

# WESTERN ADVENTURE

WELCOME to the 2011 Western Adventure, Cub Scout & Webelos Resident Camp. This leader guidebook will help you and your den in planning for camp. You may copy pages to share with other adults in your den.

This Guidebook is for the use of the Cubmaster, Wolf Leader, Bear Leader, Webelos Leader OR the Adult(s) who will be bringing the boys to camp. PLEASE take the time now to look over your guidebook and start your plans. One adult to three scouts and **TWO DEEP LEADERSHIP AT ALL TIMES.**

Throughout this handbook, you will see special helpful hints indicated by a ☺. These are suggestions that will be especially helpful to you and your scouts.



## EVERYONE DESERVES TO GO TO CAMP

The Mississippi Valley Council has many ways for a scout to EARN their camp fee. Scouts can take part in the CAMP CARDS and/or apply for a CAMPERSHIP. Applications and details about Camperships are available from both council offices. Please encourage everyone to come to camp.

## **DATES & TIMES & COSTS:**

You will have fun from the first moment you enter camp. Plan to arrive at 1:00 p.m. on your first day of camp (no later than 1:30 p.m. arrival, please). Scouts arriving later may not be able to complete swim checks or other important parts of the program. If it is unavoidable to arrive late, please notify one of the Scout offices before noon or call the camp at (217) 847-2770. When you do arrive, check-in at the camp office located in Eastman Lodge.

Please do not drive into camp. Please meet your pack in the parking lot so you can divide and load equipment into 1-2 vehicles and wait to see what campsite has been assigned.

☺ It is best to have everyone in the Den or Pack check in at the same time.

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### **WEBELOS RESIDENT CAMP**

***For Scouts completing 3<sup>rd</sup> and 4<sup>th</sup> grades in May 2011***

*Packs often send BOTH their 1<sup>st</sup> and 2<sup>nd</sup> year Webelos dens together.*

WEBELOS Session 1 - June 10-13, 2011 at Camp Eastman

WEBELOS Session 2 - June 17-20, 2011 at Camp Eastman

#### **COSTS**

**Webelos - \$100.00**

Includes all program materials, camp T-shirt, patch & meals.

**Adults - \$40.00**

Includes camp T-shirt, patch & meals.

**Den Chief - \$40.00** (Registered Boy Scouts only)

Includes camp T-shirt, patch & meals.

**A late fee of \$25 will apply after May 20th.**

\*\*\*\*\*

### **CUB SCOUT RESIDENT CAMP**

***For Scouts completing 1<sup>st</sup> and 2<sup>nd</sup> grades in May 2010***

*WOLF / BEAR Session 1 - June 24-26 at Camp Eastman*

*WOLF / BEAR Session 2 – July 1-3 at Camp Eastman*

#### **COSTS**

**Cub Scouts - \$87.00**

Includes all program materials, camp T-shirt, patch & meals.

**Adults - \$40.00**

Includes camp T-shirt, patch & meals.

**Den Chief - \$40.00** (Registered Boy Scouts only)

Includes camp T-shirt, patch & meals.

**A late fee of \$25 will apply after May 20h.**

**2011 CUB SCOUT RESIDENT CAMP LEADER'S GUIDE**  
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# Welcome

Welcome! The Cub Scout Resident Camp program offers Wolves, Bears, first and second year Webelos a chance to experience the fun, excitement and adventure of a Scout resident camp. It provides a fun-filled environment with just the right mix of challenge.

Resident Camp is adventure . . . with a purpose. It is camping out in a safe and pleasurable environment to ensure your Scouts have a memorable first, second, third or fourth camping experience. It is learning to work together and play together. Campers gain experience, knowledge and self-reliance with the help of their leaders and camp staff. At Resident Camp you'll find...

- \* An action-filled program to challenge and excite you and your Scouts.
- \* A well planned camp that's "user friendly" to all.
- \* A safe camp that meets the highest health and safety standards of the BSA.
- \* A trained, enthusiastic staff committed to your boys having a great camping experience.

## Who We Are

### The Boy Scouts of America

The mission of the Boy Scouts of America is to serve others by helping instill values in young people and, in other ways, to prepare them to make ethical choices over their lifetime in achieving their full potential. The values we strive to instill are based on those found in the Scout Oath and Law.

### The Mississippi Valley Council

The Mississippi Valley Council serves over 5,000 youth in 12 counties in Iowa, Missouri and Illinois counties. A staff of 11 full-time council employees supports over 1,400 leaders in hundreds of partner organizations.

