

Plan a Hoyt Adventure Weekend and Earn the Patch

Dear Cub Leaders,

Due to COVID-19 current guidelines, we are unable to reschedule the spring Cub-O-Ree and Webelos WOW.

However, Hoyt is open for day adventures and overnight Cub Scout Family Camping. It is much safer and easier to manage COVID-19 Guidelines at the unit level than larger group District events. **So, we are offering this as a unit event to earn the above patch.**

Bring your Pack to enjoy Hoyt Scout Reservation located on 170 acres of pristine forest and fields in West Redding, Connecticut.

There may be limitation on the use of Hoyt, Packs are permitted to adapt this program for another camp or state or local park.

In this packet, you will find:

- Advancement Opportunities: Suggested outdoor Adventure Loops for Lions to Bears and Adventure Pins for Webelos. Hoyt provides great outdoor setting to earn some of the requirements. These are self-led Den Leader or Parent activity.
- Trail Map and Hiking Scavenger Hunt that ties in with Adventure Loops and Pins.
- Nature items — Leaf Identification Chart, Common animals and birds at Hoyt, Cool Bugs to learn about and Hoyt Weather Station — all tie in with the Adventure Loops and Pins.
- Games at Hoyt — Hoyt Disc Golf and Gaga ball. We have included the rules to these fun games.
- Sorry Archery and Rifle Range are not available for Cub Scout Program use.
- **Please be reminded this is a Pack led event.** Pack Leadership is responsible making arrangements to use Hoyt or other locations. Participants (families, Dens and Packs) need to ensure that a sufficient number of trained Adult Leaders are there to lead and supervise your group.

John Hanks Powahay District Vice-Chair Program



Check List

- Order the Patch at mycouncil.ctyankee.org/Event/689
- Patches are \$4 and we have a limited supply.
- To make Camp arrangements contact Camping Registrar Carolyn Cruson at 203-951-0237
- Please read Council latest COVID-19 updates on camp operations and guidance on outdoor activities at www.ctyankee.org/tag/coronavirus/

Questions
info@powahay.com

Order Patches at <https://mycouncil.ctyankee.org/Event/689>

Hoyt Adventure Weekend



TIGERS

Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure Loops that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

Tiger Adventure: Tigers in the Wild

Complete Requirements 1-3 plus at least one other.

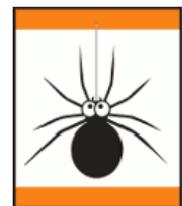
1. your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
 - Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
 - Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
 - Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger handbook.
7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.



Tiger Adventure: My Tiger Jungle

Complete Requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, other caring adult, or with your den.
3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds.
4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you have planted.
5. Build and hang a birdhouse.



Hoyt Adventure Weekend



WOLF

Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure Loops that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

Wolf Adventure: Call of the Wild

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
 - A pack or family campout
 - An outdoor activity with your den or pack
 - Day camp
 - Resident camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
3. Do the following:
 - Recite the Outdoor Code with your leader.
 - Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
 - After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
4. Show or demonstrate what to do:
 - In case of a natural disaster such as an earthquake or flood.
 - To keep from spreading your germs.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.



Wolf Adventure: Paws on the Path

Complete Requirements 1-5. Requirements 6 and 7 are optional.

1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking.
3. Choose the appropriate clothing to wear on your hike based on the expected weather.
4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map



Hoyt Adventure Weekend



BEAR

Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure Loops that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

Bear Required Adventure: Bear Necessities

Complete Requirements 1 - 4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, attend one of the following:
 - A daytime or overnight campout with your pack or family
 - An outdoor activity with your den or pack
 - Day camp
 - Resident camp
2. Make a list of items you should take along on the activity selected in Requirement 1.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.
5. Demonstrate how to tie two half hitches and explain what the hitch is used for.
6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.



Bear Required Adventure: Fur, Feathers, and Ferns

Complete Requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.



Hoyt Adventure Weekend



WEBELOS (4TH GRADE)

Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure pins that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

Webelos Adventure: Webelos Walkabout

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first aid kit suitable for your hike or activity.
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.



Webelos/AOL Elective Adventure: Into the Woods

Complete Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.



Hoyt Adventure Weekend



ARROW OF LIGHT WEBELOS (5TH GRADE)

Pick an Adventure for your Den! Here are suggested Den Leader/Parent led Adventure pins that some of the outdoor requirements can be earned at Hoyt. Teaching aids and complete requirements can be found in the Handbook.

