**CUB RESIDENT CAMP 2016**

**OPERATING PLAN**

**Sunday:**

* Arrival
* Set-up
* Walk of Camp
* Swim and Med Check
* Orientation
* Scouts Own
* Flags
* Dinner
* Opening Campfire (staff led)

**Monday:**

Morning Activity

* Rank Advancement Core Related
* Also, Learn to Swim Classes for those needing same

Afternoon Activities:

* Open Swim
* BB Guns
* Archery
* Handicraft
* Scoutcraft
* Low COPE

Evening

* Movie Night
* Astronomy Walk (Related to Elective Rank Advancements

**Tuesday**

Morning Activity

* Rank Advancement Core Related
* Webelos - Aquanaut Elective

Early Afternoon Activities:

* BB Guns
* Archery
* Handicraft
* Scoutcraft

Late Afternoon

* Water Carnival
* Luau

Evening

* Closing Campfire led by Campers (Core Rank Advancement Related)
* Cracker Barrel

**Wednesday:**

* Breakfast
* Clean-up
* Go Home

**CORE RELATED ACTIVITIES**

These activities were selected as they lend themselves to a camp setting and for the most part are easily obtainable while at camp. The Instructors (pairs) would be the same for both mornings. If they get done early, they could work on some requirements from another Core Activity.

Several of these activities require the making of a First Aid Kit for home or for hiking. This would entail some expense to purchase these items in bulk but it would be offset by not having all the handicraft items that we use to give away or use for projects.

**Tiger Cubs**

* Tigers in the Wild
* Backyard Jungle

**Wolf**

* Call of the Wild
* Paws on the Path

**Bears**

* Bear Claws
* Bear Necessities

**Webelos**

* Webelos Walkabout
* First Responder

**Arrow of Light**

* Camper

**Optional Night Electives**

Astronomy at the Observatory

* Tigers - The Sky Is the Limit

Swimming Pool

* Bears - Spirit of the Water