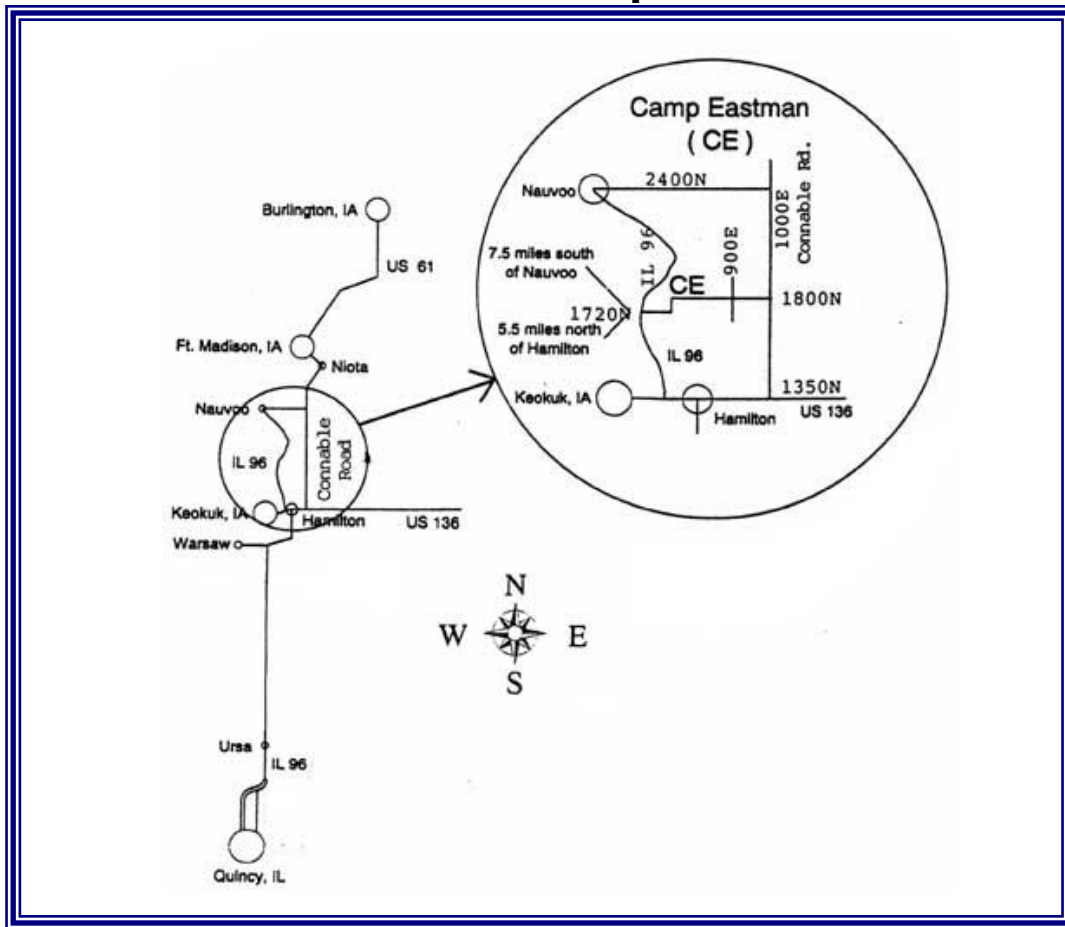


## Getting Ready for Camp is Easy

- First, read the material included in this camp guide.
- Contact your Scouts and their parents to discuss the exciting opportunity that going to Cub Scout Camp will provide for them; (Don't forget those Tiger Scouts who will be Wolf Cub Scouts and Wolf Cub Scouts who will be Bear Cub Scouts or Scouts in the Bear Dens which will become Webelos and 1st year Webelos that become 2nd year Webelos on June 1).
- Plan a simple money-earning project like CAMP CARDS, or begin to collect the camp fees.
- Decide on which leaders are going to accompany the boys; talk it over and talk it up.

**It'll make for a high point in their Cub years of Scouting!**

# Directions to Camp Eastman



**750 E. County Rd. 1780  
Nauvoo, IL 62354  
(217) 847-2770**

Camp Eastman is located just off IL 96 (The River Road), 6.5 miles south of Nauvoo, IL or 4.5 miles north of Hamilton, IL. It is the property of the Mississippi Valley Council.

From the north, follow IL 96 (The River Road) south out of Niota five miles to Connable Road on the left. Follow Connable Road south to 1800N. Turn right and follow the road to Camp Eastman.

From the south, follow IL 96 (The River Road) north out of Hamilton 4.5 miles to CR 29. Turn right and follow around to Camp Eastman.

Situated on the Mighty Mississippi, Camp Eastman provides an ideal setting for boys of all ages. Along with the recreation and wildlife opportunities that only the Mississippi brings, there are other environments that appeal to anyone wishing to study wetlands, aquatic, hardwood forests and river bluff habitats.

You will find that the campsites are within a few minutes of all the program activities including the trading post, dining hall, the First Aid Office and a new shower house.

