



2021
WEBELOS ADVENTURE CAMP
LEADER'S GUIDE

Welcome to our 2021 Webelos Adventure Camp Summer Camp! Thank you for choosing to attend one of our Council Camps this summer. We believe you will experience Scouting at its best and we can't wait to have you as our guests.

Saukenauk Scout Reservation (SSR)

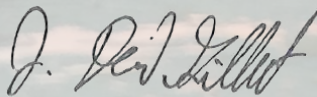
Webelos Adventure Camp is hosted at Saukenauk Scout Reservation, 602 acres of prime Scout realty that features a lake perfect for swimming and boating, swimming beach, climbing tower, ziplines, trails for biking and hiking, and so much more!

Our Program

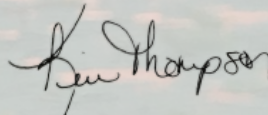
Your half-week campout will allow you to create memories, make friends, work on your Webelos and Arrow of Light advancement, and take a break from the hustle and bustle of everyday life. This program will prepare you for the week-long Scouts BSA camp you'll be attending in a year or two! Flip through this guide to see all of the great adventures that await you.

THE ULTIMATE CHALLENGE!

Scout camp means more than just camping out or a collection of badges. It is an experience in living together and cooperating with others. It is learning to surmount the challenges of camping in the great outdoors and learning to live in harmony with nature. In conquering these challenges, you will gain confidence and a belief in your ability so you can go on to even greater achievements. Set your goals high and resolve to achieve them. You can do it, and we can't wait to see you this summer!



J. David Gilbert
Camp Director



Kim Thompson
Program Director

Contents

Additional Information.....	4
Registration Information & Camp Fees.....	5
Basic Information.....	5
Council Refund Policy.....	5
Our Philosophy.....	5
Adventure Sign-up.....	5
Organizing Your Unit.....	6
Unit Leaders.....	6
Parents.....	6
General Camp Rules.....	7
What to Bring to Camp.....	9
Day 1 Check-in Schedule.....	10
Check-in procedures:.....	10
Daily Camp Schedules.....	11
Day 1.....	11
Day 2.....	11
Day 3.....	11
Program Rotations.....	12
Dining Hall.....	12
Breakfast.....	12
Lunch.....	12
Dinner.....	12
Family Night & Visiting Camp.....	13
Visitors and Visitor Meals.....	13
Camper and Visitor Vehicle Policy.....	13
Trading Post.....	13
Health and Safety.....	14
Health Lodge and Emergency Care.....	14
Insurance.....	14
BSA Health and Medical Records.....	14
Medication.....	14
Emergency Alarms.....	14
Handicapped Vehicles.....	14
Adult Leadership.....	15

Advancement	15
Camp Housing	15
Den Chiefs	15
Siblings & Unregistered Parents	15
Swim Qualifications.....	15
Directions to Saukenauk	16
Additional Information.....	17

Additional Information

Visit our website at www.mississippivalleybsa.org/camps for more resources including:

- BSA Annual Health and Medical Record
- Mississippi Valley Council Campership Form
- Council Refund Request Form
- Swim Test Procedures
- Scout Release Request
- Camp Staff Application
- Saukenauk Scout Reservation Map



Registration Information & Camp Fees

Basic Information

A 2-Night/3-Day adventure at Saukenauk Scout Reservation located 25 miles north of Quincy and 4 miles east of Lima, Illinois. Scouts have the opportunity to experience life-changing adventures as they learn new skills, make new friends, and experience nature like never before!

WHO: Youth entering 4th and 5th grades in the fall, parents, leaders, and Den Chiefs

WHEN: Two opportunities from which to choose:

- Session A June 21-24, 2021
- Session B June 24-27, 2021

\$180.00 per Scout OR \$155.00 if paid by April 16, 2021

\$105.00 per Adult/Den Chief OR \$80.00 if paid by April 16, 2021

Council Refund Policy

Please note the Council Refund Policy on the council website.

