

Scouting America

Louisiana Purchase Council

2026 Cub Resident Camp Leader's Guide



Camp T.L. James

June 5 – 8

Camp Attakapas

June 12-15



**Camps will start FRIDAY afternoon and
end MONDAY morning.**

Dear Leaders and Parents,

Welcome to the 2026 Leaders Guide for the Louisiana Purchase Cub Resident Camp. We hope you will find this guide useful as you make plans for a camping experience your Scouts will never forget. We have a lot in store for this year's camp, and hope that this booklet answers any questions you may have. Beginning this year, we will offer this program at both camps.

This year we will be combining multiple shows and ideas to form our very own ***Out of this World Scout Camp***. Our imaginations will not be held short, so it wouldn't be out of the realm of possibilities to have an invasion from Darth Vader and the Empire itself. Never fear the Rebel Alliance has guaranteed they will defend us.

Our Goal is to provide a safe haven for each Cub Scout amid a beautiful outdoor setting. These fun-filled days spent in camp will make memories that last a lifetime. We also plan to help each Scout advance down the Cub Scout Trail.

This guide was assembled and organized to help you plan a successful summer camping experience for every Scout in your Pack. As you will see, there is truly something for everyone. We hope every Scout gets the opportunity to attend camp this year.

Remember the dates for camp are:

Friday, June 5 – Monday, June 8 and Friday, June 12 - Monday June 15

We look forward to spending this time with you!

Important Dates:

May 15th (Friday)	CUB SCOUT Early Bird registration closes (\$140/ Scout; \$50/adult – Scouts save \$25 off Regular fee with Early Bird Registration) Must have \$30 deposit paid. Includes a t-shirt for youth and adults.
May 22nd (Friday)	Last Day to order T-Shirts for Scouts and Leaders.
May 28th (Thursday)	Last day for Regular Registration (\$165/Scout; \$50/ BSA Leader. NOTE: THIS IS LAST DAY FOR REGISTRATION FOR EVERYONE! ALL FEES MUST BE PAID)

Get the Latest Information at www.louisianapurchasecouncil.org

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Camp T.L. James

One of the Louisiana Purchase Council's Scout Reservations is located in Union Parish, Louisiana and consists of approximately 1142 acres of land.

Facilities at Camp T.L. James include a central dining hall, individual campsites with latrines, one lake for boating & swimming, one lake for fishing, a high-ropes course, rifle, archery, and shotgun ranges.

This Louisiana Purchase Council Reservation is located in Downsville, LA off Hwy 15. It boasts of both broad leaf and pine woodlands. Wildlife abounds with populations of deer, squirrel, beaver, turkey, and many species of birds including hawks and owls.

Camp Attakapas

This Council camping facility is located near Trout, LA (LaSalle Parish) approximately 35 miles from Alexandria.

The camp consists of over 150 acres and has a 15-acre lake available for boating activities and fishing. Lake Ernest Story has a dock and is ideal for aquatics activities.

Facilities include a large, air-conditioned dining hall, the Steve Ayers training center, shower/bath houses in the campsites and the Adirondacks for overnight camping.

Camp Attakapas has thick woodland and abundant wildlife and great fishing. Furthermore, the camp is easy to navigate and very conveniently located near the center of the state.

Basic Overview:

Let's start with a basic overview of the camp. Scouts will eat meals, perform flag ceremonies, attend afternoon and night activities and share a campsite with their home Pack. The rest of the day will be spent in sessions where Scouts will shoot, play, learn, and work on their Scouting advancements.

- **Remember rank is what they will be in the fall, not what they were last year. Lions who just finished Kindergarten will be Tigers. If they just finished 1st grade and were a Tiger, at camp they will be a Wolf.**
- **To be a Lion, Scouts must have STARTED Kindergarten, so there are no Lion Scouts attending camp.**
- Activity areas will be run by at least one adult staff member. Other adults in the group will be there to help the activity leader if needed.

I. CAMP FEES:

This year's camp fee will be **\$165** per Scout.

There is a special **\$25 early bird discount for Scouts who are registered AND PAID by May 15, 2026.**

The price for anyone registering after May 16 is \$165. The balance of the fees must be paid before the start of camp. We would prefer for each Pack to register online and pay as a group. Assign one leader to be in charge of your Pack's registration.