One of the major attractions at Eastman is the huge swimming pool. It is well maintained and provides a safe area to learn swimming and lifesaving skills. Camp Eastman also offers 2<sup>nd</sup> year Webelos the opportunity to develop archery skills in the action archery course.

Camp Eastman is a compact acreage proven by design & tradition to be an ideal place for young people to learn the skills needed for leadership and good citizenship as they grow into contributing members of our society.

# Preparations for Camp



## JANUARY - APRIL

- Conduct parent's night program
- Collect registration and fees
- Turn in registration fees
- Make plans to participate in Camp Cards
- Review Camp Leader's Guide
- Attend a parent/leader orientation meeting at your District Roundtable in April or May. Check with your local Roundtable Commissioner to determine the date the meeting will be held in your District.

## MAY

- Conduct an OVERNIGHT campout and practice putting up your tents
- Work on outdoor skills in den meetings
- Arrange for equipment needed (tents, lanterns, etc. NO flames allowed in tents, EVER)
- Reconfirm adult leadership
- Participate in CAMP CARDS
- Turn in the rest of camp fees by May 20, 2011. A late fee of \$25 occurs after this date.

## JUNE

- If you are unable to attend parent/leader orientation at a February District Roundtable, plan to attend the orientation on April 16, 2011 at 12:00 pm at Camp Eastman.

## TWO WEEKS BEFORE CAMP

- Reconfirm transportation arrangements
- Find out how many may come to Family Night and tell them to bring \$7.00 for meals, per person.
- Collect Health History forms for all Scouts and leaders who haven't turned them in. Double-check to make sure all blanks are filled in and forms are signed properly.
- Inform Camp Director of any special dietary needs or physical needs for any campers from your unit.

## WHEN LEAVING FOR CAMP

- Check to make sure you have ALL health history forms
- Collect ALL MEDICATIONS IN ORIGINAL CONTAINERS and INSTRUCTIONS FOR USE
- Make sure parents have emergency phone number for camp
- Reconfirm Family Night meal count and remind them of \$7.00 per person
- Make sure parents have directions and arrival time for Family Night - 4:30 pm - 5:30 pm
- Collect and record boys spending money for SAFEKEEPING
- Check to make sure you have all pack/den and individual equipment
- Confirm PLANS for RETURNING home from camp

☺ **A good idea: Have everyone wear swimsuits under their UNIFORMS to camp. Pack a towel, health forms and shower shoes in separate bag for each Scout.**

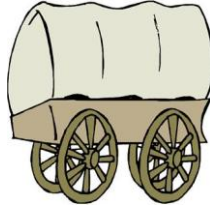
# Behavior at Camp

You should be aware that your camp is guided by the words on this page.

*WE WILL ENDEAVOR TO LIVE BY THESE STANDARDS  
AND ASK YOU TO DO THE SAME*

## **CUB SCOUTING'S 12 CORE VALUES**

Citizenship  
Compassion  
Cooperation  
Courage  
Faith  
Health and Fitness  
Honesty  
Perseverance  
Positive Attitude  
Resourcefulness  
Respect  
Responsibility



## **THE SCOUT LAW**

*A Scout is:*  
Trustworthy  
Loyal  
Helpful  
Friendly  
Courteous  
Kind  
Obedient  
Cheerful  
Thrifty  
Brave  
Clean  
Reverent

## **CUB SCOUT PROMISE**

I,....., promise  
to do my best  
to do my duty  
to God and my country,  
to help other people,  
and to obey the Law of the Pack.

## **LAW OF THE PACK**

The Cub Scout follows Akela.  
The Cub Scout helps the pack go.  
The pack helps the Cub Scout grow.  
The Cub Scout gives goodwill.

## **CUB SCOUT MOTTO**

"Do Your Best!"

## **BOY SCOUT MOTTO**

"Be Prepared."

# **Cub Scouting Promotes Positive Values**

The Aims of the Boy Scouts of America are to develop character, citizenship, and personal fitness (including mental, spiritual, and physical fitness) in today's youth. All activities should contribute to the aims of Scouting.

Every Scouting activity should be a positive experience in which youth and leaders feel emotionally secure and find support from their peers and leaders. Everything we do with our Scouts – including songs, skits, and ceremonies – should be positive, meaningful, and should not contradict the philosophy expressed in the Cub Scout Promise and the Law of the Pack.

# Registration and Camp Check in

## BSA MEMBERSHIP

All Scouts and leaders must be registered as members of the Boy Scouts of America. Camp fees must be paid in full on or before check-in at camp in order to stay in camp and participate.

## ARRIVAL TIME & CHECK IN

**\*\*Camp check in time is 1:00 pm until 2:30 pm on check-in day.** The staff will be on hand to greet you and take you to your campsite.

