

WATERFRONT

The waterfront is located on the shores of Lake Murvaul. There is a boat marina for the Pirtle boats to dock in. There are canoes, kayaks, rowboats and paddleboards. PFDs are required.

REST AND RELAX TIME

Cubmasters need to schedule time to rest. That is right! Too often, you do not take the time to sit and enjoy the beauty of the camp around you. Make sure that scouts and adults alike take time to rest and relax.

During Cubmaster down time, they may earn the coveted “Scoutmaster Merit Badge” by completing the required items on the information sheet. The information sheet will be given out at the Sunday evening leaders’ meeting, and they will be available in the headquarters building.

CAMP ACTIVITIES

RELIGIOUS SERVICES

A Scouts Own (non-denominational) Chapel Service will be held every morning at 7:00 am. Scouts are welcome to bring instruments to play music with the camp chaplain. For some Scouts, this may be the only exposure that they receive to religion and values. The camp chaplain is always available.

FAMILY NIGHT

Parents and guests are invited to camp to participate at the closing campfire ceremony. All guests must sign in at the headquarters building.

If guests wish to eat a meal furnished by the dining hall, the Cubmaster for the Pack will need to register the names and number of guests with the camp clerk by the prior Wednesday. Those registered guests will need to report to the headquarters building to check in by 5:00 pm to pay \$8.00 per meal at the Trading Post to receive a meal coupon/voucher from the camp clerk.

Guests may bring picnic dinners for their family and their Scout to eat in the dining hall.



LEADERS' ROUNDTABLE

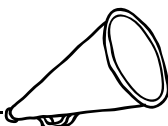
Our first leaders' roundtable will be held on Sunday evening at 7:30 pm at Founder's Lodge. Camp leader meetings may be every weekday morning after breakfast by the coffee pot in the dining hall.

LEADER OPPORTUNITIES

Leaders should ask at registration for information on opportunities that are offered to leaders that week at GWP. Leaders can participate in shooting sports and climbing at assigned times. When this guide was being finalized, we were looking into possible activities that we could offer leaders such as CPR, Philmont First Aid and HAM radio usage. The list of activities may vary for each week due to availability of instructors.

ENHANCE CAMP EXPERIENCES

PACK SPIRIT



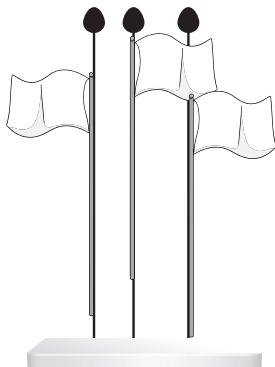
The Pack that comes to camp with ideas, spirit, and challenges makes the rest of the camp come alive. Bring your Pack cheer to camp and show everyone your scouting spirit. We will reward those Packs that show outstanding spirit while they are at camp.

FLAG CEREMONIES

There are opportunities for Webelos to help lead the opening or closing flag ceremonies at the dining hall. Your Pack will form a color guard and present or retrieve the US, Texas, and GWP flags.

CAMPFIRE PROGRAMS

Each Pack will have an opportunity to perform a skit, song or cheer at the final campfire if they wish. Please sign up with the program director prior to the campfire. We also encourage Packs to have evening programs in their campsites during the week. You may want to consider inviting other Packs and staff members to your campsite during the week.



JOIN THE ACTIVITIES

These are some planned activities that you can prepare for ahead of time:

- Knot Off Extravaganza - have scouts practice tying knots before camp
- Cook Off - Cubmasters plan and prepare for the tastiest and/or most creative Dutch oven dishes – not limited to dessert
- Pirtle Golf Association (PGA) - Cubmasters play golf with homemade golf supplies
- Belly Flop competition
- The Golden Shield Challenge
- Battle of Lake Murvaul
- Life Walk-(reflect on the Scout Law on daily walks-more info at registration)



HOME AWAY FROM HOME

Your campsite is your home for the week so work on making it comfortable with temporary improvements and decorations. Permanent improvements must be approved by the camp ranger before they are constructed.

LEADERSHIP IN CAMP

CUBMASTER LEADERSHIP

There must be two deep leadership in camp the entire week.

WEBELOS ORGANIZATION

Everything we do in scouting is based on the patrol method. The Webelos are in the process of learning this method. The same is true for much of what we do at summer camp. Have Webelos already organized and Parents elected as leaders. They will need to work together on ideas as a Pack and the leaders represent the group at camp.

Webelos may be recognized as an “Honor Patrol” after completing 9 of 11 achievements listed on the Honor Patrol Requirements Information Sheet. This information sheet will be given out at the Sunday leaders’ meeting and available in the headquarters building.

ROLE OF A WEBELOS LEADER (PARENT/AKELA)

The role of the Webelos Leader also known as a Den Leader is to ensure the Scouts are organized and having a safe but fun experience at Summer camp. The designated Webelos Leader will make sure there is always two deep leadership and a buddy system in place. This person will oversee the schedule and make sure everything is done in a timely fashion.





PACKING LIST

REQUIRED FORMS FOR ADULT AND YOUTH PARTICIPANTS

- Medical form – Parts A, B, and C (which requires a doctor's signature) Medication Form and medication
- Hold Harmless Form
- YPT (for ALL adult participants)
- FIELD uniform (required for flag raising and breakfast) (please do not use military Class ABC) Troop Tee Shirts – Activity uniform (if applicable)
- Order of the Arrow Sash (if applicable)
- 5-6 pairs of socks
- 5-6 pairs of underwear
- 5-6 tee shirts
- 5-6 pairs of shorts
- Belt
- Swimsuit
- At least 2 towels
- 2 pairs of shoes (in case of rain); remember closed toe shoes are required at all times
- Shower shoes
- Hat
- Toiletries (soap, shampoo, toothbrush, toothpaste, deodorant, comb/brush)
- Insect repellent
- Sunscreen
- Sleeping bag, pillow, cot, tent
- Watch
- Flashlight with extra batteries
- Water bottle
- Scout Handbook
- Pen or pencil, notepad, or paper
- Pocket knife (must have a Totin' Chip)
- Optional gear might include:
 - Cot/ Air Mattress/Sleeping Pad, Cord/Rope/ Clothesline / Clothespins, Day Pack, Alarm Clock,
 - Camera, Sewing Kit, Mess Kit, Compass, Camp Chair, Trading Post Money



Map of GWP