Leadership:

All units are required to have at least 2 adult leaders or parents in camp at all times. The Leader/Adult Fee is **\$50**. For every **10 youth** a Pack brings, **one leader is free**. For every **20 youth** a Pack brings, **2 leaders are free**. Remember that female Cub Scouts require at least one female adult leader.

T-shirt:

T-shirt order deadline is May 22, 2026.

- This will be the last day to guarantee the order of a t-shirts.
Unordered quantities will be extremely limited, so do not wait to order.

Registration Deposit

- If you are not paying the full amount for an adult or Cub Scout, a \$30 non-refundable deposit must be made for each individual by May 23. Deposits are transferable to new participants, but not existing participants.

Camp Refund Policy:

\$30 of registration is non-refundable but can be transferred within the Pack to a new Cub.

Exceptions must be requested in writing to the Louisiana Purchase Council.

The balance of the fee is refundable upon written request by unit leadership, under the following conditions:

- Illness of the Scout prevents attendance at summer camp.
- Illness or death in the family of the Scout prevents attendance at summer camp.
- If a Scout becomes ill while attending camp and is sent home by camp medical personnel, they are entitled to a pro-rated refund of the balance. This request must be made in writing by the Pack leadership by July 8, 2026. Fees are not refundable for homesickness. Leader fees are refundable under the same conditions as camper fees.

II. CAMP GUIDELINES

#1) GENERAL:

- The Camp Director, Program Director, and the Camp Ranger are authorized to enforce these rules and procedures. The Scout Oath and Law will prevail as the code of the camp.
All information within Scouting America *Guide to Safe Scouting* and *National Standard* will be observed.

#2) LEADERSHIP:

- There will be a Leader's Meeting on Day One of the camp session at 5:30 p.m. Each Pack needs to send one leader to this meeting. If needed, other meetings may be scheduled.
- Any leaders or adults with your Pack should divide between your Pack's Scouts and go where you are most needed. This Pack leader will be responsible for the whereabouts of each Cub Scout in their group.
- Each group will have a Staff Leader during their class times. This will be a staff member who will lead the activities to help the Scouts meet the requirements they need.

#3) DRUG, ALCOHOL AND TOBACCO USE AND ABUSE:

- All buildings or facilities under control of the local council are designated as non-smoking facilities. Smoking outside entrance/exit doors is not permitted at any location. In addition, all Scouting functions, meetings or activities should be conducted on a smoke free basis with permitted smoking areas away from all participants. Smoking in the presence of youth members is strictly prohibited.
- Scouting America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by Scouting America, or at any activity involving participation of youth members. Source: *Guide to Safe Scouting*.

#4) VEHICLES:

- Only Pack trailers will be allowed to drive to and remain in the campsites. Please consider bringing a wagon, or similar transport for gear. Parking is provided at the camp entrance for leaders and visitors. Vehicles are not to be parked in the campsites during the week.
- Each unit is responsible for the safe transportation of its members to and from camp, and making sure that all vehicles meet National Insurance requirements.

III. HEALTH AND SAFETY

#1) Annual Health and Medical Forms

- Please be sure to bring a completed Annual Health and Medical Form PARTS A, B, & C for each ADULT AND SCOUT attending resident camp with your Pack. This form **MUST** be turned in at Registration on Day 1 of camp session. No person will be allowed at Resident Camp without this completed form. The form is located in the appendix. Please make copies for your group and explain the importance of getting it done.

#2) Safety:

- Both Camps have a fire and emergency alarm system in case of emergency. The emergency system will be explained at the Leader's Meeting on the first evening you are in camp, and a test of the system will be conducted early in the session.

#3) First Aid

- Units are encouraged to be prepared to respond to minor injury situations with qualified trained leaders and appropriate first aid equipment. If further assistance is necessary, notify the Health Lodge.
- In case of an emergency, Scouts or leaders will be transported to the hospital. Directions to the hospital will be provided in the Health Lodge. If this kind of treatment is necessary, a parent or leader must accompany the Scout.
- If a Cub or leader has any special medication, it is required to be turned in to the Health Lodge at check-in. Each Scout or leader's medication should come in a separate Ziploc bag with their name and Pack number clearly written on the bag. The Health Officer will be responsible for giving out the medications if needed.