© It is strongly recommended that all unit members check-in at the same time. However, if you have a member who is unavoidably late, please direct them to report to the trading post after 2:30. Make last minute corrections to the registration information previously sent in and **turn in individual registration forms for each Scout and adult camper.**

Medical forms will be turned in to the Health Lodge; therefore they should be on a separate paper from the individual registration form. Do NOT copy the health form on to the back of the individual registration form. After transporting all equipment to your campsite, participants need to change into their swim trunks, if not already in them, and take towels to the Health Lodge for their medical rechecks and swim test. Upon completion of your medical rechecks and swim tests, return to your campsite and set up camp.

NOTE: Where camp policy permits: all equipment should be loaded in one vehicle. The Camp Director may grant permission for THAT vehicle to be allowed to take equipment in, unload and immediately return to the parking lot. You must have a vehicle pass to be allowed beyond the parking lot. All equipment not able to be loaded in one vehicle, or where camp policy prohibits vehicles, will need to be carried in by Scouts and adult campers. Return vehicle pass immediately after vehicle has been emptied and returned to parking lot.



## VEHICLE POLICY

1. No cars or trucks are allowed at anytime in camp unless authorized by the Camp Director.
2. All cars and trucks will remain in the parking lot with the exception of during loading and unloading of Troop equipment on Sunday and Saturday.
3. Family night needs for visitors requiring transport will need to contact the Scout office or the Camp Director one week prior.
4. No vehicle shall carry passengers except in a seat with a seat belt (for example: no passengers in the bed of the truck, on running boards, etc.).
5. The speed limit in camp is five miles-per-hour at all times (even in emergency situations.) The camp director will revoke privileges for unsafe driving.
6. All vehicles shall be operated on established roads unless absolutely necessary. Any turf damage will be repaired by the party causing it.

## **VISITORS AND VISITOR MEALS**

Visitors are always welcome in camp. Visits should be with the knowledge of the Scoutmaster so troop schedules will not be disrupted. Overnight accommodations for parents and visitors are not available in camp. All visitors must register with the Camp Office and/or Trading Post upon arriving and checking out of camp (except on Family Night). All visitors will be expected to follow all camp rules, so please inform before their arrival. If a visitor does not have a current physical, their activities will be limited. Visitors must be wearing a wristband to be in camp (except for Family Night) and are available at the Trading Post. Meals for visitors at camp are \$7 per meal and meal tickets can be bought in the Trading Post.

## **CAMP FIREGUARD PLAN IS IN EFFECT**

Each troop shall be given a laminated Unit Fireguard Chart, No. 33691A to display in the campsite. The senior patrol leader and unit adult leader are responsible for filling it in and reviewing it with the troop. In general, scouts are not expected to fight fires. However, if a small fire breaks out that, in the judgment of the adult leaders, can be put out with available personnel and equipment, please do your best to put it out, and notify the camp office if assistance is needed. Tents shall be marked with "NO FLAMES IN TENTS." No flames shall be permitted in tents at anytime. Games of running and wrestling shall take place away from fire sites. Use of fire shall be supervised by responsible leaders. Campfires and cooking fires shall be used in campsites with care taken to observe any warnings of forest fire danger.

## **EMERGENCY ALARMS**

The camp has its own emergency alarm system located in a central area. It is important for everyone to be aware of the system and how to respond, including visitors. In the case of emergency follow the emergency plans and report to your designated location for a head count. Troops should go over emergency procedures before coming to camp and also inform parents of plans so they know how the Troop emergency plans will be enacted.

## **HEALTH LODGE AND EMERGENCY CARE**

24-hour emergency medical care will be available by a competent Health Officer. A Scout or leader that has a medical problem should report to the Health Lodge as soon as possible. A medical doctor is on call for medical advice and emergencies. Ambulance service is minutes away. An emergency vehicle is in camp to provide transportation to a doctor or hospital. An AED is located in the Health Lodge.

## **INSURANCE**

The Mississippi Valley Council provides accident and liability insurance for those persons registered in the Boy Scouts of America and are registered campers. No other youth are permitted to camp nor participate in the program of the camp for insurance reasons. Out of Council units must present proof of insurance from their council upon check-in on Sunday or mail to the Burlington Scout Service Center prior to the camp session. Any accident that occurs while they are at camp is covered. Claim forms must be filled out by the parents and physician and submitted to the Scout Service Center. The insurance is a **secondary** policy. It pays up to \$15,000 for Accident Medical Expense Benefits. Claims should be filed as soon as possible with the Council Service Center. Additional information about filing claims can be obtained from the Council Administrative Office in Quincy, IL at (217) 224-0204.

