



23rd ANNUAL CUB SCOUT FAMILY CAMPING EVENT  
FOR LIONS, TIGERS, CUBS, & WEBELOS

## 2016 Leaders' Guide

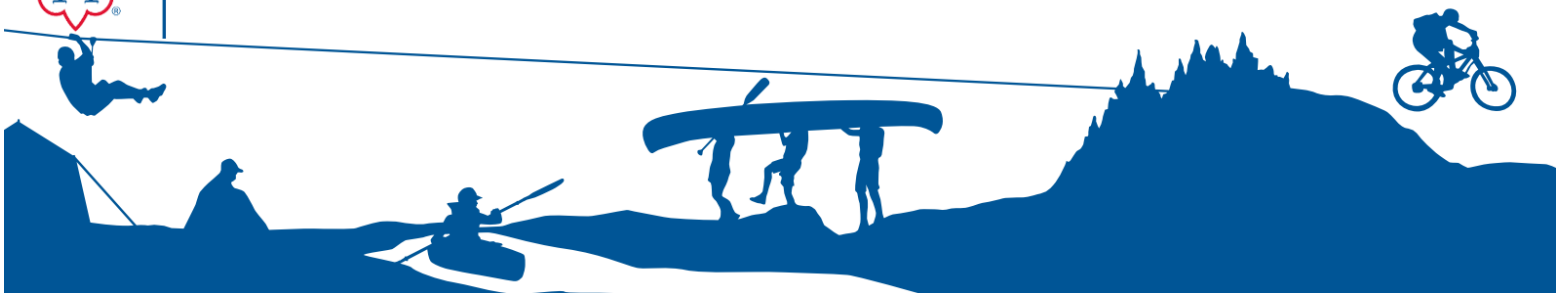
Camp John J. Barnhardt  
44184 Cannon Rd.  
New London, NC 28127  
Phone: (704) 422-3025

Central North Carolina Council  
PO Box 250, 32252 Hwy. 24-27  
Albemarle, NC 28002  
704-982-0141



BOY SCOUTS OF AMERICA®  
CENTRAL NORTH CAROLINA COUNCIL

Prepared. For Life.™



## Gold Rush 2016 Information and Rules

1. **This is a Rain or Shine Event** – Cubmaster/Unit Leader Check-In will begin at 3:30pm on Friday, Oct. 21<sup>st</sup> at the Lone Scout Building. Saturday morning check-in will be at the Log Cabin Front Porch from 7am-9am.
2. **Equipment trailers** may be brought to your campsite on Thursday, Oct. 20<sup>th</sup> from 4:00pm-6:00pm and on Friday, Oct 21<sup>st</sup> from 3:30pm-7:00pm. No equipment trailers are allowed to be taken to the campsites on Saturday, Oct. 22. Equipment trailers may be left in the campsite, but ALL other vehicles must be returned to the parking lot.
3. **Wristbands:** Everyone attending this event is required to wear the appropriate wristband. Anyone seen not wearing a wristband will be directed to the camp office.
4. **Gear:** Packs will be responsible for providing all tents, equipment, food and drinks. Do not forget to label all unit/personal equipment with your unit #, name and county.
5. **Field Games:** Packs are required to bring one action game for every 6 boys in attendance.
6. **The Cub Scout Promise, Cub Scout Law of the Pack, boy Scout Oath, and Boy Scout Law** will be followed at all times. Violation of the rules or conduct unbecoming of a Scout may lead to expulsion from the camp.
7. **BSA's Youth Protection Guidelines** will apply throughout the event. Please review these guidelines with your unit (especially new Cubs and parents) prior to the event.
8. **Showers/Restrooms:** Camp Barnhardt provides separate shower and latrine facilities for Adults and Youth male and females. Adults should not enter the youth facility unless it is an emergency.
9. **Cameras/video recorders are not allowed in bathrooms.** This includes cell/smartphones. If you have a cell/smartphone with a camera or video recording capability, turn it off and put it away while in the restroom.
10. **The BSA 2-deep adult leadership policy** will be strictly enforced at all times. Youth must be supervised even during "pick-up" games of tag, soccer, football, Frisbee, or similar activities.
11. **Shelters are for everyone to use in the assigned campsite.** No one unit can lay claim to an entire shelter. This will be strictly enforced.
12. **In Camp, the speed limit is 10 mph.** Any vehicle in camp must use emergency flashers at all times and obey all instructions given by law enforcement personnel or camp staff/traffic volunteers.
13. **Camp Barnhardt is a Tobacco Free Camp.** Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants.
14. **Alcoholic beverages are not allowed on camp property or at BSA events.** Illegal drugs found at the encampment or suspicion of possession of illegal drugs will not only result in dismissal from the property, but will force the staff to notify law enforcement officials immediately.
15. **In accordance with BSA policy,** liquid fuels may be used for cooking only if the fuels are used under adult supervision. Using liquid fuels for starting any type of fire -- including lighting damp wood, charcoal, and ceremonial campfires or displays -- is prohibited.
16. **If a burning ban is not in effect, campfires will be allowed.** It is required that fires be built in an existing fire circle or in a container such as a charcoal grill to ensure the campsite can be cleaned properly. Fires must be attended at all times by an adult. Fires must be cold before checking out Sunday morning.
17. **Do not bring firewood.** There is plenty of firewood in each campsite. No Bamboo allowed.
18. **Packs should follow low-impact camping guidelines (Leave No Trace)** as closely as possible.
19. **Sheath knives** or knives with fixed blades are not permitted per camp policy.