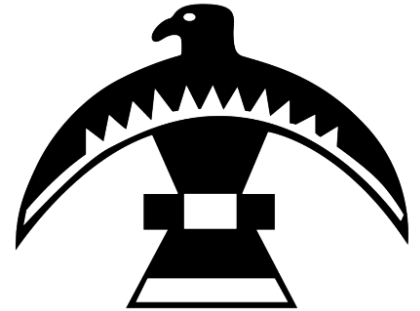
Our Philosophy

Close your eyes and think back to when you were a kid. You probably attended a camp, whether it was Scout Camp, Church Camp, or some other outdoor program. What do you remember? Probably the friends you made, the challenges you overcame, and adventures that unfolded. Our Camp Staff is committed to ensuring your Scout develops memories that last a lifetime. Adventures/advancement are one of the methods of Scouting, but they are not the ONLY methods. Our instructors are focused on providing experiences that will help your Scout develop fond memories and friendships.

Adventure Sign-up

You may begin signing up for adventures on April 17, 2021. The Summer Camp Registration Portal can be accessed through www.mississippivalleybsa.org and click on the camping section. Due to limited space and resources, some adventures may have a cap and will be filled on a first come, first serve basis.

Units that do not sign-up online will need to see what programs are available at camp after the Leader's Meeting, and there is no guarantee that all activities will be available at that time.



Organizing Your Unit

Unit Leaders

If you are a leader, make sure you are familiar with this guidebook, check the website often, and attend Roundtable for up-to-date information. <https://www.mississippivalleybsa.org/camps/>

Start by prepping your Unit early and promote camp year-round to help keep Scouts excited about summer camp.

- Mark all deadline dates (deposits, Camperships, final payment dates, meetings, etc.) on the Unit's calendar.
- Work with families and promote camp fees to help Scouts be "Thrifty" and earn their way to camp and help the Unit's Committee with budgetary needs for camp.
- Conduct a "Pack Camp Kick-Off" to inform families of plans and answer questions.
- Attend a Pre-Camp Leaders meeting.
- Finalize Rosters and submit program selection sign-ups online via the camp registration system
- Organize all Health Forms, payments, and travel for camp.

Parents

Informed families can greatly enhance your Scout's summer camp experience and ease anxieties for first time campers. Be familiar with this guidebook and work closely with your Unit leadership to stay informed.

- Mark all deadlines on your calendar – ask your Unit leader as they may require earlier deadlines in order to process all Unit members' money and paperwork before they turn it in as a Pack.
- Schedule time to get your physical done. Use the official BSA Health and Medical Form and turn it into your Unit. We suggest you keep a copy for your records.
- Work with Unit Leadership to find out which adventures and programs are good for the Scout.
- Look through suggested items to bring to camp and work with Unit leadership to determine all gear to be taken to camp.
- Attend "Unit Camp Kick-off" to get latest information and ask questions.
- Mark Family Night Dates for camp and plan on attending and supporting your Scout!



General Camp Rules

All units in camp must have at least two (2) leaders with the Pack 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. At least one of the leaders must be a female if girls are present.

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 brought to camp.

Absolutely no fireworks or personal ammunition of any kind are permitted at camp.

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.

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 camp without prior approval of the Scout Office.

No electricity, except solar, is to be 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. Pack 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.

No additional family members or additional guests will be allowed to stay at camp unless they are registered campers.

Identification Bracelet - Each Scout and adult leader will be issued a color-coded bracelet for identification purposes. These bracelets must be worn at all times.

Closed toed shoes/sandals must be worn-please no flip-flops 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.



Adventure Pins

Aquanaut: Swimming is a great exercise and a whole lot of fun. In this adventure, Scouts will discover how to enjoy swimming and how to respond to water emergencies. This adventure can be completed at camp.

Cast Iron Chef: Scouts learn how to prepare food in the outdoors using different types of cooking methods. Scouts will be preparing and cooking their own lunch during this adventure.