## **CAMP ID**

All campers must wear camp ID (which will be issued at check-in) at all times while on camp property. Visitors must wear visitor ID at all times. Visitor tags are available at the check-in desk during check-in times and at the Trading Post all other times. Any camper or visitor losing their ID must go to the Trading Post for a replacement and will be charged a \$1.00 replacement/processing fee. If an ID tag breaks, bring it to the Trading Post for an exchange.

## **MEDICATION**

All persons needing medication while at camp must turn the medication in to the Health Officer during the Health Lodge visit (see check-in) on Sunday and report to the Health Officer when the medication is to be taken. There are exceptions to this rule. Check with the Camp Medical Officer if you have questions.

## **CHECK-OUT**

All campers will leave with their leaders and/or parents by 9:30 am on the final day of their program. Please coordinate this with the parents in your pack/den. Any other time, campers will be released from camp only in the company of parents or guardian and with the approval (leaders' knowledge) of the Camp Director. A parent or guardian must sign the camper out at the camp office.

## **REFUND POLICY**

A great deal of planning and purchasing takes place in all programs and events of the Mississippi Valley Council during the months and weeks prior to the event. These expenses can include, but are not limited to, training, facility rentals, supplies, staff, food, and program materials. Therefore refunds for campers will only be made under the following conditions. All requests for refund must be made in writing. There will be a \$25 service fee on all refund requests.

- Refunds requested two weeks (14 days) prior to an event will be considered less any non-refundable fees or service fees.
- Refunds requested after 14 days prior to the start of camp will be determined on a case-by-case basis, less any non-refundable fees and are eligible for up to a portion of the fee.

Refunds should only be requested for serious illness or injury (a doctor's certification may be requested), or death in immediate family. Other emergencies may be considered; however refunds are not given for no-shows, conflict of schedule (such as a sports event), dropping out, weather conditions, or behavior issues.

Include all pertinent information such as participant name, unit type and number, district, address, contact phone number, name of event and date or session of event. Refund requests should be made as soon as possible and will not be considered if received more than 14 days after the start of your camp. Refunds for camps that have Pack, Troop, etc signups are refunded to the unit. Refunds for camps that have individual sign-ups are refunded to the individual family.

Send refund request to: Mississippi Valley Council, 3007 Flint Hills Dr., Burlington, IA 52601 Attn: Council Camping Committee.

Scouts, adults and leaders that do not attend because of "changing their mind at the last minute" or schedule conflicts will receive no refund consideration. Staff members, food, materials and other preparation decisions are based on pre-registration numbers. Therefore, even though your Scout may not be coming to camp after they registered; purchases and expenses were made based on their intention to attend.

## **SKITS, SONGS, AND CHEERS**

We encourage each Den or Pack to prepare a song or skit that they will share with the group at the Parent's Night Campfire. Songs and skits help boys increase their self-confidence and help them learn the importance of teamwork and cooperation. Make sure that the skit is age-appropriate – a Webelos den can handle more lines or a more complicated song than a Wolf den. Know your boys. Some Scouts are shyer than others are. Find a job for them such as sound effects or holding a prop. Sometimes simply wearing a costume will help a boy overcome his shyness. If boys are having trouble remembering their lines, write them down on index cards or cue cards. Don't underestimate the power of a sign – they quickly turn a box into a wagon, boat, plane, etc. Signs can even turn a boy into a tree or a mountain.

## **SIBLINGS & UNREGISTERED PARENTS**

Siblings and parents of Scouts are welcome as visitors on Parent's Night. Family guests should plan to arrive between 4:30-5:30 on Parent's Nights. Siblings may not attend camp on a full-time basis unless they are registered for the Sibling Center or registered Den Chief campers. All visiting siblings and parents must have a visitor ID. All siblings, friends and family members are prohibited from staying overnight at camp at any time (including Parent's Night) unless they register as campers.

## **MEALS**

All campers must have a camp ID to enter the dining hall for meals. Visitors will be issued meal passes. No visitors will be allowed to enter the dining hall if they do not have a meal pass.

## **CAMP STAFF**

The camp staff stands ready to serve you and your Pack. They are proficient in program skills, the art of having fun, and will be a great resource. The adults who bring SCOUTS to camp are still the unit leaders and are expected to plan and assist in all activities such as skits, crafts, etc.

## **DEN CHIEF**

Cub Scout Packs that have Den Chiefs are encouraged to bring one (1) Den Chief per den with them to camp. This year camp is set up to offer some "ON THE JOB TRAINING" designed to enhance their skills to serve as a Den Chief. The Den Chiefs will assist the pack/den adult leadership while the Cub Scouts are in camp taking part in their various activities. Den Chiefs are a valuable resource to Cub Scout dens. They do not attend Cub Scout camp to be entertained. The cost for a Den Chief attending is \$40.00. This will cover food, patch and t-shirt. Den Chiefs must be registered Boy Scouts.