Arrow of Light Adventure: Outdoor Adventurer Complete Option A or Option B.

Option A:

1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events:
4. Severe rainstorm causing flooding
5. Severe thunderstorm with lightning or tornadoes
6. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
7. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
8. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.



Option B:

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
3. Severe rainstorm causing flooding
4. Severe thunderstorm with lightning or tornadoes
5. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
6. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

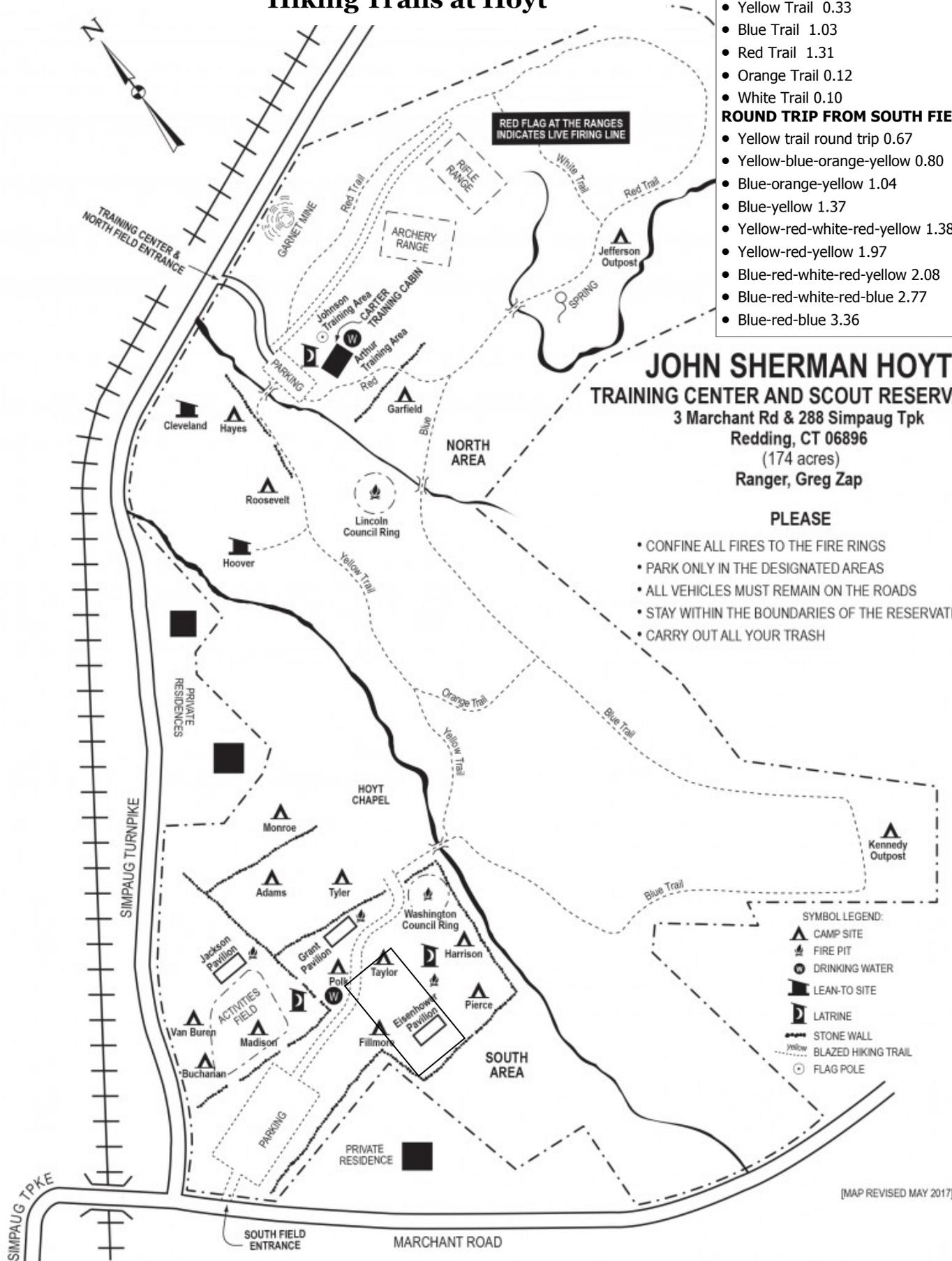
Hiking Trails at Hoyt

- TRAIL — MILES**
- Yellow Trail 0.33
 - Blue Trail 1.03
 - Red Trail 1.31
 - Orange Trail 0.12
 - White Trail 0.10
- ROUND TRIP FROM SOUTH FIELD**
- Yellow trail round trip 0.67
 - Yellow-blue-orange-yellow 0.80
 - Blue-orange-yellow 1.04
 - Blue-yellow 1.37
 - Yellow-red-white-red-yellow 1.38
 - Yellow-red-yellow 1.97
 - Blue-red-white-red-yellow 2.08
 - Blue-red-white-red-blue 2.77
 - Blue-red-blue 3.36

