make sure that your Pack is on time and respectfully behaves at flag assemblies. If you would like your Pack to perform a flag ceremony, please let the Program Director know.

Mail and Communications

The internet is available in specific areas at Camp Yocona. The internet is not available in the Scout's campsites.

Mail is delivered and picked up daily at noon. Outgoing mail can be dropped off at the Administration Building. Mail sent to Scouts should include the Scout's name and Pack Number. Mail can be sent to:

Scout's Name and Pack Number
C/O Camp Yocona
878 Boy Scout Road
Randolph, Mississippi 38864

All mail to Scouts should be mailed prior to their week at Camp Yocona. This will ensure that they will receive their mail while at Camp Yocona. Mail that arrives after the Scout leaves camp will be sent to the Natchez Trace Council Service Center.

CHECK-IN PROCEDURE

Each Pack will be assigned a check-in time between 9:00 AM and 11:00 AM on Sunday of your week at Camp Yocona. Drive directly to the parking lot and check in at the Administration Building. Upon arrival at Camp Yocona, Scouts and Leaders will be greeted by your Unit Commissioner and will direct the Unit's activities for the check-in procedure.

The Cubmaster should check-in with the Camp Director at the Administration Building. He or she will pay all remaining camp fees, turn in the final Pack Roster, and turn in all remaining application forms. **Please bring no more than two people inside the Administration Building to check in. No one will be allowed past the Administration Building until the check-in process is complete.**

After checking in at the Administration Building, proceed to the Health Lodge with your Health Forms. Every Scout and Adult Leader must have a signed BSA Health & Medical Record. All medications must be turned in to the medical officer in the correct container with prescription listed. Refrigeration for medications is available. **Make sure to have individual medications wrapped in a Ziploc bag for each person with their name and Pack number written on the bag.**

Your Unit Commissioner will take your Pack on a walking tour of Camp Yocona. Highlights will include the Program Areas, Health Lodge, Dining Hall, and Trading Post.

Visit the Dining Hall to receive table assignments and an orientation about the food service and waiter system.

Visit your campsite and quickly change into your swimsuit and grab your towel.

Go to the Waterfront for orientation and Swim Classification Tests. Units may choose to conduct swim checks prior to attending Cub Scout Resident Camp to speed up the check-in process. Each Pack must receive Waterfront Orientation.

Return to your campsite to change into your Field Uniform (Class A – Scout shirt, shorts/pants, and socks) for Assembly, dinner, and Opening Campfire.

Sunday night's Assembly is at 6:00 PM at the Parade Field/Flagpole.

At least one Adult Leader will need to attend the Leader's Meeting in the Dining Hall at 7:15 PM on Sunday. Information about emergency procedures, special programs, and any program schedule changes will be addressed at this time.

Sunday's Opening Campfire will begin at 7:45 PM. Units will meet at Flagpole at 7:30 PM and will be led to the Council Ring by members of the Camp Staff.

Taps is at 10:00 PM.

Checkout

Packs can choose to checkout after Closing Campfire on Tuesday, June 25th or after breakfast on Wednesday, June 26th. If the Pack is leaving on Tuesday, vehicles will be allowed to travel to the Pack's campsite during Free Time that afternoon.

Please inform the Camp Administration of your Pack's plans for checkout prior to Cub Scout Resident Camp.

SWIM CLASSIFICATION PROCEDURE

The swim classifications of individuals participating in a Boy Scouts of America activity is a key element of both Safe Swim Defense and Safety Afloat. The Swim Classification Test should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the Swim Classification Test is conducted at Summer Camp. However, there is no restriction that this be the only place the test is conducted. The Natchez Trace Council believes it may be useful to conduct the Swim Classification Test prior to a Unit's arrival at Summer Camp. **The Waterfront Director may choose to re-test any Scout or Adult Leader attending Summer Camp.**

Anyone participating in a BSA aquatics activity is classified according to their swimming ability. The Swim Classification Test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer. The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below.

Swimmer's Test

Jump feet first into water over the head in depth. Level off and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards swam must be continuous and include at least one sharp turn. After completing the swim, rest by floating.

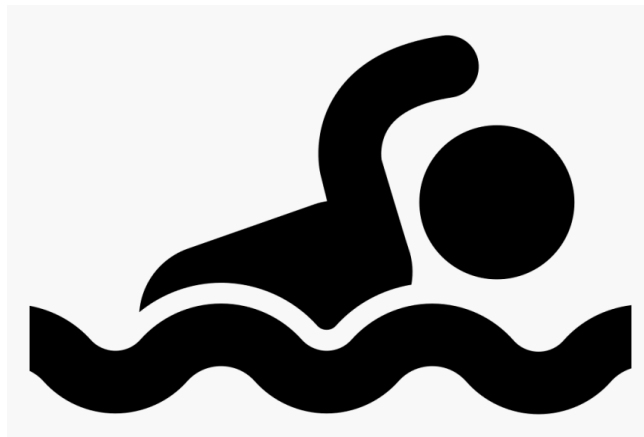
Beginner's Test

Jump feet first into water over the head in depth. Level off and swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Tests

Option A: Swim Classification Tests are completed during check-in by the Waterfront Staff.

