

Cub Scout Adventure Camp Guide

2026

Camp Eastman

Session A: June 12-13-14

Session B: June 19-20-21



Mississippi Valley Council Scouting America

Saukenauk Scout Reservation
2948 E. 1000th Street
Mendon, IL 62351



Camp Eastman
750 E. Co. Rd. 1780
Nauvoo, IL 62354

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Forms & Documents

Visit our website at <https://mvcscouting.org/> for more resources including:

- 2026 Camp Staff Application
- BSA Annual Health and Medical Record (Parts A, B1 and B2 are needed by **all youth and adults attending**)
You can also find the medical form here: <https://www.scouting.org/health-and-safety/ahmr/>
- Mississippi Valley Council Campership Form
- Refund Request Form
- Swim Test Certification
- Scout Release Request
- Camp Maps

Cub Scout Adventure Camp
READY, SET, GO!



Cub Scout Adventure Camp

A 2-Night/3-Day adventure at Camp Eastman, located on the bluffs above the Mississippi River. Scouts can experience life-changing adventures as they learn new skills, make new friends, and experience nature like never before! This camp is designed for the *family* to have a great time in the outdoors, we encourage every Scout to have a parent attend to assist with activities and join in on the fun!

WHO: Boys & Girls entering grades 1-3 in the fall, their parents, leaders, and den chiefs

WHEN: Two opportunities from which to choose:

Session A: June 12 – 14 (Family Night is Saturday, June 13th)

Session B: June 19 – 21 (Family Night is Saturday, June 20th)

COST: Below is the price structure. **Camperships, fundraising opportunities, and camper savings opportunities are available.**

Cub Scout Adventure Camp	
2026 Early Bird	\$210/Scout
If deposit is paid by 4/20/26	\$120/Adult
2026 Standard Price	\$235/Scout
If fees paid after 4/20/26	\$145/Adult

FAMILY NIGHT

Siblings and parents of Scouts are welcome as visitors on Family Night. All visitors must check in at the Camp Office or Trading Post to receive a Camp bracelet. Meal tickets are \$10.00 per person and can be purchased at the Trading Post. Infants and Toddlers not eating in the Dining Hall will not have a fee and must be accompanied by an adult at all times. They should still be signed in at the office.

FAMILY NIGHT SCHEDULE

4:00 – 5:00 PM – Families start arriving

6:00 PM – Dinner at the Dining Hall

7:30 PM – Evening Program

Adventure Awaits

Friday Afternoon Program – Various activities will be held on the main lawn from 2-5 pm, as well as the self-guided tours.

Camp tours 2:00 – 5:00 pm:

Mess hall – Stop by and introduce yourselves to our kitchen staff and learn a little about how meals work at camp.

Pool House – Visit the pool, complete your swim checks and buddy tags and learn some base safety information about how the pool area works at camp.

Med Lodge – While you're at the pool, stop by the med lodge. Hopefully you won't have to stay here during camp, but it can be helpful to show your scouts where it's located, and to drop off any medication that needs to be kept safe.

Shooting range – Visit the range to get a brief safety lesson from our shooting sports team. Attending this lesson is helpful for reducing wait times at the range on Saturday and ensuring everyone gets as much time to shoot as we can.

Pete's Pond – Stop by the pond to learn about fishing regulations in Illinois and what kinds of fish are found in our pond. Attending this lesson is helpful for reducing wait times at the pond and to ensure the scouts get as much time to fish as possible.

Activities on the Lawn 2:00 – 5:00 pm:

Teambuilding – Enjoy a trio of races designed to practice knots! Try your skills at “The Safety Race”, “Lug Your Gear”, and “The Teamwork Transfer”.

First Aid Races – Test your first aid knowledge and race your friends to victory!

Nature – This ecology themed spin on classic tag will help young scouts think about how the food web works and what happens when there's no more food.

Saturday Program areas – *Keep in mind that while these activities do meet requirements for at least one rank, they're applicable to all ranks. If your scout attends all the activities and participates, then this list will serve as your advancement guide for summer camp. It is the responsibility of individual unit leaders to confirm that every scout attended.*

Archery – Learn to shoot with bows and arrows. Our amazing staff will help you succeed whether it's your first time shooting or you're trying to hone your skills. *If scouts attend both the Friday safety talk and the Saturday session, they may complete the loop.*

Aquatics – The Wolf aquatic elective is called Spirit of the Water. What an awesome description of how it feels when you jump in a pool on a hot day. No matter how worn out or tired you feel from the heat, once you're in the pool, that Spirit brings back energy and excitement. Let the fun begin and let the spirit flow! Tigers in the Water 1, 2, 3, 6; Wolf Paws for Water 1, 2, 3, 6; Bears Salmon Run 2, 3, 4, 5.