Castaway: To survive in the wilderness, you need to learn survival skills. This adventure will help Scouts learn some necessary skills needed to survive in an emergency. Requirement 2A will be discussed but will need to be completed before or after camp.

Outdoorsman: There's nothing better than living in the great outdoors. This adventure will get you ready for a lifetime of outdoor fun. Requirement 1 should be completed prior to coming to camp as your den prepares for Webelos Adventure Camp.

Movie Making: Let's make our own movie! Scouts will learn the process of making short films. Each session will focus on portions of the scout law and oath to make a movie. Movies will be combined to make one single movie on the scout oath and law which will be available for viewing during Parents night. This adventure will be completed at camp.

Walkabout: Hiking is what this adventure is all about. Scouts will learn safe hiking skills prior to taking a 3 mile hike. Scouts will prepare food for the hike and have a snack during the hike. Requirement 2 will need to be completed before or after camp.

Aware and Care: Everyone has challenges—and understanding the challenges of others leads to acceptance. In this adventure, Webelos Scouts will learn firsthand how people live with disabilities that affect their sight, hearing, dexterity, & mobility; with this new understanding, they can help educate their peers and prevent the hurtful exclusion of others.

Adventure Activities

Open Boating: Hop in a canoe and paddle the lake. Staff will be available to help scouts learn how to properly paddle a canoe and learn important safety guidelines. **BSA requires at least one blue swimmer in each canoe.**

Open Shooting: Learn proper handling and shooting techniques while using firearms. Experience the use of a bow and arrows while walking the Active Archery Range trail.

Open Swim: Cool off and take a dip in the lake. Scouts must use the buddy system and must swim in areas according to their ability level.

Rappelling: Rappel down the climbing wall at Saukenauk. Space is limited so sign up early. Rappelling is separated into two levels. Level II is for all those scouts who have had experience in rappelling and wants to challenge the outer wall. Level I are for those rappelling for their first time or for those scouts who prefer not to go over the outer wall.

Open Bouldering: Bouldering allows scouts to use the climbing wall and climb around the wall instead of up the wall.

Open Fishing: Bring your fishing gear and bait and head to the pond and try your luck at fishing. A limited supply of fishing poles are available and bait may be purchased in the trading post. If scouts bring their own fishing gear, they may fish anytime with two deep leadership.

Service Project: Scouts can live out the Scout Law and Oath while performing service projects. Please keep track of the number of scouts and scouters who participate and record them as service hours for your packs.

What to Bring to Camp

You'll want to be prepared for your week at camp. The following lists should be a good beginning. Feel free to add to the list, and check with your unit as to what equipment may be provided.

- Completed and signed BSA Health and Medical Form (Any other form will NOT be accepted).
- Medications labeled with easy to read directions for the Medical Officer
- Cub Scout uniform: shorts, shirt, socks.
- Webelos Handbook
- Flashlight
- Appropriate hat (Scouts BSA or Pack hat preferred)
- Appropriate summer clothing: i.e. t-shirt & shorts (Scouts BSA or Pack shirts preferred)
- Notebook and pencils
- Personal gear (towel, soap, toothbrush/paste, comb)
- Raincoat or poncho
- Sleeping bag or blankets
- Sneakers and/or hiking shoes
- Shower shoes or aqua-socks
- Spending money for the Trading Post
- Sweatshirt or light jacket
- Swimsuit
- Underwear and socks
- Bug spray (non-aerosol)
- Sun screen
- Small lock box for important items
- Pack and den flags

Optional

- Camera and film
- Clothes hangers
- Clothes line or rope
- Compass
- Individual first aid kit
- Musical instrument
- Pocket knife
- Sewing kit
- Watch

Please do NOT bring:

- iPods, mp3 players, or gaming systems
- Expensive jewelry or clothing
- Fireworks
- Gasoline fueled stoves or lanterns
- Guns or weapons *of any kind*
- Switchblade knives



Day 1 Check-in Schedule

You're finally here! Plan on arriving at camp as a Unit, and park in the parking lot between 8:00 and 8:30 AM on the day of your arrival. If you will be arriving outside this window, please contact the Camp Director to make other arrangements. Check-in will begin at noon. Please send a leader to check in prior to going into camp.