IV. CAMP ORGANIZATION

#1) Check-In

- Packs should plan to arrive at camp on the first day of their session between **2:00 p.m. & 4:00 p.m.** Early arrivals are not allowed, and check-in **will not begin** before 2:00 p.m. **Your Unit will be assigned a campsite.** If special consideration is needed, please contact the Scout Office.
- We also ask that you have your Pack arrive at camp as a group. Only Packs with all campers (adults and Scouts) present with the proper health forms will be allowed to check in. Please make prior arrangements with the Camp Director if you know you will have late arrivals. Carpooling is encouraged as we have limited parking spaces. **Also, have all gear pre-packed in a trailer or in no more than 2 vehicles, if possible.**
- Once you arrive at camp, send one leader into the Administration Building for final registration. He or she needs to bring along all completed health forms for each person, all medications, and any remaining fees. (You will be reminded closer to camp about these items and any others we may need from your Pack.) **Make sure to have medications individually wrapped in a Ziploc bag for each person with their name and Pack number clearly written on the bag.** Please leave the Scouts

- outside the building with a leader or adult from your Pack. They will not be allowed past the Administration Building until the check-in process is complete.
- Next, you will proceed to your campsite. Only **ONE** vehicle at a time will be allowed per campsite on camp roads. A gatekeeper will let you know when you may enter. Please unload your gear as quickly as possible and head back to the parking lot. A trailer may be left near your campsite. **Please keep your speed under 15 miles per hour.**
 - Next you will proceed to the waterfront for swim checks.
 - We will try to make the registration process go as quickly as possible. Please help us by having all the paperwork and other items organized before arrival.

#2) Campsites:

- Packs will camp together as a group.
- Campsites will be assigned by the size of the Pack. You may share your site with another Pack. **The Packs are in charge of keeping and leaving their campsite clean.**
- **COURTESY:** If sharing a site, please leave ample space for the other pack to set up their tents. Please stay out of other dormitories/campsites unless invited. Quiet time is observed from 9pm to 6:30am. Please remain in campsites after 9pm, except for emergencies.

#3) Swim Test:

- Each Cub, leader, adult, and staff member that plans on swimming must pass a swim test. These tests will be given on the first day from 2:00 p.m. until 5:00 p.m. Once your entire group has arrived, change into your swimsuits and head to the Waterfront for the mandatory orientation.

#4) Trading Post:

- The Trading Post is located in the middle of the camp and stocks a variety of items such as camp memorabilia, program supplies and concession items. We will have the Trading Post open as much as possible each day. A Trading Post schedule will be available during check-in for each session.
- Scouts will need to have money for the Trading Post and must come with a leader. Recommended spending money for each Scout is at least \$40.
- Knives may be purchased by any adult in the Trading Post. Knives can be purchased by a Scout as long as they have the Whittling Chip card and a parent or adult leader present. No knives will be sold to any Scout who is not accompanied by an adult.

#5) Flag Ceremony:

- We will meet at the flagpole each morning to raise the Colors and to do the Pledge, Scout Oath, and Law and each evening before supper to lower the Colors. Packs will stand together for this.
- Please make sure that your group is on time and behaves in a respectful manner. Field uniforms must be worn if your pack is part of the ceremony. If you would like your Pack to perform a ceremony, please let the Program Director know. Be prepared. Your Pack may be asked to do this.

#6) MEALS:

- Meals are served in our camp dining hall each day. Professional cooks prepare breakfast, lunch, and supper so your Cub's attention can be on fun. Menus are balanced for the needs of Cub-age children and are approved by a certified dietician. Your meals will start on the first day with supper and end on the last day with breakfast.
- Each Pack will have an assigned table or tables in the dining hall and the waiter system will be used for setting the tables and cleaning up after the meals. Please rotate your Cubs in the jobs needed at each meal. **It is important for at least one adult from each Pack to arrive early and stay after each meal to help accomplish these tasks.** It is our responsibility to keep the dining hall area clean. These tasks include clearing all trash, wiping down tables, pushing in chairs, and sweeping around tables. (A full list of duties will be given at the Leader's Meeting.) If everyone helps, it can be done quickly. Please have your area checked before leaving.
- **Please contact the Camp Director in advance if you have any special dietary needs.** We will do our best to accommodate these needs with the food we have available. Dietary supplements should be brought from home if needed. If you have a picky eater, it is recommended that you send special snacks for them in case they don't like the meal offering.
- An armband will be given to the Cubmaster for each camper (youth and adult) at check-in. The armband not only shows us that you are a paid participant of camp but will also act as your meal ticket. Please wear them at all times. (Note to Leaders: It is also a good idea to write with a permanent marker on each child's arm band their name, Pack number, and campsite.)