## **CAMP SITE SELECTION**

**Units are assigned campsites by the Cub Resident Camp staff.** Considerations are given to number of Scouts/adults, den size and preference. Those who attend a parent/leader orientation may select a preference for a campsite. Most campsites at Camp Eastman are not used. Camp Eastman usually uses Bluffs, Herons and Wrens campsites. When there is a large camp session, Squirrels will be opened. We will try to honor as many requests as possible, but do not guarantee your first choice. **UNITS MAY NOT MAKE A REQUEST FOR CAMPSITE SELECTION ON THEIR UNIT REGISTRATION FORM, except for medical necessity.** General requests for campsite selection may only be submitted at parent-leader orientation meetings.

## **SPECIAL NOTE: PARENT & LEADER ORIENTATION**

All parents and leaders are strongly encouraged to attend the following parent and leader orientations held at Roundtable meetings (check your own District's Roundtable schedule) or the Leader's meeting on April 16th at 12:00 pm at Camp Eastman. This is an optional information meeting (approximately 1 hour long) which will provide you with information to make your camp planning more effective and tell you what your boys can expect. **SOMEONE FROM YOUR UNIT MUST ATTEND THIS MEETING TO MAKE A GENERAL UNIT CAMPSITE SELECTION REQUEST.**



# Individual Camp Equipment Checklist

(Copy this form for all Scouts and their families)



☺ **A good idea: Wear your swimsuit under your clothes when you arrive at camp. Have a towel, shower shoes and Health forms packed separately from all other gear.**

## Required Items:

- ★ Individual Cub Scout Resident Camp Registration form – give to unit leader for registration
- ★ Personal Health and Medical form
- ★ Any medication must be turned in to the Health Officer IN ORIGINAL CONTAINERS upon arrival
- ★ All campers (adult or scout) MUST HAVE A WATER BOTTLE or cup with them AT ALL TIMES while at camp. Please plan how your boy will carry this item so that they do not lose it.

## Clothing and Toiletries Needed:

- ★ Swim suit – wear it to camp under your clothes – swim checks are first, so it is a good idea to have a towel, shower shoes, and Health forms packed separately from all other gear
- ★ Class A Uniforms (blue or tan Scout shirt) for dinners and flag ceremonies
- ★ 3-4 Shirts
- ★ 2-3 pairs Shorts
- ★ 2-3 pairs Long Pants
- ★ 5-6 pair Underwear
- ★ 6-8 pairs of Socks
- ★ STURDY shoes or boots
- ★ Extra Shoes – no sandals
- ★ Shower Shoes
- ★ Jacket or Sweatshirt
- ★ Raincoat or Poncho
- ★ Pajamas
- ★ Toothbrush & toothpaste
- ★ Soap
- ★ Shampoo
- ★ 2-3 Towels

☺ **A good idea: Socks, underwear & clothes packed in zip lock bags can't get wet!**

☺ **A good idea: Scouts may wish to bring some spending money for the Trading Post.**

**\*All campers must wear closed-toed shoes. No sandals or similar footwear, except in the shower house.**

***Remember, youth and adults will not use the same restrooms.  
Boys need to be prepared to take care of their own toiletry needs***

## Other Items Needed:

- ★ Tent – boys cannot sleep in a tent with an adult other than a family member
  - ♦ **When using your own tents, the tent must provide a MINIMUM OF 30 SQUARE FEET OF FLOOR SPACE PER CAMPER for sleeping and storage.** Tents must also meet or exceed fire-retardant specification cpai-84 and have “no flames in tent” marked on or adjacent to tent.
- ★ GROUND CLOTH for use inside the tent
- ★ sleeping bag or bedroll
- ★ small pillow
- ★ air mattress or cot (optional)
- ★ fishing pole and gear for free time (optional – do not bring scented tackle – it will attract the raccoons)
- ★ Non-Aerosol Bug Spray – one container per unit may suffice
- ★ Sun Block – let your unit leader know of your boy's needs before they leave
- ★ flashlight and extra batteries
- ★ lawn or camp chair (optional)



## Adults will Need Most of the same things as boys. In addition, adults should consider:

- ★ If you do not have a Scout shirt, please bring a collared shirt for dinner and flag ceremonies, if possible.
- ★ All other clothing must be “Scout appropriate” – no words or images of alcohol, tobacco, foul language, obscene gestures, bodily functions, etc. Remember, we are trying to set an example for youth of “morally straight” adults.
- ★ Alcohol is not permitted at camp.
- ★ The use of tobacco around boys will not be permitted.
- ★ Leader may wish to bring an alarm clock, a clothes line
- ★ Pack or Den flags can be displayed in the campsites.