BB Guns – This is one of the favorite areas for new Scouts to camp. Your Scout will learn proper safety rules for handling a firearm and put those new skills into practice as you aim at various targets. *If scouts attend both the Friday safety talk and the Saturday session, they may complete the loop.*

Bobcat Team Building – How well do you know the scout law? Put your knowledge and detective skills to the test as you attempt to unlock the chest, find the cracker barrel key and escape before time runs out. Tiger Bobcat 2, 3, 4, 5; Wolf Bobcat 2, 3, 4, 5, 6, 7; Bear Bobcat 2, 3, 4, 5, 6, 7, 8

Outdoor Skills – You've been marooned on an island and your only hope to escape is to send a distress call, navigate to the extraction point, and signal the helicopter. Can you do it before time runs out?

Saturday Open Program 4:00 – 5:00 pm

Various activities will be available during open program time. *Possible* activities include open fishing, skit practice, sprinklers, trading post games, gaga ball.

Sunday Morning Program Areas

Fishing – Pete’s Pond will be available for open fishing, toward the fishing loop. *If scouts attend both the Friday introduction and the Sunday session, they may complete the loop. Tiger Fish On 1, 2, 3, 4; A Wolf goes Fishing 1, 2, 3, 4, 5; A Bear goes Fishing 1, 2, 3, 4, 6*

Waterfront – Enjoy making memories canoeing on the pond. A cub scout does not have to pass the blue swimmer test to enjoy paddling around the pond, but they will be asked to wear a life jacket and have an adult accompany them in the craft. Tigers Floats & Boats 4; Bears Afloat 4, 5, 7. *While Bears do have an entire full loop devoted to canoeing, this loop requires a fair amount of preparation. Please look at the requirements prior to camp, as there will not be time to complete the whole loop at camp.*

Slingshots – Visit the archery range to learn the basics of slingshots. *If scouts attend both the Friday safety talk and the Sunday session, they may complete the loop.*

RC Race Cars – Enter the future and race against your friends with Traxxas Race Cars! Zoom around a track and navigate bumps in this fast-paced grand prix! This fun activity is not a requirement of an adventure loop.

Nature – Scouts will take a short hike around camp to look for signs of animal life and identify some of the awesome trees at Camp Eastman. Tigers in the Wild 1, 2, 3, 4, 5; Wolf Paws on the Path 1, 2, 3, 4, 5; Bear Habitat 1, 2, 3, 4, 5, 6, 7

Survival Shelters & Knots – Return to the dining hall lawn to review some additional knots that can help construct an outdoor shelter. You’ll also have the option to make a teepee craft in the dining hall. Designed by a Tiger 1, 2, 3;

Camping Adventures – Let’s Camp!

Tiger – Requirements 1, 2, & 3 should be discussed prior to attending camp. Requirements 4 & 5 can be completed at camp.

Wolf - Requirements 1, 2, & 3 should be discussed prior to attending camp. Requirements 4 & 5 can be completed at camp.

Bear - Requirements 1, 2, & 3 should be discussed prior to attending camp. Requirements 4 & 5 can be completed at camp.

Tentative Daily Schedule - Cub Scout Adventure Camp

	Day 1	Day 2	Day 3
8:00 AM		Breakfast	Breakfast
8:45 AM		Flags	Flags
9:00 AM		Activity Schedule 9 am - 12pm	Activity Schedule 9 am - 12pm
9:45 AM			
10:30 AM	<u>Early Bird Arrival</u> * Do NOT arrive prior to 10:30 AM * May drive to campsite to unload * Setup campsite		
12:00 PM	<u>Check in Begins at Noon</u> <u>Registration</u> <u>Trading Post Porch</u> 1. Medical check-in	Lunch	Check Out *May Drive into campsite to load
1:00 PM	2. Swim Check 3. Set up Camp Site <u>Return vehicles to Parking Lot by 4pm.</u>	Free Time / Rest Time	<i>Check-Out by 1:00PM</i> <u>BEFORE LEAVING</u> 1. Clean latrines 2. Patrol campsites for litter and other items 3. Camp Staff will clear your pack 4. Pick up medical forms 5. Check lost and found 6. Turn in evaluations 7. Remove gear
2:00 PM	Camp Wide Activities from 2pm to 5pm.	Afternoon Activity Schedule - 2-4 pm	
3:00 PM			
4:00 PM		Open Programming	
4:45 PM	Leader's Meeting		
5:45 PM	Flags	Flags	
6:00 PM	Dinner	Dinner	
7:30 PM		Family Night Campfire	
9:00 PM	Night Hiking Trail is Open until 10:00 PM	Night Hiking Trail is Open until 10:00 PM	
10:00 PM	Quiet time	Quiet Time	