#7) Lost and Found:

- A central lost and found area is located at the Trading Post. If you lose something during the week, please check to see if it has been turned in. To make it easier to recover lost items, **Scouts should clearly mark their personal possessions with their name and Pack number.**

#8) Uniforms:

- Pack leaders are encouraged to work with their Cubs to ensure proper uniforms for camp. Consult the Insignia Guide for proper placement of patches or other insignia.
- Uniforms should be worn upon arrival at camp, to the morning and evening flag ceremonies, and to the campfire. Use your time at camp as an opportunity to properly uniform your Cub Pack. Registered leaders should also be in Class A uniforms at the proper times.

#9) Visitors:

- Each visitor must register at the camp office and obtain a visitor armband. All visitors must depart the camp no later than 9:30 p.m. Exceptions to this policy must be discussed in advance with the Camp Director.

#10) Extra Meal Costs:

- Sometimes Packs have an extra leader or visitor for only a few meals. Extra meals must be coordinated with the camp office in advance so that arrangements may be made. The cost for extra meals are \$8.00. You can purchase meal tickets at the trading post or dining hall.

#11) EARLY CHECKOUT:

- PLEASE LET US KNOW AT CHECK-IN OR CLOSING CAMPFIRE IF YOU PLAN TO LEAVE BEFORE BREAKFAST MONDAY.

#13) REGULAR CHECK OUT:

- PLEASE BE SURE THE CAMPSITE IS CLEAN, AND ALL LITTER AND TRASH HAS BEEN DISPOSED OF PROPERLY.
BE SURE TO **CHECK-OUT WITH A REPRESENTATIVE FROM THE PROGRAM STAFF BEFORE YOU LEAVE.**

V. PROGRAM

#1) SCHEDULE: *Schedule is subject to change. A finalized schedule will be available at the Leader's meeting on day 1.

DAY 1- Friday, June 5 Or June 12

2-4 PM	Arrival/ Check In/ Medical Check/ Swim Test
5:30 PM	Leader's Meeting (1 Leader per unit required)
6:00 PM	Colors
6:15 PM	Dinner
8:30 PM	Opening Campfire
10:30 PM	Cub Scout Lights Out/ TAPS

DAY 2- Saturday, June 6 Or June 13

7:00 A.M.-REVILLE

7:30 A.M.-COLORS

7:45 A.M.-BREAKFAST

MORNING ACTIVITIES

	TIGERS	WOLVES	BEARS	WEBELOS	ARROW OF LIGHT
9:00 AM 10:00 AM	Range and Target	Range and Target	Swimming	Let's Camp	Into the Woods
10:00 AM 11:00 AM	Let's Camp	Let's Camp	Range and Target	Swimming	Swimming
11:00 AM 12:00 PM	Swimming	Swimming	Let's Camp	Range and Target	Range and Target

12 P.M.- LUNCH

	TIGERS	WOLVES	BEARS	WEBELOS and	ARROW OF LIGHT
1:30 PM 2:30 PM.	Fishing	Fishing	Boating	Nature	Nature
2:30 PM 3:30 PM	Nature	Nature	Fishing	Boating	Boating
3:30 PM 4:30 PM	Boating	Boating	Nature	Fishing	Fishing

AFTERNOON ACTIVITIES

6:00 P.M.-COLORS

6:15 P.M.-DINNER

7:00 P.M.-NIGHT ACTIVITY/GAME

10:30 P.M.-Cub Scout LIGHTS OUT / TAPS

DAY 3- Sunday, June 7 Or June 14

7:00 A.M.-REVILLE

7:30 A.M.-COLORS

7:45 A.M.-BREAKFAST

MORNING ACTIVITIES

	TIGERS	WOLVES	BEARS	WEBELOS and	ARROW OF LIGHT
9:00 AM 10:00 AM	Range and Target	Range and Target	Swimming	Let's Camp	Into the Woods
10:00 AM 11:00 AM	Let's Camp	Let's Camp	Range and Target	Swimming	Swimming
11:00 AM 12:00 PM	Swimming	Swimming	Let's Camp	Range and Target	Range and Target