20. **Defacing of any camp property**, including live trees, may result in immediate dismissal from the camp with repair costs settled before dismissal. Chain-saws are not permitted.
21. **Footwear.** For safety reasons, open-toed shoes are not to be worn at camp (i.e. sandals, flip-flops, tevas, Crocs, etc.) except in the shower area. Closed-toe shoes are still required to and from the shower.
22. **Fireworks** of any type are strictly prohibited.
23. **No bicycles** will be permitted.
24. **No pets**, except for service animals with medical requirements, will be allowed in camp. Please contact the Camp Ranger, Jeremy Forsythe, 704-961-8559, by October 18<sup>th</sup> for approval.
25. **Taps** will be at 10:00pm.
26. **Quiet times:** (10pm-6am) should be observed with everyone on their campsite.
27. **Lost and Found:** Until camp closes, lost and found items will be kept in the Camp Office. Any remaining item after camp is closed will be brought to the Central NC Council Office. Items not claimed within 30 days will be given to a charitable organization. All personal property and clothing should be clearly marked with your name and unit number.
28. **Trading Post:** Camp Barnhardt maintains a well-stocked Trading Post to serve you in making your stay more enjoyable. Daily hours will be posted on the Trading Post front door.
29. **Health Lodge:** The Health Lodge is staffed 24 hours a day by persons trained to handle minor accidents or illness. All injuries, regardless of the extent, must be reported to and treated at the Health Lodge. If needed, more serious cases will be treated at Stanley Regional Medical Center in Albemarle.
30. **Health Forms:** It is recommended that every person who attends camp have a completed Health History Medical Form, to be kept by the Unit Leader. If the parents of a Scout are not in camp during the weekend, they must indicate, on the health form, where they can be contacted in the event of an emergency.
31. **Fire and Emergency Alarms:** Camp Barnhardt has an emergency alarm system in the event of a serious emergency, such as severe weather or fire. Every campsite has a designated structure to report to in the case of a tornado or electrical storm. All scouts and leaders need to know where to go. Camp Emergency procedures will be posted in each campsite shelter and will be reviewed at the Unit Leader's Cracker Barrel Friday night.
32. **Buddy System:** BSA and Camp Policy requires all campers to travel in pairs (Buddy System), when they leave the campsite for any reason. Please make sure your Scouts tell you where they are going and when you can expect them to be back. Do not allow them to leave your campsite areas after dark, unless accompanied by a parent/guardian or "two deep" leadership. At times, children have been separated from their parents during the day or at the end of the event. Make sure you have reviewed what to do in case you are separated from one another.
33. **Due to space limitations in the campsites, large cookers (those that need to be pulled by a vehicle, or "pig cookers") will not be allowed in the sites.**

## **PROCEDURES ON ARRIVAL AT CAMP**

**SPECIAL ARRANGEMENTS FOR MEDICAL OR DISABLED VISITORS:** Anyone needing assistance because of a medical, disability or other impairment should contact Jeremy Forsythe, Camp Ranger, 704-961-8559. Please call by October 18<sup>th</sup> so that we may be fully prepared to assist you.