JOHN SHERMAN HOYT
TRAINING CENTER AND SCOUT RESERVATION
 3 Marchant Rd & 288 Simpaug Tpk
 Redding, CT 06896
 (174 acres)
 Ranger, Greg Zap

- PLEASE**
- CONFINE ALL FIRES TO THE FIRE RINGS
 - PARK ONLY IN THE DESIGNATED AREAS
 - ALL VEHICLES MUST REMAIN ON THE ROADS
 - STAY WITHIN THE BOUNDARIES OF THE RESERVATION
 - CARRY OUT ALL YOUR TRASH

- SYMBOL LEGEND:**
- ▲ CAMP SITE
 - 🔥 FIRE PIT
 - 🍷 DRINKING WATER
 - 🚽 LEAN-TO SITE
 - 🚻 LATRINE
 - 🚰 STONE WALL
 - yellow — BLAZED HIKING TRAIL
 - ⊙ FLAG POLE



[MAP REVISED MAY 2017]

PLEASE — TO PREVENT TREE ROOT FIRES
ALL CAMP FIRES MUST BE CONSTRAINED TO DESIGNATED FIRE RINGS ONLY

Hiking Fun—Print Page for each Scout

Review Trail Markings



Straight
A single rectangle is a mere indication that you are on the right path. Keep going straight.



Right Turn
Two rectangles forming a right diagonal indicate a right turn.



Left Turn
Two rectangles forming a left diagonal indicate a left turn.



Three rectangles forming an upward-pointing arrow show the beginning of a trail.

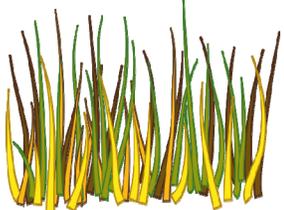


Three rectangles forming a downward-pointing arrow show the end of a trail.



a marker showing two triangles stacked next to one signal a spur leading to a different trail.

Hiking Scavenger Hunt

<input type="checkbox"/> FERN 	<input type="checkbox"/> ANIMAL TRACKS 	<input type="checkbox"/> TREE STUMP 
<input type="checkbox"/> LEAF collect 3 different ones for the Leaf identification station. Weelos need 6. 	<input type="checkbox"/> GRASS 	<input type="checkbox"/> PINECONE 
<input type="checkbox"/> MUSHROOM 	<input type="checkbox"/> A place where an Animal might live 	<input type="checkbox"/> MOSS ON A TREE 
<input type="checkbox"/> STONEWALL 	<input type="checkbox"/> ACRON OR A TREE NUT 	<input type="checkbox"/> EXPOSED TREE ROOTS 
<input type="checkbox"/> HOLE IN A TREE 	<input type="checkbox"/> LOG OR FALLEN TREE 	<input type="checkbox"/> SQUIRRELL OR BIRDS NEST 

Leaf Identification Chart

 <p>tulip</p>	 <p>elm</p>	 <p>chestnut</p>	 <p>big maple</p>
 <p>silver maple</p>	 <p>beech</p>	 <p>paper birch</p>	 <p>Common CONIFER (Soft Wood) Eastern white pine Eastern hemlock</p>
 <p>sycamore</p>	 <p>sumac</p>	 <p>hickory</p>	<p>Poison Ivy, Oak and Sumac are difficult to identify in the fall. Avoid touching vines growing up trees as it may be poison ivy. Stay on the trail.</p>

Common Animals at Hoyt



Red Tail Hawk can often be seen flying in the skies around Hoyt. For those that campover you might hear the call of the Barred Owl. Coyotes can be heard howling at night as well.



[Gray Squirrel](#)



[Raccoon](#)



[Woodchuck](#)



[Chipmunk](#)



[Deer](#)



[Cottontail Rabbit](#)



[Mice](#)

Coyotes, Skunks, Foxes, Muskrats, Moles, Voles and others.

Always observe wildlife from a distance. Never approach a wild animal!