12 P.M.- LUNCH

AFTERNOON ACTIVITIES

	TIGERS	WOLVES	BEAR	WEBELOS and	ARROW OF LIGHT
1:30 PM 2:30 PM	GaGa Ball/Climbing Wall	GaGa Ball/Climbing Wall	Boating	Nature	Nature
2:30 PM 3:30 PM	Nature	Nature	GaGa Ball/Climbing Wall	Boating	Boating
3:30 PM 4:30 PM	Boating	Boating	Nature	GaGa Ball/Climbing Wall	GaGa Ball/Climbing Wall

4:30 P.M. Cub Scouts Closing Campfire

6:00 P.M.-COLORS

6:15 P.M.-DINNER

8:00 P.M.-CHAPEL

10:30 P.M.-Cub Scout LIGHTS OUT / TAPS

DAY 4 Monday, June 8 Or June 15

7:00 A.M.-REVILLE

7:30 A.M.-COLORS

7:45 A.M.-BREAKFAST

IF YOUR PACK IS LEAVING BEFORE DAY 4 BREAKFAST, PLEASE
NOTIFY CAMP DIRECTOR BEFORE CLOSING CAMPFIRE!

8:30 A.M.-CLEAN UP CAMPSITE/ CAMPSITE INSPECTION

CAMPSITE MUST BE INSPECTED BY STAFF BEFORE DEPARTURE

12:00 P.M.-CAMP CLOSED

#2) Program Notes:

Scouts who have attended past Cub Resident Camps will notice some major differences in the program from years past. Some of the most notable changes will be listed below.

- Cub Res Camp will be held concurrently with the first few days of Scouts BSA Summer Camp.
- Some of our Cub groups will work on different activities together. These activities have been especially chosen to cover multiple rank requirements.

\This year we will not be having a table decorating contest. Try to work with your Pack on skits and songs to present at the campfires.

#3) Scout Advancements

Advancement in Ranks:

- This will be a time for the Scouts to work on their advancement. They will need to bring their rank books, a pen, pencil, and notebook. The Bears will earn the Whittling Chip card, through a class held in and around the Dining Hall. Camp staff will provide all knives for Bears to earn the Whittling Chip.

Range and Target Activities:

- Scouts will be introduced to the **CUB SCOUT ADVENTURE LOOPS AND PINS.**
- These awards are given at each rank and cover BBs, archery and slingshot.
- Scouts will have the opportunity to complete all three areas while at camp and earn their rank's Range and Target Activity Patch for the year.

#4) Other Activities

Waterfront:

- The waterfront will include swimming and other appropriate aquatics activities and it is staffed by trained and certified water front leaders and BSA lifeguards. All leaders and Scouts must pass the swim test in order to use the area. Please take your test when it is offered on the first day, if you have not been swim tested prior to your arrival. Swim times will be assigned to each Rank. Please be sure that you follow these times.

Free Time:

- Packs may use the afternoons for some much-needed free time. They may also use the afternoons to visit the Trading Post.
- Please remember that in the afternoons PACK LEADERS are in charge of the whereabouts of their Scouts. You may break into smaller groups within your Pack, but an adult must always be close at hand.

Worship Service:

- On Friday night of camp, there will be a Worship Service. This will be held in the Chapel Area. If you or someone in your Pack would like to participate in this service, please contact the Program Director.

Campfire

- After a long day of training, adventures, and fun, the Scouts will retreat to the campfire ring to relax and enjoy some entertainment. All of our adventurers are invited to perform their best skits, songs and cheers! At the final Closing Campfire, we will have songs, skits, and fun.

Colors (Flag Ceremony):

- If your unit would like to participate in one of the flag ceremonies while at camp (this is a requirement for many of the Cub Ranks) please let us know at the Leader's meeting.

VI. Notes to the Cub Leader:

- On the last day, after the Closing Program, each Pack needs to have one adult supervise the cleaning of the campsite to ensure it is done properly. You must have your campsite checked by staff before you can receive patches and advancement reports. Everyone must be out by noon.

