

## Health And Safety

### Camp Fireguard Plan Is In Effect

Each troop shall be given a laminated Unit Fireguard Chart, No. 33691A on display. The senior patrol leader and unit adult leader are responsible for filling it in and reviewing it with the troop. A camp wide fire drill will be held within 24 hours of the opening of each camp session.

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.

Scouts and leaders are expected to do their best to prevent fire injury. Tents shall be marked with "NO FLAMES IN TENTS." No flames shall be permitted in tents. 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.

### Campsite Inspections

Daily campsite inspections will be conducted to check on campsite cleanliness and sanitary conditions.

At the end of your week at camp, please leave your campsite cleaner than you found it.

### Fire And 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.

**WHEN THE SIREN IS HEARD, ALL CAMPERS, LEADERS AND VISITORS SHOULD REPORT TO THEIR TROOP'S CAMPSITE IMMEDIATELY FROM WHEREVER THEY MAY BE.**

Please note: DO NOT report to the parking lot. Except for announced drills, the siren will be used only in emergency situations. Instances when the siren may be used are fire, pending storm, lost camper, or lost swimmer.

### 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.

### Insurance

Boys who are members of Boy Scout Troops that are registered for camp and are themselves registered for camp as individuals (or boys who are members of a Boy Scout Troop and registered as provisional campers) are permitted to camp. No other

youth are covered by BSA Accident and Hospital insurance. No other youth are permitted to camp nor participate in the program of the camp.

### *Out-Of-Council Troops*

Out-of-council troops **must** present proof of accident-medical insurance when they check-in on Sunday of the camp session they are attending.

### *Mississippi Valley Council Troops*

Accident and hospital insurance is provided for all registered Mississippi Valley Council Scouts and their leaders while they are at camp. 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.

## Medical Exams

Medical forms are available at either Scout Office, can be downloaded at the Council website at [www.mississippivalleybsa.org](http://www.mississippivalleybsa.org), and are also included in the *Forms Packet*.

A Medical Exam, with Physician's signature and date, is required, either on the Official Medical Form, or attached to it. A school, sports, or work physical exam is acceptable.

### Scouts and Leaders UNDER 40:

- ◆ Use Medical Form Class 1 and 2, BSA Publication #34414B
- ◆ The signed and dated medical exam must be less than three years old EXCEPT
- ◆ The signed and dated medical exam must be updated by the physician just prior to camp if the individual is: 1) currently under medical care; 2) takes a prescribed medication; 3) requires a medically prescribed diet; 4) has had an injury or illness during the 6-month time period prior to arriving at camp that limited activity for a week or more; 5) has ever lost consciousness during physical activity; 6) suffered a concussion from a head injury.
- ◆ The form must be updated and signed (by the parent for youth, by the leader him/herself for him/herself) within one year of attending camp

### Leaders (and Scouts in rare cases) 40 AND OVER:

- ◆ Use Medical Form Class 3, BSA Publication #34412B
- ◆ The signed and dated medical exam must be less than one year old

Before your troop leaves for camp, make sure that each Scout and leader has a properly completed medical exam form. Check for physician and parent signatures.

### *Special Exemption*

It is understood that when compliance with the medical examination requirement is in violation of the religious convictions of the individual, such requirements will be set aside by the presentation of certification from the camper's parents and proper church officials that: a) a definite violation of religious conviction is involved; and, b) the

parents or next of kin accept full responsibility for any consequence of such exemption and release the Mississippi Valley Council, the BSA, their employees and volunteers from any responsibility.

## Medication

**All** persons needing medication while at camp must turn the medication in to the Health Officer during the medical recheck 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 Director if you have questions.

## Rest

Sleep can make the difference between a great week and a poor week at camp. Everyone needs a certain number of hours of sleep each night. Scoutmasters should see that camp is quiet from 10:00 P.M until 7:00 A.M. to permit those who wish to sleep to do so.

## Security

### *Authorized and Unauthorized Persons at Camp*

All campers and leaders must wear or have in their possession a camp issued security wristband to indicate that they belong on the camp property. Staff will wear identifying insignia as well. If persons are noticed who do not clearly belong on the camp property, campers and leaders are asked to notify the nearest staff person at once so that measures can be taken to identify the individual and preserve the safety of camp.

### *Visitors*

Visitors must check in at the Trading Post during its open hours, or check in at the camp office, and receive a visitor's tag to identify them as authorized to be in camp.

### *Camper No-Shows*

When your troop turns in its rosters at registration, if any scouts are listed who do not show up for camp, the designated adult leader for the troop at camp will be asked to account for those scouts. The leader will need to be able to state that he or she knows why the scout is not present, or at least that the scout is accounted for and safe.

### *Release of Campers Prior to Troop Departure*

Campers who leave camp for any reason must check out at the camp office or through the Medical Officer. The camper will be released to the care of a responsible adult or sibling only upon the recommendation of the troop's primary adult leader. This assumes several things: that the troop leader has the permission of the parent to release the scout to the care of the one removing the scout from camp, and that the person has the legal right to take the scout. The camp management depends upon scoutmasters and other troop leaders to know if a non-custodial parent or other individual is court-ordered to stay away from a particular scout.

## *The Buddy System*

The buddy system is followed at all times at camp. It is our best protection against all harm to scouts. Leaders are expected to instruct their scouts in the importance and necessity of the buddy system. Staff enforces the buddy system at all times. Your scout not feel harassed when, if a staff member encounters a scout alone on the trail, his or her first question will be, "where is your buddy?"

## **Shoes**

Shoes appropriate for camp must be worn at all times (except for the obvious – swimming, showering, and sleeping). Sandals are acceptable only when they can be fully secured to the foot. Slip on sandals or flip-flops are not acceptable.

## **Staff Areas**

Staff areas are restricted to staff use only. Campers are not permitted in these areas. Leaders are requested to assist in enforcing this rule.