**Other Important Considerations:**

- ★ **NO YOUTH CELL PHONES, RADIOS, ETC.** We strongly recommend **NO** electronics for adults or youth.
- ★ **NO ACCELERANTS** (Gas, kerosene, propane, etc) are allowed.
- ★ **NO FOOD SHOULD BE IN THE CAMPSITES.** Food and soft drinks are sold at the Trading Post. Should you or your group find it absolutely necessary to bring food, please keep it in locked vehicles in the parking lot.



# Camp Health and Safety

## CAMP HOUSING

No facilities are available for “Camper Type” vehicles or trailers in the campsites. All cars are to be parked in the parking lot. Two-person tents can be provided for campers, or if you prefer, you can bring your own tents. Our tents DO NOT have mosquito netting or floors. \*\*\*\*Units should practice putting up their tents before camp.

## DINING HALL

All campers are expected to be in the dining hall for each meal and must be wearing a camp ID. Seating assignments will be made by the Camp’s Dining Hall Steward. Units will be expected to clean their own tables after each meal. Campers will be dismissed from each meal by the Dining Hall Steward. Additional information on Dining Hall procedures will be given to all campers at their first Dining Hall orientation. NO HATS WILL BE WORN IN THE DINING HALL.

## DRESS CODE

No one is allowed in the Dining Hall in swimsuits, or without a shirt. Shoes (not sandals or any open toe style) need to be worn in camp AT ALL TIMES to prevent foot injuries. Scouts will wear their Class A uniform for: evening flag ceremonies, Parent Night and closing camp ceremony. Adult Leaders set the example...appropriate modest clothing will be worn at all times including shirts. No clothing advertising alcohol, tobacco or other inappropriate messages.



## HEALTH FORM & INDIVIDUAL REGISTRATION FORM

Scouts, Leaders & adults will not be allowed to stay in camp without a health history form & individual registration form filled out. Forms are provided. REPRODUCE AS NEEDED. Adults are to use these forms, too. *Please copy the health form and individual registration forms on separate pages (not back to back on the same page) for each person who will be camping.* Individual Registration forms will be turned in at the registration table at the time of check-in; health forms will be turned in to the Health Officer in the Health Lodge immediately before completing swim checks. If the Health Officer feels a camper is not healthy enough for camp activities, the Camp Director will be consulted, and the person may be sent home.

## HEALTH LODGE

A qualified health professional will be on duty in the camp. All illness or injuries must be reported to the First Aid Station at the Health Lodge no matter how minor. In the event of serious illness or injury, the camper will be taken to a clinic or hospital for treatment. Parents will be notified and billed directly by the doctor or hospital.

## MEDICINES

All medicines (adults & youth) except those that need to be carried on person (such as bee sting kits, asthma inhalers, etc.) will be turned into the Health Lodge for SAFE keeping and dispensing at appropriate times. ALL MEDICINES MUST BE TURNED INTO THE FIRST AID STATION IN THEIR ORIGINAL CONTAINERS!

## GENERAL RULES OF CONDUCT

- All troops in camp must have at least two (2) leaders with the troop 24 hours a day. One leader must be at least 21 years of age. The second leader must be at least 18 years of age. Leaders may rotate if necessary.
- The consumption, possession or use of alcohol in any form, and all controlled or illegal substances while on or near the premises of camp property is not permitted. Being under the influence or even having alcohol on the breath is a negative influence on our youth. Those individuals will be asked to leave, whether they are campers, leaders, staff, or visitors.
- No firearms, bows, or arrows of any kind may be kept in the possession of any Scout or Scouter. ALL personal firearms and archery equipment must be checked in upon arrival at camp.
- **Absolutely no fireworks or ammunition** of any kind are permitted at camp. The only exceptions to this are materials used in program activities supervised by the camp staff.
- Liquid fuels are not permitted at camp. Propane may be used, but only under the supervision of an adult.
- No fires or open flames are allowed in or near tents. This includes self-contained stoves and lanterns, mosquito coils, citronella candles and other such items. All tents must be clearly marked, "NO FLAMES IN TENTS."
- Sheath knives are not practical for the type of camping done at summer camp. Do not allow your Scouts to bring them to camp.
- Avoid using aerosol spray cans while at camp wherever possible.
- Anyone leaving camp must check out and back in at the Trading Post.
- Leaders do not smoke in program areas, campsites or anywhere in the presence of youth. Smoking is not permitted inside any camp structures. A designated area will be available for those wishing to do so. Campers and RV's are not permitted in campsites.
- No electricity is to be run to or generated in campsites which includes running of extension cords from power sources.
  - Packs that have disability needs will work with the Camp Director prior to camp to accommodate where possible.
  - Batteries (inverter and/or rechargeable marine batteries) used for medical needs are allowed to be recharged at a location specified by the Camp Ranger.
  - Vehicles will not be allowed to be used as sources of power in campsites
- **All private vehicles are to be parked in the camp parking lot.** Troop utility trailers can remain in the campsite, but vehicles cannot.
- Personal bicycles are not permitted on camp property during summer camp.
- **No pets** are to be brought to camp. This includes dogs, cats, rats, etc.
- No additional family members or additional guests will be allowed to stay at camp unless they are registered campers.
- **Identification Bracelet**-Each Scout, adult leader, and staff member will be issued a color-coded bracelet for identification purposes. **These bracelets must be worn at all times and are to be worn around the wrist, no exceptions.**
- Closed toed shoes/sandals must be worn-please no flip-flops, gators, or open toed sandals. This is done for safety reasons. Flip flops/open toed sandals are allowed in the shower house, pool, and beach area for swimming/showering only.