FIVE COOL INSECTS

The cold weather in the fall and winter usually kills exposed insects or drives insects into hiding. Many insects take refuge in mulch, leaf litter and human structures during the winter months and are only active on warmer days.

Yellow Jackets, Wasps, and some types of Lady Bugs. Snow flies, and stone flies are active during cold weather.



Monarch Butterfly

The monarch butterfly is one of the largest butterflies in existence. It is known for its large black and orange wings and can be seen flying south to Mexico in large groups

migration season, to stay warm during winter.

- Butterflies always start out as caterpillars, and you can tell a monarch butterfly caterpillar by its orange or yellow and black stripes. It gets to be very long and very heavy as it grows. Like all caterpillars it then eventually curls up into a little ball and creates a cocoon or what is called a chrysalis over itself, where it then mutates into the butterfly. Eventually the butterfly comes out of the cocoon with long wings and its bright colors.
- The butterfly eats a variety of plants and even nectar, which is a juice inside plants and flowers.



Ladybugs

There are about 5,000 different species of these much loved critters known as lady beetles or ladybugs, and in many cultures they're considered good luck. L They come in many different colors but the most familiar is the seven-spot ladybird, which has a shiny, red-and-black

body.

Most people like ladybirds because they are pretty, graceful and harmless to humans. But farmers love them because they eat aphids and other plant-eating pests. And boy do they eat – in it's year-long life, a single seven-spot ladybird can gobble more than 5000 aphids!

The ladybird's bright colors act as an important defense mechanism, warning animals they'd best not eat them. When threatened, the bugs secrete an oily, yukky, yellow fluid from joints in their legs – and their coloring acts a reminder to any peckish predators who've eaten their kind before that they taste disgusting!

PRAYING MANTIS

Connecticut State Insect

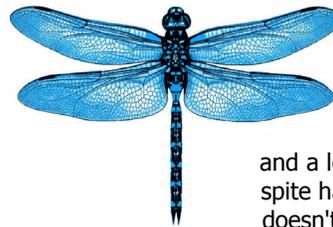
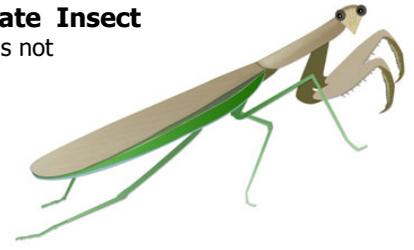
The European mantis is not native to Connecticut.

It originated in Northern Africa, Southern Europe, and Asia.

These mantis can be found, however, throughout Con-

necticut from early May or June until the cold.

- Praying mantis are carnivores that use their long front legs to hold their prey while they usually eat them head first!
- They can rotate their heads 180 degrees compared with humans who only have a 130-degree range of movement.
- Bats are common predators of praying mantis at night. To escape bats, praying mantis may dive and crash into the ground. Praying mantis can survive the crash with their small, agile bodies but a bat would injure themselves.



Dragonfly

Dragonflies are insects that have long bodies, transparent wings, and large eyes. They have 6 legs, a thorax, a head, and a long segmented abdomen. Despite having 6 legs, the dragonfly doesn't walk very well.

- Dragonflies can hover in one place, fly extremely fast, and even fly backwards. They are some of the fastest flying insects in the world reaching speeds of over 30 miles per hour.
- To catch their prey, dragonflies create a basket with their legs. They then swoop in capturing their prey with their legs and biting it to hold it in place. They will often eat what they have caught while they are still flying.
- To see predators dragonflies have large compound eyes made up of thousands of smaller eyes to see in all directions.

Bumblebees

Bumblebees seem scary because they're so big, but they're generally gentle and unaggressive. Leave them alone and they'll leave you alone too. They are large and fuzzy with bright bands of yellow, black or red. Bumblebees pollinate crops to grows.



- They live in underground burrows.
- Bumblebees only live for one season before they die.
- Each bumblebee has a special job. The queen bumblebee lays eggs, while the workers bring food and build an underground nest of wax. Drones are male bumblebees that mate with the queen.
- At the end of the summer, worker bees sometimes kill the queen bee. New queen bees live alone over the winter and start a new colony in the spring.
- Bumblebees can sting more than once but only sting if they feel threaten.