- Please remember that lunch will not be served for Cubs on the last day. You will need to make arrangements for your Pack to eat lunch on the way home.
- The schedules listed in this guide are subject to change.
- We do ask that leaders split up and go with the groups that need you during the morning rotation. Volunteers will be needed to assist.
- Songs, skits, and etc. for the campfire program may need to be prepared ahead of time. There may not be enough time at Camp to prepare; so, please plan accordingly!
- Have all Pack members arrive at the same time if possible. Bring all Pack gear in a trailer or one or two trucks. This will decrease your check in time.

VII. PACKING LIST

#1) Pack Equipment

- Pack Flag
- Lanterns (No liquid fuel allowed)
- First Aid Kit
- Camp Chairs
- Ice Chest with Extra Drinks For Your Pack (Water is best)
- Personal Info For Each Person In Your Pack Attending (for your records)
- **Annual Health and Medical Form-(One for each person in your Pack NO EXCEPTIONS)**
- Tarps/Or Plastic
- Sharpie Markers
- Skit, Song, Etc. For The Closing Campfire. (Be sure to have a leader discuss the basic idea with the Camp Director beforehand.)
- Anything Dealing With The Theme

#2) CAMPING GEAR

- **Annual Health and Medical Record/turned into leader before arrival** (copy in appendix)
- Tent
- Small First Aid Kit
- CLOTHING FOR ENTIRE EVENT: T-shirts, Shorts and Pants, Underwear, Socks
- SWIM GEAR: Swim Suits, Swim Shoes, Towels, Floaties (if needed)
- Extra Shoes Or Boots (Crocs not advised) NO OPEN TOES
- WEATHER PREPAREDNESS: Jacket, Rain Gear
- SUMMER GEAR: Hat or Cap, Sunscreen, Portable battery powered fan, sunglasses
- SHOWER GEAR: Washcloth and Towel, Toilet Items (soap, shampoo, toothpaste, etc.) should be put in small case or shower bucket, Shower Shoes
- Plastic Bags/Walmart Sacks to keep clothes dry while showering

- Flashlight (with extra batteries)
- Sleeping bag/Or Sheets And Blankets And Pillows
- Camp Pad/Or Inflatable Mattress Or Pool Raft
- Foot Locker/Suitcase
- Spending Money (\$40)/Wallet
- Insect Repellant
- **Water Bottle With Strap Or Canteen/keep with you at all times!!!! There will be places to refill. VERY IMPORTANT, Do not come without one.**
- Daypack (book bag)

CUB SCOUT SUPPLY LIST

In addition to your typical camping gear, every Scout should also visit their local Scout Store and be sure to pack the following:

- Field Uniform
- NEW rank book , Notepad, Pencils

****PROHIBITED ITEMS****

- No Firearms, Ammunition Is Allowed (this included Paintball and Airsoft guns)
- No Sheath Knives Should Be Brought To Camp
- **No Radios Or Other Electronics**
- **No Cell Phones Should Be Brought By Scouts**
- No Alcohol Or Tobacco
- ***NO BAD ATTITUDES!!!***

#3) TIPS

- A daypack (book bag) is recommended for each person at camp to help keep things together while hiking around camp from day to day. Keep your handbook, pencil, notebook, water bottle, personal first aid kit, sunscreen, and anything else that you may need in it. An extra gallon-sized ziploc bag keeps those wet swim trunks off the other dry items. Keeping handbooks in a Ziploc is also recommended to avoid ruined books in case of rain.
- National Scouting America Policy requires that no open-toed shoes be worn while walking on camp property. Sandals can be worn only in showers. **THIS INCLUDES ALL VISITORS.**
- **Crocs are not advisable to wear as camp shoes! Please bring tennis shoes.**
- Scouts bringing a footlocker or locking suitcases should bring an extra key and give it to their leader. That way, if one key is lost, the spare one will be stored safely.
- With the heat and humidity of Louisiana, it would be advisable to have a change of clothing for each day at camp (especially extra socks). Also, consider a personal battery powered fan.
- Bring a plastic hanger for your uniform shirt and hang it when it is not worn. This will help keep it fresh.
- **PUT YOUR NAME AND PACK NUMBER ON ALL ITEMS!!!!!!**