**Any person refusing to live within the rules of the camp, the Boy Scouts of America, or the State of Illinois may be told to leave camp without consideration of refund or compensation of any kind.**



## Youth Protection

### **TWO-DEEP LEADERSHIP AT ALL TIMES**

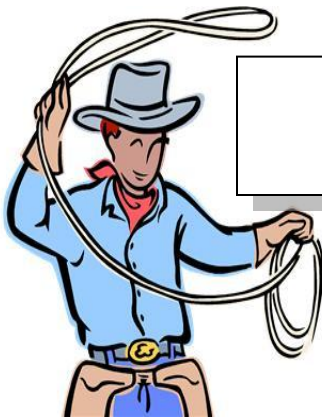
Our nation's greatest asset is our children. Scouting has pledged to protect and nurture our national treasure. Any unit not meeting the minimum number of adults checking in with their group may be assessed a \$40/adult fee for each adult they are short. Those not coming as a den, but as a parent and son will be put in a campsite with other units to cover the two-deep leadership.

Any camp leader or staff member who suspects, knows of, or witnesses a camper being abused at camp **MUST** notify the proper officials. **WHILE AT CAMP**, all suspected child abuse incidents (i.e. physical, emotional, and sexual) **MUST** be reported to the Camp Director **IMMEDIATELY**.

Anyone suspected of abusing a camper may be asked to immediately leave Scout camp property pending the outcome of an investigation.

There will be no exceptions to the above directive.

As consistent with youth protection guidelines, adults must not stay in tents or shower with youth members.



### **EMERGENCY PROCEDURES**

Emergency Procedures for Units that are in camp will be covered by the Camp Director during the Leader's Meeting.

## SCOUTS WITH DISABILITIES

Our camp staff is dedicated to providing a quality program to all Scouts regardless of personal limitations or needs. However, to assist in our planning, please attach a letter to your unit registration form and a physician's statement regarding any necessary accommodations required. **DO NOT WAIT UNTIL YOU ARE CHECKING IN TO CAMP TO ADVISE THE STAFF OF SPECIAL NEEDS.** We are here to serve you.

Wrens campsite offers complete handicap restroom facilities, platform tents for special needs campers and electrical hookups for medically required gear. **Please attach a letter to your unit registration form indicating any camper's (adult or youth) special needs so your unit may be assigned to Wrens.** This request is needed at the time of pre-registering your unit. Please do NOT wait until you check in to camp to notify camp staff of special needs. The camp shower house is handicap accessible. Campsite handicap accommodations (restrooms, electrical hookups and platform tents) are not for use by non-handicapped campers.

Mobility at camp: Campers requiring assistance with mobility as indicated by a physician on the health form at camp will be shuttled by camp staff using the camp cart if one is available. NO ATV's, vehicles or other forms of personal transportation are allowed. Wheelchairs and/or power wheelchairs may be used at camp. Please make sure camp knows if someone will be in need of mobility assistance before coming to camp.



## Reservation Information

Reservations are accepted on a first come; first serve basis. Units should collect the deposit fees from all Scouts and turn in one Pack check for fees. ***Please do not bring in individual personal checks.*** The registered adult leader for each den attending camp is responsible for assuring full payment of camp fees. ***Please register as a den.*** If your den is not attending, individual youth and adult registrations will then be accepted. Remember that late fees apply after May 1<sup>st</sup>.

Early registration and payment is encouraged in order to guarantee your unit's first choice of session to attend. Only Scouts fully paid are considered registered. You should pre-register enough adults to meet the minimum youth to adult requirement, but may add additional adults later without any penalties. **Remember, only fully paid Scouts are considered registered.**

The Scout Offices (Quincy and Burlington) will not accept payments less than seven (7) days prior to the session of camp your unit is attending. Payments after this date must be made at the time of check-in at Resident Camp. Again, remember that late fees will apply.