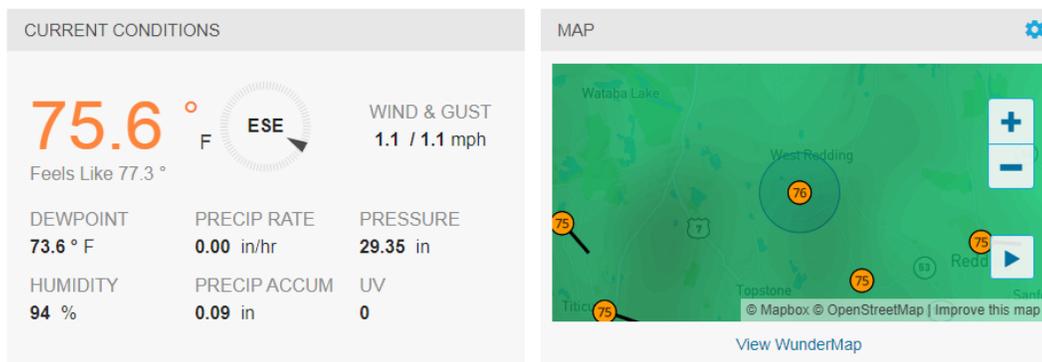
Weather Advancement Requirements

Hoyt Weather Station at <https://www.wunderground.com/dashboard/pws/KCTREDDI23>

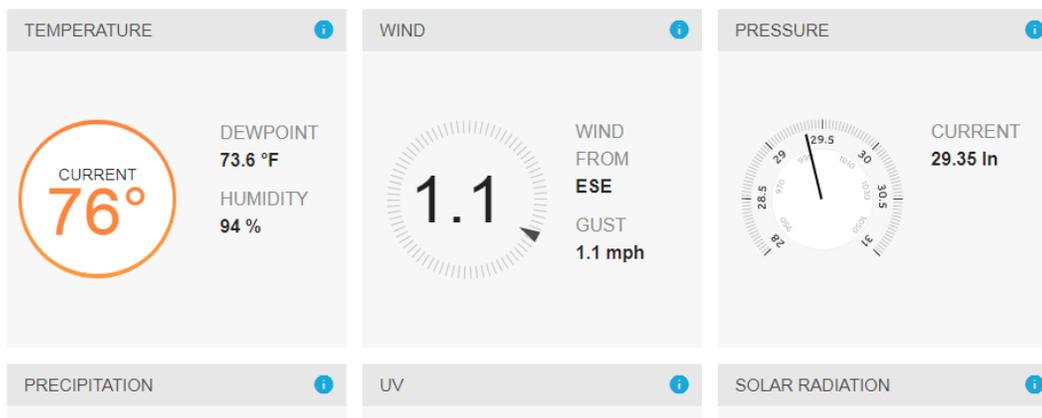
Station Summary

Hoyt Scout Reservation - KCTREDDI23

● Online(updated 14 seconds ago)



PWS CURRENT CONDITIONS

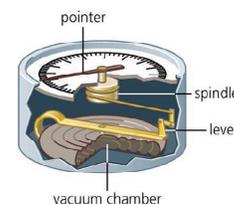


Weather Advancement Requirements

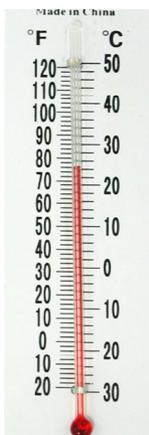
1. Wolf: With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
2. Bear: Review Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days
3. Webelos: discuss with your den what actions you should take in the case of the following extreme weather events which could require you to evacuate:
 - Severe rainstorm causing flooding
 - Severe thunderstorm with lightning or tornadoes
 - Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible



A barometer measures air pressure. The atmosphere has weight, and thus exerts pressure. A barometer is the instrument that measure the amount of pressure the atmosphere is exerting over a location.



How does a thermometer work?



A thermometer is used to measure temperature. The word thermometer is a combination of “thermo,” which means heat, and “meter,” which means to measure. The thermometers we commonly use are called bulb thermometers. They are usually filled with mercury, a mineral that is liquid at room temperature.

Like most liquids, mercury expands, or gets bigger, when heated. As the environment gets warmer, the expanding mercury inside the narrow glass tube of the thermometer has nowhere to go but up. When the temperature cools, the mercury slides back down the tube.

GAMES AT HOYT

HOYT DISC GOLF SHERMAN 9 HOLE COURSE Rules and Regulations

The rules for this game are similar to club golf rules. The basic objective of the sport is to traverse the whole length of a disc golf course in the fewest amount of throws. The one who takes the fewest throws to reach the end wins!