**Thursday Trailer Equipment Drop-off:** Packs can bring equipment trailers to their campsites on Thursday, October 20, between 4:00pm-6:00pm. Trailers must be secured/locked. Camp Barnhardt and the Central NC Council will not be responsible in case of theft / damage of equipment left in the campsite.

**Camp Opens FRIDAY 3:30pm – 7:00pm: ONLY ONE Pack Gear Trailer or Pack Vehicle loaded with Pack equipment will be allowed to enter camp at a time from 3:30pm – 7:00pm. A Vehicle Pass is required.** Vehicles without a pass will not be allowed to enter the roads to the campsites. No other vehicles will be allowed on the roads to the campsites. Your unit may use a trailer or designated vehicle to transport Pack equipment to your campsite. There is a 30 minute time limit to unload gear/drop trailer. After that, your vehicle must exit camp. **No Exceptions.**

All trailers should be brought into camp before 7pm Friday evening. The trailer can remain in your campsite, but all vehicles must be removed from the campsite and parked in the parking lot.

On arrival, you will be directed to the Gear Drop-Off area where you will unload your camping gear (which should only be used if you cannot backpack it to your site since all tents, chairs, and any other big items should be on the PACK trailer) to be transported to the shelter area of your campsite by a camp vehicle. If you prefer, you may transport your gear yourself, but you will not be allowed to drive your vehicle to the campsite. A wagon, luggage carrier, or something that all of your gear can be loaded into and rolled or carried to your campsite is a good idea. Please mark all gear with your name, pack #, district, etc to keep from having any gear get lost. Camp Barnhardt is not responsible for lost or misplaced gear.

**FRIDAY AFTER 7 PM:** The roads to the campsites will be closed, except for camp staff transporting equipment. If you arrive after 7 pm, you will need to transport your own gear yourself to your campsite.

**SATURDAY 7am - 9am:** No gear transportation will be provided Saturday morning by Camp Staff. You will be responsible for the transport of all your gear on Saturday. Vehicles/trailers are not allowed to be taken to campsites on Saturday.

**CAMPSITE ASSIGNMENT:** Campsites will be assigned based on each District's registration. Campsite assignments, by District, will be listed in your Packet.

**PARKING:** Immediately following unloading, you must move your vehicle to the parking lot outside the main gate of camp as quickly as possible.

**SPEED LIMIT:** The speed limit into camp is 15 mph. The speed limit inside camp is 10 mph. Use emergency flashers while driving in camp. Please ensure compliance with this requirement for the safety of our Scouts and everyone in camp.

**NO ONE IS ALLOWED TO RIDE IN THE BED OF A PICKUP TRUCK.** This is against all Boy Scout of America National Health & Safety Policies and is also against common good judgment.

## **CAMP CHECK-IN PROCEDURE**

Only one designated person needs to check-in their Pack.

**Check-In Hours: Friday 3:30pm – 8:30pm at the Lone Scout Lodge**

**Saturday 7am – 9am at the Log Cabin Front Porch**

**Camp Information Center:** Camp Office (Montgomery Lodge, after 10:00am Saturday)

Please bring the following with you.... This will speed the check-in process

1. A Copy of your Roster
3. Camp fee payment receipt
4. Copy of online registration receipt

### **Friday Night Cracker Barrel**

A meeting for all parents, Pack Leaders and Camp Staff will be held Friday evening at 9:00 pm in the Pavilion. It is very important that each Pack send no more than 2 adult representatives to this meeting. Any specific questions or problems you have about camp will be addressed at that time. At this time be prepared to sign up for a time to help clean bathrooms. Also, be prepared to sign up for rehearsal time for any packs that want to audition for the skits at the campfire on Saturday night.

### **Gold Rush Restroom Cleaning Schedule**

At the Cracker Barrel on Friday night, we will ask Packs/Districts to volunteer to clean the restroom at assigned times Saturday. The Camp Master or his representative will meet Pack/District volunteers at the Restrooms with cleaning supplies, etc. The restrooms will be closed for approximately 10-15 minutes while they are being cleaned.

Cleaning times, Saturday, October 22<sup>nd</sup>:

8:00am, 12:00pm, 4:00pm, 8:00pm

### **Sunday Morning Camp Departure Procedure**

**Vehicles are not allowed in camp until Sunday morning at 7:00am.** Be prepared to transport your camping gear to the parking lot by hand if you plan on leaving before that time.