Meet Your Unit's Site Guide – Site Guides will greet you in the parking lot area to assist you in parking your vehicles and organizing your unit for check-in as well as answering any questions you might have. Your Site Guide will stay with you throughout the first day to assist in setting up your campsite.

Unload gear and set-up camp – Units that bring trailers will be allowed to drive one vehicle back to their campsite to drop the trailer for the session. Additional vehicles will not be allowed to drive into camp. Please plan accordingly.

Check-in procedures:

One adult leader will be directed to the check-in area to meet with the Camp Director. If you have worked everything out in advance, your registration should go smoothly. Please don't wait until camp to pay fees or ask unanswered questions as this slows down check-in for other Packs behind you.

Medical Check – Please bring all official complete BSA medical forms and medications with you to this recheck. We will need part A and B. A physical is not required. We can only accept fully completed, signed, and official BSA Health and Medical Records. If you have a Unit Lock Box for medications, you may keep prescriptions in your campsite. Also bring any Scout or Scouter that may need to talk to the Health Officer about particular medical conditions or medications.

Swim Checks – All Unit members (youth and adults) will participate in swim checks. You will still need to visit the swimming area for an orientation.

Dining Hall Orientation – All unit members must come to the Dining Hall for orientation. Even if you are cooking in your campsite, please come to learn mealtimes so you can coordinate your schedule and inquire about services that may be available to you.

Camp Photo – You will be given the opportunity to take a Pack Photo. Please plan what you are wearing accordingly (i.e. if you've arrived in uniforms, take the photo before going to swim checks).

Camp-wide Tour – If you are new to camp or just want to see what is new at camp, schedule time with your Site Guide and see all the program areas, facilities, and ask basic questions!

Emergency Drill – To "Be Prepared" we will be running an emergency drill at approximately 5:30 PM that will have the emergency siren going off. Please review all emergency procedures and speak to all Scouts and families about how to properly respond to emergency situations before coming to camp. This will help to ease the anxieties of young Scouts, families, and new adult leaders.

Daily Camp Schedules

Day 1

8:00 - 8:30 a.m. Check-In (Trading Post)
 8:30 a.m. – 11:30 a.m. Set Up Camp & Meet Site Guide
 Swim Checks (Lake)
 Camp Orientation (Tour begins and ends Court of Flags)
 11:30 a.m. Leaders Meeting (Dining Hall)
 Noon Lunch
 1:30 p.m. Program Rotations

	Session 1 1:30 – 2:50	Session 2 4:00 – 4:30
Lake	Open Swim	Open Swim
Lake	Open Boating	Open Boating
Ranges	Open Shooting	Open Shooting
Climbing	Open Bouldering	Open Bouldering
Zip Line	Open Zip Line	Open Zip Line

4:30 p.m. - 5:30 p.m. Den Time
 5:30 p.m. Evening Flags & Dinner
 7:00 p.m. Religious Services
 8:30 p.m. Opening Ceremonies & Campfire
 10:00 p.m. Quiet Time

Day 2

7:15 a.m. Coffee with the Directors (Dining Hall porch)
 7:30 - 9:00 a.m. Continental Breakfast
 9:00 a.m. Open Program Opportunities (See Chart below)
 Noon Lunch
 1:00 p.m. Den Time
 1:30 p.m. Open Program Opportunities (See Chart below)
 4:30 p.m. Den Time & Parents Start Arriving for Parents Night
 5:30 p.m. Evening Flags & Dinner
 6:30 p.m. Water Carnival (Free Swim & Canoe Battleship)
 8:30 p.m. Den Time
 10:00 p.m. Quiet Time

Day 3

7:15 a.m. Coffee with the Directors (Dining Hall porch)
 7:30 - 9:00 a.m. Continental Breakfast
 9:00 a.m. Open Program Opportunities (See Chart below)
 Noon Lunch
 1:00 p.m. Den Time
 1:30 p.m. Open Program Opportunities (See Chart below)
 Please depart by 5:00 p.m.