Basic Play

Just like in golf, in this game too, every new throw is made from the position where a disc came to a halt after previous throw. Scoring is based on counting of the number of throws required in completing one pole hole plus the number of penalty throws.

Teeing Off

Teeing off must be done from within the teeing area. One can run up to the teeing area from outside for the throw, but at the time of the throw, you should be within the teeing area.

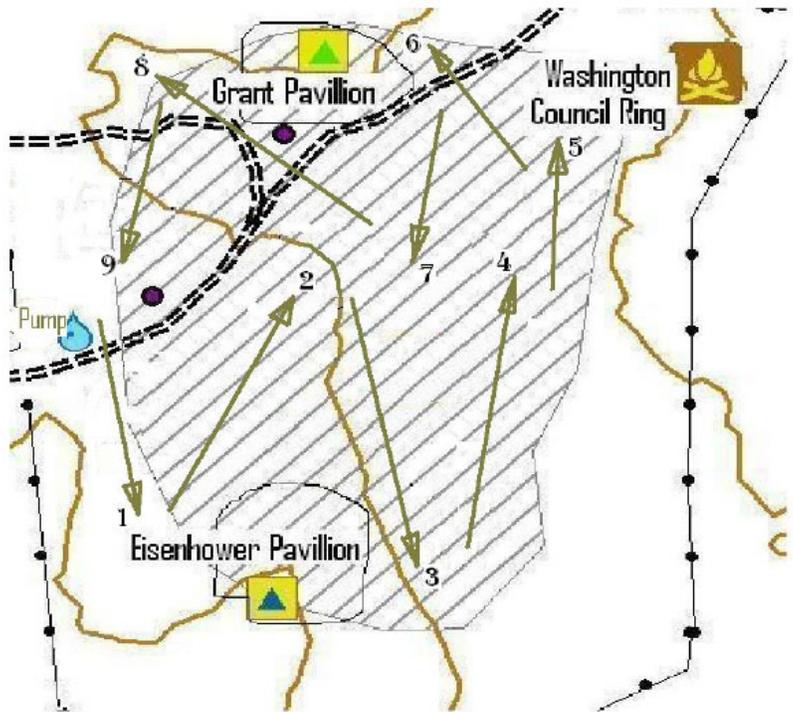
Successive Throws

The player whose disc is farthest from the hole throws first on each successive round for that hole.

Obstacles

If a disc gets tangled in a tree or bush, it needs to be removed from there and next throw must occur from a position exactly under or next to the entangled position. If the disc gets thrown into out of bound regions, then a throw will be made three feet inside from the boundary position from which it went out of bounds. The player throwing the disc out of bounds throws also incurs a one throw penalty.

Other than all these rules, one needs to maintain golf etiquette and ensure that the person throwing is not disturbed in any way by other players or spectators. **Once finished, please return all discs to the number one tee.**



GAGA PIT AT HOYT (Located near Grant Pavilion)



Gaga is a fast paced, high energy sport played in an octagonal pit. The more players the better! Dubbed a kinder gentler version of dodge ball, the game is played with a soft foam ball, and combines the skills of dodging, striking, running, and jumping, while trying to hit opponents with a ball below the knees. Players need to keep moving to avoid getting hit by

the ball.

Fun and easy, everyone gets a serious workout.

Easily addictive, people can't wait to get back in the pit. The games move quickly...after a few short minutes, the action heats up with a second ball, sure to get even the best players out within minutes. Once the game ends, everyone is back in for the next round.

What we know for sure is that the excitement surrounding gaga is exploding!

Rules of Gaga Ball

- It's super simple. Basically, we throw a bunch of players and a ball in a pit. Turn up the music, everyone for him/herself; if the ball touches you below the knee, you're out. The last one in the pit wins. Then, everyone hops back in for the next round. Games last no more than five minutes. It's fast, it's

sweaty and it's really addictive. As soon as you get out, you can't wait to hop back in. That's why they're all talking about it!

- The official game rules of The Gaga Center:
- All players start with one hand touching a wall of the pit.
- The game begins with a referee throwing the ball into the center of the pit.
- When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'GO' on the third bounce, after which the ball is in action.
- Once the ball is in play, any player can hit the ball with an open or closed hand.
- If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues.
- If a ball is caught on a fly, the player who hit the ball is out.
- Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the octagon.
- Players cannot hold the ball.
- If needed, a second ball can be thrown in the pit to expedite the end of the game. The last player standing is the winner of that round.