SUMMARY
Scouts expand on, and practice, their knowledge of responsible behavior in the outdoors and skills needed for a safe and fun hike.

Rank: Wolf

This program can be applied to the fulfillment of:
- Wolf Core Adventures
- Wolf Rank Cub Scout Outdoor Activity Award
- Wolf Rank Cub Scout World Conservation Award

Duration: 2 hours

Cooperative Learning:
In October, Lost River Cave offers Camping on the Park during the Great American Campout. Prior to the campout, this program can be offered in conjunction with the Call of the Wild activity for a full day of activities. Check out the Outdoor Activities Award opportunities for ways to work on this award while you are visiting.

Availability:
This program is available during any season of the year. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm.

Service Learning Project:
Pair this program with a Service Learning Project to make a more complete experience. Collect litter along the trails while you take the hike.

Requirements Met:
This program completes all requirements needed to fulfill this adventure. At the end of the program Scouts will have experienced:
- Cub Scout 6 Essentials
- Hiking responsibility and safety
- Outdoor Code and Leave No Trace
- Wildlife on the trail
- Cartography

Making Connections:
With this program Scouts practice skills they have learned as a Tiger and expand the experience with a 1-mile hike. Adding the component of cartography helps the Scouts to experience a facet of the field of Geography and its connection to outdoors recreation.

Call Chad or Annie • 270-393-0077
**Call of the Wild**

**Summary**

Scouts practice responsible campout skills, wildlife identification, and present a public performance.

**Requirements Met:**

When completed along with the Great American Campout, this program completes all requirements needed to fulfill this adventure. At the end of the program Scouts will have experienced:

- A campout
- Overhand and square knots
- Outdoor Code and Leave No Trace
- Wildlife identification
- Camping safety measures
- Public performance

**Rank:** Wolf

**This program can be applied to the fulfillment of:**

- Wolf Core Adventures

**Duration:** 1.5 hours + camp time

**Cooperative Learning:**

In October, Lost River Cave offers Camping on the Park during the Great American Campout. Prior to the campout, this program can be offered in conjunction with the Paws on the Path activity for a full day of activities.

**Availability:**

The program is only offered during the Great American Campout offered in October at Lost River Cave.

**Service Learning Project:**

Pair this program with a Service Learning Project to make a more complete experience. Volunteer at the beginning or end of the Great American Campout, to assist other visitors with getting gear between their car and the campsite.

**Making Connections:**

With this program Scouts apply skills they learn while on an overnight campout. Completing this activity with a public group performance helps the Scouts with experience with public speaking, creativity, and dramatics. When experiencing the outdoors activities along with the performance it helps Scouts to see that it is possible to blend various skills and interests.

Call Chad or Annie • 270-393-0077
Finding Your Way

Summary
Scouts learn cartography skills and explore geography.

Requirements Met:
This program completes all requirements needed to fulfill this adventure. At the end of the program Scouts will have experienced:
- Reading a map
- Creating their own map
- Exploring locations on the globe
- Using maps and compasses to find your way

Making Connections:
In a world where Global Positioning System units are directing the routes we take, it is important that Scouts learn to read maps and use them as they explore.

Rank: Wolf

This program can be applied to the fulfillment of:
- Wolf Elective Adventures

Duration: 1.5 hours

Cooperative Learning:
When paired with the Discovery Cave Crawl, Scouts can learn to map underground passageways while exploring the cave.

Availability:
This program is available during any season of the year. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm. A significant part of this program is done outdoors on the trails, therefore the time of Sunset should be considered when booking evening classes.

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Grow Something

Summary
Scouts experience growing and nurturing plants.

Requirements Met:
This program completes 3 requirements and partially fulfills the remaining two. At the end of the program Scouts will have experienced:

- Planting a seed
- Local growing zone
- Local domesticated plants
- Making a terrarium
- Hydroponics

To complete this activity after the Guided Program, Scouts will need to continue to monitor and record growing plants as stated in the requirements 1 and 5.

Rank: Wolf

This program can be applied to the fulfillment of:

- Wolf Elective Adventures
- Wolf Rank Cub Scout World Conservation Award

Duration: 2 hours

Cooperative Learning:
Plan a guided hike through the prairie to look at a unique plant environment and its changes over the years.

Service Learning Project:
Pair this program with a Service Learning Project to make a more complete experience. An invasive plant pull can help the park get rid of exotic plants that take the space and nutrients from native species.

Making Connections:
Scouts build a connection between the local climate and plants. This helps them to see that the ecosystem is in sync. Scouts also learn to nurture nature while growing their plants helping to establish care and concern. Patience is exercised while watching plants grow.