Option B: Swim Classification Tests are done at the Pack level and should be conducted by a BSA Aquatics Instructor, BSA Aquatics Director, or Natchez Trace Council Approved Lifeguard. The Unit Swim Classification Record is in the Appendix of the Leader's Guide.



APPENDIX

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Parents' Night Agenda

Uniforming

Packing List

Cub Scout Six Essentials

Unit Swim Classification Form

Campership Form

Map to Camp Yocona

Map of Camp Yocona



PARENTS' NIGHT AGENDA

Use this agenda to promote Cub Scout Resident Camp to the parents of your Pack.

I. Welcome parents.

II. Discuss why Scouts and parents should choose Camp Yocona.

- a. Advancement: Elective Adventures
- b. Activities: Swimming, Shooting Sports, Games, etc.
- c. Leadership development opportunities

III. Discuss how Scouts can pay for Cub Scout Resident Camp (fundraisers).

IV. Discuss the benefits of having Scouts (especially Webelos and Arrow of Light Scouts) attend Cub Scout Resident Camp.

V. Hand out copies of the "Annual Health and Medical Record" and discuss how this must be completed and signed by a physician upon a Scout's arrival to Camp Yocona.

VI. Hand out the "Packing List".

VII. Answer any questions parents might have about Cub Scout Resident Camp.

VIII. Adjourn.



UNIFORMING

Field Uniforms (Dress)

Flags, Meals and Campfires



Activity Uniform

Check-In & Out

Activities during the day/evening

When a Cub Scout wears a Scout related t-shirt with Scout shorts & socks, its called a "BSA Activity Uniform". The BSA Activity Uniform is casually called a Class "B" Uniform.

Shoes: Closed toe shoes for all activities

Water Shoes/Sandals - waterfront/showering

****No Open Toe shoes or flip flops!***

Unit Packing List

Pack Equipment

- Pack flag
- American flag
- Lanterns
- First-aid kit
- Camp chairs
- Ice chest with extra drinks for your Pack (Ice is available at the Trading Post at no cost.)
- Snacks for your Unit
- Personal information for each person in your Pack (for your records)
- Annual Health and Medical Record for each person in your Unit
- Tarps
- Sharpie markers
- Skit, song, story, etc. for Closing Campfire
- Anything dealing with the Camp theme – Wild Wild West Gold Rush



Individual Packing List

Packing Tips

- o A daypack (small backpack) is recommended for each camper to help keep things together while traveling around Camp Yocona day to day. Keep your Scout Handbook, pen or pencil, notebook, water bottle, sunscreen, and anything else that you might need in it. An extra gallon-sized Ziploc bag keeps wet swim trunks off other dry items.
- o BSA policy requires that no open-toed shoes be worn while walking on camp property. Sandals can only be worn in the shower.
- o Scouts bringing a footlocker or locking suitcase should bring an extra key and give it to their Pack Leader. This ensures that if one key is lost, the spare one will be stored safely.
 - o With Mississippi's heat and humidity, it is recommended to have a change of clothes for each day at camp.

Bring a plastic hanger for your uniform shirt and hang it when it is not worn. This will help keep your uniform fresh.

Put **your name and Pack Number on each item you bring to camp.**

Personal Equipment

- o Uniform
- o Annual Health and Medical Record (turned into the Cubmaster before arrival, photocopies accepted)
- o T-shirts
- Shorts and/or pants
- o Swimwear (trunks for boys and men and tankinis or one-piece swimsuits for girls and ladies)
- o Underwear
- Socks
- o Hat
- o Jacket
- o Rain gear
- o Extra shoes
- o Watch
- o Washcloth and towel
- Toiletry items (soaps, toothbrush, toothpaste, etc.) – The items should be kept in a small case or shower bucket.
- o Shower shoes
- o Plastic bags/Walmart sacks to keep clothes dry while showering
- o Flashlight and extra batteries
- o Fan (cabins have electricity)
- o Sleeping bag and/or sheets and blankets
- o Pillow
- o Camp pad and/or inflatable mattress
- o Footlocker/suitcase
- o Spending money and wallet
- o Sunglasses
- o Camera
- o Insect repellent
- o Sunscreen
- o Notebook
- o Pencil or pen
- o Rank book
- o Water bottle – **This must be always kept with you. Do not come to Camp without a water bottle.**
- o Daypack



SIX ESSENTIALS FOR HIKING & CAMPING CHECKLIST

While doing any outdoor activity with your Cub Scouts, each Scout should have the following six essentials:

- **Water bottle**
- **First aid kit**
- **Sun protection**
- **Flashlight**
- **Trail food**
- **Whistle**