Planning your Summer Camp Adventure

January – March

Plan for your unit to attend camp

Promote Camp at Pack Meetings

Watch for update emails and check our Facebook page often for any updates

Sell Discount Cards to help offset cost

Review Camp Guide, make copies for all families or email copies to all families.



April

Submit Registration Fees – Early Bird fees due by April 20th (late fees will apply after this date)

Apply for Camperships if needed, by April 1st.

May

Collect BSA Health Forms (**Parts A, B1 and B2 of the Health Form is required for all attending**)

Confirm special needs, such as special diets or physical arrangements with Camp Director



What to Bring to Camp

Here are our recommendations for what to bring with you. Remember to check the weather before coming to camp and adjust accordingly. The weather in June has a lot of variety. Pack your belongings into an easy to carry bag, suitcase or tote.

Please be prepared to carry your own gear to your campsite. Wagons and staff members may be available to help you, but plan as if it is not.

Essential items

- All Paperwork for each participant including a Signed BSA Annual Health & Medical Record
- Necessary Medications - please see the medical section of this guide (pg. 12) for proper storage and communication with the health officer.
- Cub Scout Uniform
- Jacket, Raincoat, or Poncho
- Brimmed Hat
- Sweatshirt
- Shorts
- Short Sleeve Shirts
- Long Pants
- Socks
- Underwear
- Bag for Dirty Clothes
- Blanket/Sleeping Bag and Pillow
- Bath Towel, Washcloth
- Toothbrush/Toothpaste
- Soap/Shampoo
- Comb/Brush
- Swimsuit and Beach Towel
- Insect Repellent
- Sunscreen
- Flashlight with Fresh Batteries
- Comfortable closed-toed shoes
- Water bottle

Optional items

- Fishing Pole and supplies
- Money for Trading Post
- Water Shoes
- Personal first aid kit – while the medic will be available for all injuries, carrying a first aid kit is a reasonable habit to start building now

Be sure you have your name on all of your equipment and clothing. Adults may want to act as “banks” for their Cubs’ money, giving it out as the Scout needs or wants it. The trading post has reloadable gift cards as well!

Arriving at Camp

Check-in begins at 12:00PM. Scouts may arrive any time after 10:30AM to move equipment into camp, but the check-in process will not begin until 12:00. If arriving before 12:00 all scouts must be **accompanied by two adults at all times** and must remain in their campsites or parking lot. Check-in will be at the trading post porch.

BSA Health and Medical Record for Cub Scout Adventure Camp

Parts A, B1 and B2 of the BSA Health and Medical Record are required for everyone staying overnight at camp – youth and adults. The Health and Medical Record can be downloaded here: <https://www.scouting.org/health-and-safety/ahmr/>. The forms can be collected by your Pack leader ahead of the event or turned in to the Medical Officer when you arrive at camp. **Please do not turn in medical information to the Scout Office.** We suggest the family keep a copy for their records.

Dining Hall Orientation

We aim to maximize the amount of time your Scouts get to spend working on adventures, exploring, adventuring, and making memories. Visit the dining hall during orientation to learn the basic rules and patterns of the Camp Eastman dining hall. Meals will be served per tradition with a buffet line, salad bar, and after-meal song.

Swim Checks

Scouts will take a swim test as part of the check-in process. Swim checks may be done prior to camp by using the form available on the council website at www.mississippivalleybsa.org. Aquatics Director may retest Scouts and Scouters.

Camp Sites

Camp sites will be assigned by the camp director, beginning with units who need electricity for medical reasons. You will receive a campsite assignment at check in. Campsites will also be posted for early bird check-in. You are welcome to contact the scout office for your campsite ahead of time, but we reserve the right to shift units if necessary. Please confirm your campsite upon check-in.