Program Rotations

	Session 1 9:00 – 10:20	Session 2 10:30 – 11:50	Session 3 1:30 – 2:50	Session 4 3:00 – 4:20
Lake		Aquanaut	Aquanaut	Open Swim
Lake	Open Boating	Open Boating	Open Boating	
Scout Craft	Outdoorsman	Cast Iron Chef (Includes Lunch) Goes until 12:30	Outdoorsman	
Nature	Into the Woods	Into the Woods	Walkabout	
T-2-1	Castaway	Castaway		
Ranges	Open Shooting		Open Shooting	Open Shooting
Climbing	Rappelling I	Rappelling I	Rappelling II	
Handicraft	Aware & Care	Aware & Care	Service Project	Service Project

Dining Hall

Please note multiple changes this year that will maximize the amount of time your Scouts get to spend working on activities, exploring, adventuring, and making memories.

Outdoor seating will be available under tents so we can spread out and social distance. This plan may be revised based upon the State of Illinois COVID-19 guidelines.

Breakfast

Breakfast will be served continental style. We will still offer hot meals each morning with the menu TBD as well as our cold items, too. There will be no formal flag raising in the morning. We encourage you to hold your own at your campsite in the morning or to raise your flag at the SSR Court of Flags at your leisure. Breakfast will be served from 7:30 AM to 9:00 AM. There will be no assigned seating or table waiters. You may eat with whomever you would like. You do not need to attend as a Pack, we will leave that up to each individual unit. We are fine if Scouts want to sleep in or skip breakfast entirely, that is a Pack decision.



Lunch

Sack lunches will be provided each day. This does not necessarily mean a cold lunch each day. Lunches will be distributed from a centralized location, most likely the Trading Post. You may eat wherever you like and with whom you'd like. Please clean up after yourselves.

Dinner

Dinner will be served per tradition with a formal flag lowering, buffet line, salad bar, and after-meal song.

Family Night & Visiting Camp



Visitors and Visitor Meals

Visitors are always welcome in camp. Overnight accommodations for parents and visitors are not available in camp. All visitors must register with the Camp Office upon arriving and checking out of camp (except on Family Night). All visitors will be expected to follow all camp rules, please inform families before their arrival. If a visitor does not have a current physical, their activities will be limited. Meals for visitors at camp are \$7.00 per meal and meal tickets can be purchased in the Trading Post.

Camper and Visitor Vehicle Policy

- No cars or trucks are allowed at any time in camp unless authorized by the Camp Director.
- All cars and trucks will remain in the parking lot with the exception of during unloading and loading of Unit equipment on the first and last days.
- Family night needs for visitors requiring transport will need to contact the Camp Director.
- 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.).
- The speed limit in camp is five miles-per-hour at all times. The camp director will revoke privileges for unsafe driving.
- All vehicles shall be operated on established roads unless necessary. Any turf damage will be repaired by the party causing it.
- If a Pack is cooking in their campsite and must do food runs, you must coordinate with the Camp Director on appropriate times to drive in camp.
- Registered Youth Campers should not bring vehicles or be allowed to leave camp without parent/guardian permission or supervision. Permissions must be in writing and given to the Camp Director upon arrival at camp (see scout release request).

Trading Post

Stop by the trading post, which is open all week to the Scouts, to grab your souvenir camp patch, hat, t-shirt, cool camping gear, Saukenauk and Eastman branded memorabilia, a cool beverage or a sweet ice cream snack! We recommend the Big Bopper Ice Cream Sandwich!

