

Cub Scout Day Camp Volunteer Positions

Program Director

The program director is the volunteer or professional on-site responsible for the Cub Scout day camp program. Program directors plan the program with the help of the area directors or session directors. The program director must be a man or woman 21 years of age or older of well-known good character and ability. In addition to being currently certified at National Camping School for day camp administration, the program director will do the following:

- Report to the camp director.
- Promote day camp attendance at roundtables, pack meetings, and activities.
- Help unit leaders plan and carry out a successful day camp through the use of personal coaching, training, and program aides.
- Help the camp director conduct a camp staff training activity.
- Train and supervise a group of program aides to help unit leaders.
- Be responsible for program planning, supplies, and personnel.
- Evaluate Staff performance and provide feedback.

Junior Staff Director

- Work with the Camp and Program directors to enlist and train 14 – 18 year old Scouts as Program Aides and Jr. helpers
- Schedule and assign Jr. Helper Duty stations
- Engage with Camp Director on any specific Jr. Helper concerns.

Activity Areas (Engineering, Arts, Nature...etc)

NOTE: The staff of each Program area (Activity) functions as a team, with the director of that area leading the team to get the job done, using personnel and resources in the best possible way to benefit the Cubs and their leaders.

Activity Director

- Plan and carry out a Activity in cooperation with the program director.
- Enlist packs to be responsible to prepare and teach one or more projects during the week.
- Select projects that will enhance the theme.
- Work with Jr. Staff Directors to enlist and train Jr. Staff for each project.
- Supervise the purchase, use and storage of equipment and materials.
- Evaluate.

Activity Team Member:

- Be responsible to prepare and teach one or more projects during the week. This includes getting and preparing supplies in advance of camp, and running the station the day of your project, including set-up and clean-up.
- Project sessions will be 45 min, with up to 60 participants at a time.
- Make a list of supplies needed for the camp projects, and work with the team director on the

best way to get the supplies.

- Prepare all projects in advance of camp to ensure all parts are available and directions make sense.
- Provide instructions for each project to be included in the staff training manual.
- Have a plan to involve Jr Staff, and Unit leaders, who will be on hand to help teach the skills necessary for boys to complete selected projects.

Aquatics

NOTE from Camp Admin Guide: If a Cub Scout day camp conducts a swimming program at a non-BSA owned or operated licensed swimming facility, supervision may be provided by facility employees whose training is regulated by state authorities, in lieu of the supervision required above. (We hire Little Hills Lifeguards.)

Aquatics Director:

- Aquatics will be open all 5 days of the camp
- Participants are assigned buddies and limited to water depths appropriate to their ability unless approved life jackets are worn.
- Roll is taken at the end of the activity.
- Special precautions indicated by medical conditions are shared with facility staff members.
- In areas from which the public is excluded, Safe Swim Defense policies are implemented as they would be at a council-staffed facility. This would apply to established pools, spray parks, water parks, and lakefront swimming areas.

Meridian Notes:

- The lifeguards run ability tests the first day, and cub scouts are designated as swimmers, beginners, or non-swimmers.
- A buddy board is posted with a tag for each participant, showing their swimmer designation. Learn and follow BSA training for using the buddy system.
- Lead poolside activities to engage non-swimmers, such as, lanyards, paracord bracelets, or games.
- Plan organized water games aligned with the theme. For example, water boatmen races (with inner tubes), or, a swimming tug of war.
- Work with Jr. Staff Directors to enlist and train Jr. Staff to lead activities.

Archery

Archery Program Director

Plans and carries out the archery program for the camp, including making sure there are an adequate number of rangemasters for archery each day.

- Inventory and maintain equipment and supplies.
- Acquire necessary additional equipment as needed, submitting needs to program director.
- Set-up and take down range. Request help needed.

Archery Range Master

- The range master runs the archery range. The range master must be at least 18 years old and have been trained as outlined in the Boy Scouts of America National Shooting Sports Manual, No. 30931.

BB Guns / Sling Shots

BB Gun Program Director

- Plans and carries out the BB gun shooting program for the camp (or slingshots if it is determined we cannot go offsite to shoot BB's), including making sure there are an adequate number of rangemasters for shooting each day.
- Inventory and maintain equipment and supplies.
- Acquire necessary additional equipment as needed, submitting needs to program director.
- Arrange for set-up and take down of range. Request help needed.

BB Gun Range Master

- The range master runs the BB gun range (or slingshot range if it is determined we cannot go offsite to shoot BB's). The range master must be at least 18 years old and have been trained as outlined in the Boy Scouts of America National Shooting Sports Manual, No. 30931.

Photography

Team Member

- Photograph each Den (or individual scout, if feasible). Arrange for prints to be made for scouts to take home on Friday. The craft team is working on a plan for framing, and display of the photo.
- Plan a theme related backdrop for the photograph, set it up, and take it down.
- Plan for another short activity during this session, to make use of any waiting, or extra time.
- Work with Jr. Staff Directors to enlist and train Jr. Staff to lead, or help with Unit Leaders, during this station.

Cooking Session Leader

- Plan and carry out a theme related cooking activity in cooperation with the program director and unit leaders. This includes choosing recipe(s), getting supplies, and set-up and clean-up of the station. Try to align the activity with advancement requirements (for Ex. Make a nutritious snack)
- The activity period will be 45 min., and be spread over more than one day.
- Up to 30 Scouts will participate in this session at one time.
- Prepare all projects in advance of camp to ensure recipes and directions make sense, and

provide an instruction page to be included in the staff training manual.

- Have a plan to involve Jr Staff, and Unit leaders, who will be on hand to help teach the skills necessary for boys to complete the cooking activity.
- Supervise the use and storage of equipment and materials.

Lunchtime Show Organizer

- The camp has a daily, 30 min. lunchtime show, which is to provide entertainment during an after-lunch rest period. Camp attendees sit on a paved area of camp, under a shade structure (shade structure will be part of camp-wide set-up).
- Arrange for Monday's lunchtime fire drill, with campers meeting at the designated parking lot spot, and a visit from the Fire Dept.
- Make and carry out a plan for 4 other theme related lunchtime shows, within a budget of \$200 per show.
- In cooperation with the camp director, vet vendors, choose, hire, and make arrangements for the shows, including any set-up, or post show clean-up that is necessary.
- Request help from Jr. Staff as needed.

Friday Games

Prepare and run one or more game stations for Friday field games.

Suggested ideas:

- Butterfly egg drop relay
- Dragonfly run relay
- Chrysalis tie-up relay
- Dung beetle ball roll relay
- Hungry Mosquito relay
- Dog and flea (catapult target shooting)
- Decomposition relay
- Inchworm race
- Pollination shuffle (with hoops and bean bags)