Camp Rules

All units in camp must have at least two (2) leaders with the unit 24 hours a day. One leader must be at least 21 years of age. The second leader must be at least 18 years of age. Leaders may rotate if necessary.

No one is allowed to smoke in program areas, campsites or anywhere in the presence of youth. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking. A designated area will be available for those adults wishing to do so. Marijuana and alcohol are prohibited on camp property. Bringing either of these items to camp is grounds for removal from camp property and will not be subject to refunds.

No firearms, bows, or arrows of any kind may be brought to camp. Absolutely no fireworks or personal ammunition of any kind are permitted at camp.

Liquid fuels are not permitted at camp. Propane may be used, but only under the supervision of an adult.

No fires or open flames are allowed in or near tents. This includes self-contained stoves and lanterns, mosquito coils, citronella candles and other such items. All tents must be clearly marked, "NO FLAMES IN TENTS."

Sheath knives are not practical for the type of camping done at summer camp. Do not allow your Scouts to bring them to camp.

Avoid using aerosol spray cans while at camp wherever possible.

Campers and RV's are not permitted in camp without prior approval of the Scout Office.

No electricity, except solar, is to be generated in campsites which includes running of extension cords from power sources. Units that have disability needs should work with the Camp Director prior to camp to accommodate where possible.

Batteries (inverter and/or rechargeable marine batteries) used for medical needs are allowed to be recharged at a location specified by the Camp Ranger. Vehicles will not be allowed to be used as sources of power in campsites.

All private vehicles are to be parked in the camp parking lot. Unit trailers can remain at the campsite.

Personal bicycles are not permitted on camp property during summer camp.

No pets are to be brought to camp.

No additional family members or additional guests will be allowed to stay at camp unless they are registered campers.

Identification Bracelet - Each Scout and adult leader will be issued a color-coded bracelet for identification purposes. These bracelets must be worn at all times.

Closed toed shoes/sandals must be worn-please no flip-flops or open-toed sandals. This is done for safety reasons. Flip flops/open-toed sandals are allowed in the shower house, pool, and beach area.



Youth Protection policies & adequate adult leadership are required at all time.

Adult Leadership

Youth Protection and *Guide to Safe Scouting* policies apply. Please remember two deep leadership is imperative. There must be one adult for every five Scouts attending with a minimum of two adults in camp at all times. Youth Protection Training may be taken as a self-study e-learning course at www.scouting.org.

Swim Qualifications

All Scouts and leaders participating in aquatic adventures will be tested by the aquatics staff and placed into one of three ability groups. Scouts who do not satisfy the requirements may retake the test as frequently as they desire.

Non-Swimmer – Anyone who either opted out of the test or was unable to complete the full test.

Beginner – Jump feet first into water over your head, come to the surface, level off, swim 25 feet, turn sharply, and come back to the starting point.

Swimmer – Jump feet first into water over your head and surface. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudge, or crawl. Swim 25 yards on your back, using the elementary backstroke. Rest by floating for 10 seconds.

Health and Safety

Health Lodge and Emergency Care

24-hour emergency medical care will be available by a trained Health Officer. A Scout or leader that has a medical problem should report to the Health Lodge as soon as possible. A medical doctor is on call for medical advice and emergencies and an AED is located in the Health Lodge.

Insurance

The Mississippi Valley Council provides accident and liability insurance for those persons registered in the Boy Scouts of America and are registered campers. No other youth are permitted to camp nor participate in the program of the camp for insurance reasons. Out of Council units must present proof of insurance from their council upon check-in on Sunday or mail to the Scout Service Center prior to the camp session. Any accident that occurs while they are at camp is covered first by your insurance and then our insurance kicks in second. Claim forms must be filled out by the parents and physician and submitted to the Scout Service Center. Additional information about filing claims can be obtained from the Council Service Center (217) 224-0204.

Medication

While in camp, medications may be held by either the Health Officer or a Unit Leader. **A Unit Leader may only keep medication if they can provide lockable storage at all times.** All other medications will be checked in with the Health Officer after arrival.

Vaccinations

A tetanus immunization is required to participate. Other immunizations that are recommended can be found in the Guide to Safe Scouting and the Annual Health & Medical Record form published in January of 2022.