Health and Safety

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 and 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 the first day or mail to the 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. Additional information about filing claims can be obtained from the Council Service Center (217) 224-0204.



BSA Health and Medical Records

Medical forms can be downloaded at the Council website at www.mississippivalleybsa.org. We suggest the family keeps a copy for their records. Parts A and B are required.

Medication

While in camp, medications may be held by either the Health Officer or a Unit Leader. A Unit Leader may only keep medication if they can provide lockable storage at all times. All other medications will be checked in with the Health Officer on Sunday.

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. Units should go over emergency procedures before coming to camp and also inform parents of plans so they know how the unit emergency plans will be enacted.

Handicapped Vehicles

Handicap Vehicles such as Golf Carts, must be approved by the Camp Director and Medic upon arrival.

- **New for 2021: Users will have to take a training with the Camp Ranger before use will be allowed.**
- **New for 2021: You must bring a printed copy of the vehicles user manual with you.**
- All vehicles will receive a handicapped placard upon arrival and must be displayed at all times.

NO ATVs/UTVs/Gators will be allowed. The requirements for approval are:

- Proof of Insurance must be provided during check in.
- The requesters Camp Physical, signed by a physician, needs to state that they are in need of this type of assistance.
- The personal vehicle is to be operated only by the person authorized for its use and shall not be used to transport other passengers.

Camp Policies and Procedures

Adult Leadership

Youth Protection and *Guide to Safe Scouting* policies apply. Please remember two deep leadership is imperative. There must be one adult for every five Scouts attending with a minimum of two adults in camp at all times. Youth Protection Training may be taken as a self-study e-learning course at www.scouting.org.

Advancement

It is not the responsibility of the Camp Staff to sign off on any requirements. It is not the prime objective of Camp to whiz through the advancement. Instead, advancement is a byproduct of our program. The program will include opportunities for Webelos and Arrow of Light Scouts to work on their specific adventure pins and elective adventures. Some activities will require work before or after camp to complete adventures.

Camp Housing

Adventure Camps are tent camping programs. You are responsible for providing your own shelter. If you do not have a tent, please contact Camp Director at least 1 week before camp and we can provide one for you. No facilities are available for “camper type” vehicles. All cars are to be parked in the parking lot.

Campsites are assigned by the staff. Normally, all campsites will have more than one pack. If your pack is camping with another pack, please write this on your registration form. We will do our best not to overcrowd campsites and to honor all needs. Please specify on the registration form if you need special accommodations such as electricity for CPAP machines or wheelchair accessible restrooms.

Separate tenting arrangements must be provided for male and female adults as well as for male and female youth. Youth sharing tents must be no more than two years apart in age. In Cub Scouting, parents and guardians may share a tent with their family. Spouses may share tents.

Den Chiefs

Webelos Dens are encouraged to bring a Den Chief to camp to assist. The Den Chief Registration fee is the same as the adult. A Den Chief is a position of responsibility in Scouts BSA. The Den Chief will assist in your pack and den program and provide a mentor for your Scouts.

Siblings & Unregistered Parents

Siblings and parents of Scouts are welcome as visitors on Family Night. All visitors must check in at the Camp Office or Trading Post to get a Camp ID. Siblings of Cub Scouting age may attend and participate in activities. They will be charged the youth rate. Older siblings and Den Chiefs may attend and pay the adult fee. Infants and Toddlers not eating in the Dining Hall will not have a fee and must be accompanied by an adult at all times.

Swim Qualifications

All Scouts and leaders participating in aquatic adventures will be tested by the aquatics staff and placed into one of three ability groups. Scouts who do not satisfy the requirements may retake the test as frequently as they desire.

