



Akeland Cub Scout Resident Camp - Summer 2022

Sunday Check-In

Your pack will be assigned a check-in time. **Please do not arrive in camp prior to noon.** You can find your check-in times and final campsite assignments on Akeland.com. Our staff will meet you at your campsite at your assigned time. Please be ready at your scheduled time with your health forms and any medications that you brought in hand.

Program Area Locations

Waterfront/Aquatics - Your schedule will list if it is a day to meet at the pool or lake.
 Outdoor Skills Center - Will meet at the Clint Frantz Pavilion.
 Shooting Sports - Archery/BB Ranges
 Pioneer - Meets at Pioneer Cabin daily, following their own patrol schedules. The Pioneers will return to your pack for your assigned Waterfront/Aquatics time.

Special Programs

Sunday Night Opening Campfire - A chance to meet the staff and let us entertain you.
Water Carnival - A picnic dinner, followed by water games at Baker Pool, ending with the "Kessel Run" cardboard boat race.
Theme Night - A short space themed hike with puzzles and games along the way.
Movie Night - A relaxed night in the dining hall with a spaced themed movie (movie TBA).
Camper Recognition - Ceremonies to mark your years spent at Akeland (face paint optional).
Friday Night Campfire - A chance for you to entertain us with a Pack song and/or skit.

Sample Schedule:

	Monday	Tuesday	Wednesday	Thursday	Friday
7:45	Colors & Breakfast				
9:00-10:15	Outdoor Skills Center	Waterfront (Pool)	Shooting Sports	Outdoor Skills Center	Shooting Sports
10:30-11:45	Shooting Sports	Free Time	Outdoor Skills Center	Shooting Sports	Outdoor Skills Center
12:00	Lunch				
1:15-2:30	Shooting Sports	Outdoor Skills Center	Waterfront (Lake)	Free Time	Waterfront (Pool or Lake)
2:45-4:00	Waterfront (Pool)	Shooting Sports	Free Time	Waterfront (Pool or Lake)	Free Time
4:15-5:00	<i>Free Time</i>	<i>Open Program</i>			
5:45	Dinner & Water Carnival	Colors and Dinner			
7:30		<i>Theme Night</i>	<i>Movie Night</i>	<i>Camper Recognition</i>	<i>Closing Campfire</i>