The only vehicles that will be allowed in the campsites are vehicles that are picking up Pack trailers.

All other vehicles will be allowed to drive on the main roads only, to pick up gear. Gear must be moved from the campsite to the roadside to be picked up. For sites 8-10, gear must be moved to the Pavilion to be picked up.

The campsite breakdown is complete when:

1. All gear is packed, grounds clean of all trash
2. Do not throw food scraps into the woods. It will attract *WILD CRITTERS* into your campsite. Put all food trash into plastic garbage bags.
3. Campsite latrines are cleaned and all trash picked up.
4. Remove all trash bags from your campsite and place them in the dumpsters. One will be located near Montgomery Lodge and another will be located behind the Dining Hall. **DO NOT LEAVE TRASH BAGS BY THE SIDE OF THE ROAD OR UNDER THE SHELTERS.**

## Gold Rush Weekend Schedule

### Friday, October 21:

- 3:00pm – 7:00pm Equipment trailers allowed to campsites  
3:00pm – 8:30pm Check-in at the Lone Scout Lodge (Unit Leader ONLY)  
4:00pm – 7:30pm Camp Vehicles deliver camping gear from 'gear drop off platform area' (to make this process smoother please follow the guidelines on gear and trailers)  
9:00pm – 10:00pm Cracker Barrel at the Pavilion (2 Adult Representatives Only)  
10:00pm - 6:00am Quiet time in campsites

### Saturday, October 22:

- 7:00am – 9:00am Check-in at the Lone Scout Lodge (Unit Leader ONLY)  
7:00am – 9:00am Set up games at Activity Field (no game set up allowed in field after 9am)  
8:00am – 9:20am Leave No Trace/Outdoor Ethics Class led by Troop 1215 – Pavilion  
REQUIRED FOR ALL NEW SCOUTS (make sure Leaders/Parents are with scouts)  
A. 8:00-9:00: Webelos (Check your patrol schedule)  
B. 9:00-9:20: All Lions  
C. All other scouts will rotate through before going to the Pack Games
- 9:30am -- 9:45am Opening Ceremony at Flag Pole in Montgomery Circle  
10:00am – 4:00pm Multiple events that groups will rotate through by patrols assigned by campsite:
- Gold Rush Pack Games and Activities (at Activity Field)
    - o Trash for Gold Nugget Station (pick up trash and get gold nuggets)
    - o Be on the lookout for the best Field Game Award!
  - Archery & BB's (only 6 years old and up)
  - Near the Swimming Area:
    - o Obstacle Course (bounce house)
    - o Dunk Tank
    - o Gold Panning
  - Near the Health Lodge Area:
    - o Smoke House
    - o Forestry Service Display
    - o Military Vehicle Display
    - o Sheriff's Dept. (K-9 Booth)
    - o Sea Life Aquarium Booth
  - LIONS Adventures Only Event:
    - o 9:45am – Meet at the Pavilion for group assignment (if not in registration packet)
  - GooseChase Scavenger Hunt
    - o Packs are invited to have one representative download GooseChase onto a phone or electronic device.
    - o They will be given tasks to complete that involve taking pictures or making videos of the pack at different activities and events.
    - o Each pack has a team already created. The username is PACK# and password is PACK#
  - Webelos "Castaway Adventure" Only Event:
    - o 9:45am – Meet at the Large Totem Pole in Montgomery Circle for group assignment (if not in registration packet)
- 10:00am – 8:00pm Trading Post in Montgomery Circle featuring National Scout Store  
10:00am – 5:00pm Voting for Games can be turned in to the box provided by the Games Booth  
4:00pm – 5:00pm Clean-up from games  
10:00am – 4:00pm Campfire Auditions (in Montgomery Lodge) (break during lunch from 12:00-1:00pm)  
12:00 -- 1:00pm Lunch (at your own campsite/if you purchased lunch during the registration process eat at the Dining Hall)  
4:00pm – 7:30pm Free Time and Dinner at your own campsite; skit practice time, Trading Post open  
7:30pm – 9:00pm Campfire and Evening Program (Songs, skits and fun....Field Game Award Presentation) @ Chapel  
10:00pm-6:00am Quiet time in campsites

### Sunday, October 25:

- 8:15am – 8:45am Worship Service in outdoor Chapel area (please wear uniforms)  
9:00am – 10:30am Break camp, clean up and depart