Availability:
This program is available during the late spring and summer seasons. It can be booked for any day of the week, from 9-10:30AM, 1-2:30PM, or 6-7:30PM. Weekdays during the school year may have availability between 2:30-6pm. A significant part of this program is done outdoors on the trails, therefore the time of Sunset should be considered when booking evening classes.

Call Chad or Annie • 270-393-0077
Scouts look at plants and animals by examining clues of their existence, watching their behavior and structures, and learning more about their dependence on a healthy ecosystem.

**Service Learning Project:**
Pair this program with a Service Learning Project to make a more complete experience. An invasive plant pull can help the park get rid of exotic plants that take the space and nutrients from native species. Collect litter along the trails that can be harmful to wildlife. Cleaning the gardens out of weeds and old fruit to go towards composting.

**Requirements Met:**
This program meets all but one requirement needed to fulfill this adventure. At the end of the program Scouts will have experienced:
- Wildlife clues and signs
- Wildlife susceptibility
- Wildlife observation
- Plants on a micro-scale
- Composting

To complete this activity after the Guided Program, Scouts will need to plant an herb or vegetable garden.

**Making Connections:**
Understanding the interdependence that occurs in nature can help Scouts realize the dependence we have on each other and our connection with nature.

**Call Chad or Annie • 270-393-0077**
A visit to Lost River Cave can provide the following Outdoor Activities:

- **Nature Hike**—Hike up to 3 miles on the park. Park map available to determine routes.

- **Picnic Fun Day**—Choose from picnic tables near the Nature Explore Classroom or the Prairie, or bring blankets and find a place in the Valley.

- **Buddy System**—Practice the Buddy System on a guided tour of the cave. There is a cost, per scout for cave tours.

- **Nature Observation Activity**—Lost River Cave is home to 7 different ecosystems:
  - Spring
  - Prairie
  - Forest
  - Cave
  - Wetland
  - Meadow
  - Bluehole

  Visit these areas and compare them using the Nature Observation Activity Worksheet provided at the front desk of the Visitor’s Center.

- **Outdoor Aquatics Activity**—explore the cave on Kayak. Begin with simple basics and end with team building games. There is a cost, per scout for this activity.

- **Outdoor Service Project**—Work with a Park Volunteer Coordinator to create a service project for your unit. Choices can include:
  - Updating nesting boxes
  - Removing Invasive Plants
  - Trash Collection
  - Garden Weeding

- **Explore a Park**—Provide each Scout with a Trail Guide and Map to the park. Hike the trails and have the Scouts learn about different facets of the park from the guide. Study the map to look at facilities provided to park visitors. Guides and Maps available at the Visitor’s Center.

- **Pack Overnight**—Camp overnight at Lost River Cave during the Great American Campout in late October. There is a cost, per unit, for this activity. Reserve your spot today!

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**IN ADDITION TO ATTENDING SCOUT DAY CAMP OR RESIDENT CAMP, SCOUTS AT EACH RANK NEED TO COMPLETE A SELECT NUMBER OF OUTDOOR ACTIVITIES TO FULFILL THE CUB SCOUT OUTDOOR ACTIVITY AWARD.**

**Tiger Rank:** 4 activities
**Wolf Rank:** 5 activities
**Bear Rank:** 6 activities
**Webelos Rank:** 7 activities

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Call Chad or Annie • 270-393-0077
## Cub Scout Programs and Outings Fee Schedule

All programs have a 5 Scout minimum

### Tiger Programs
- Backyard Jungle: $15.00 per Scout
- Tigers in the Wild: $13.00 per Scout

### Wolf Programs
- Paws on the Path: $13.00 per Scout
- Call of the Wild: $13.00 per Scout
- Finding Your Way: $15.00 per Scout
- Grow Something: $20.00 per Scout

### Bear Programs
- Fur, Feathers, and Ferns: $13.00 per Scout

### Webelos Programs
- Walkabout: $15.00 per Scout w/out Requirement 2
- Earth Rocks: $25.00 per Scout
- Into the Wild: $20.00 per Scout

### Cave Tours
- Cave Boat Tour: $5.00 per Scout
- Discovery Cave Crawl: $30.00 per Scout
- Kayak the Cave: $30.00 per Scout

### Extras
- Small Gemstone Sluice bag: $3.50
- Large Gemstone Sluice bag: $5.50
- Fossil Sluice bag: $8.50
- BIG Gemstone and Fossil Sluice bag: $16.50
- Bucket Gemstone and Fossil bag: $19.50

The use of the trails, picnic areas, and the Nature Explore Classroom are ALWAYS FREE!

Call Chad or Annie • 270-393-0077
To inquire about or schedule a Scout Program please contact:

Chad Singer or Annie Holt at 270-393-0077
or
Chadwick@lostrivercave.org
Annie@lostrivercave.org