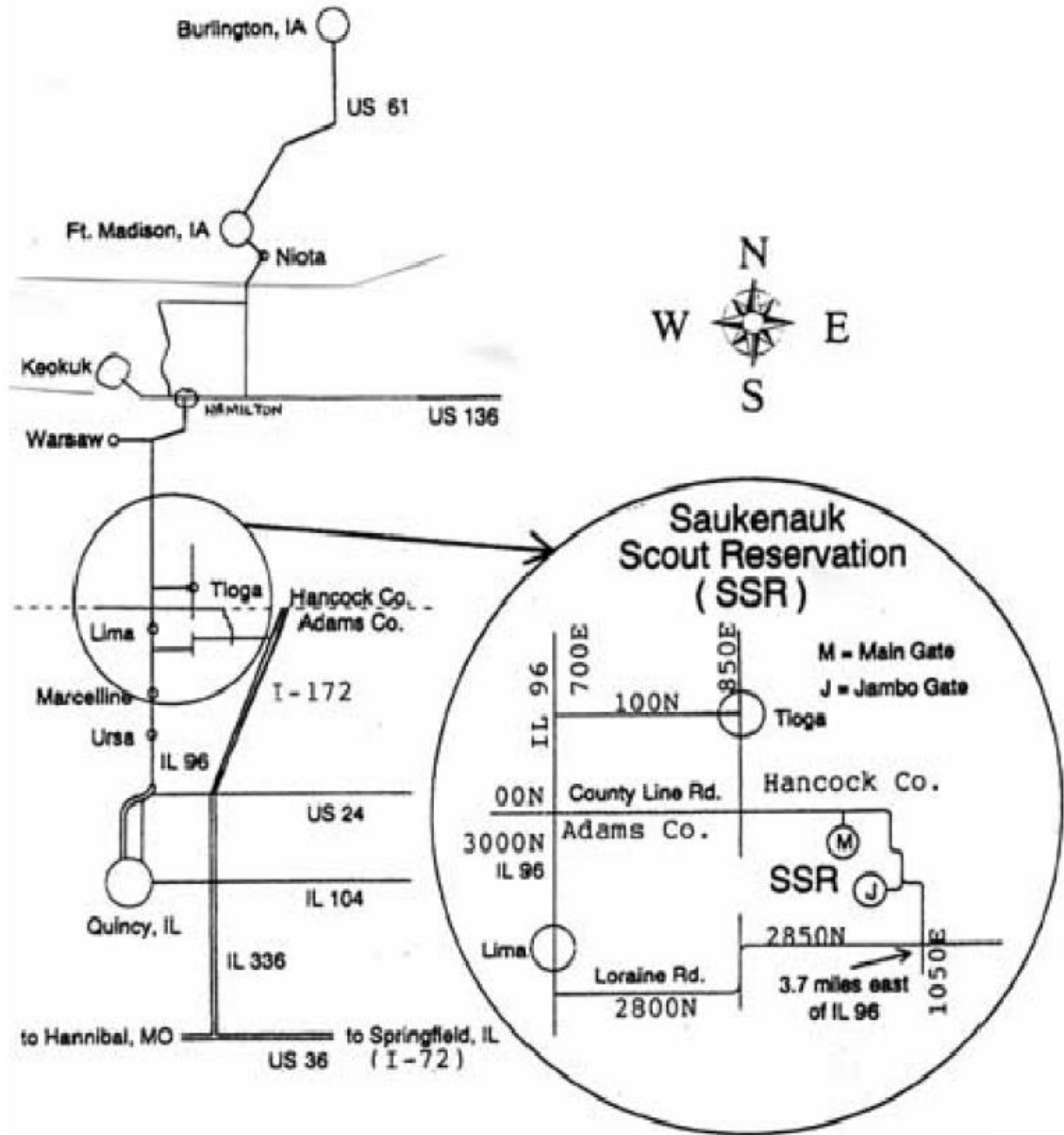
Non-Swimmer – Anyone who either opted out of the test or was unable to complete the full test.

Beginner – Jump feet first into water over your head, come to the surface, level off, swim 25 feet, turn sharply, and come back to the starting point.

Swimmer – Jump feet first into water over your head and surface. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudge, or crawl. Swim 25 yards on your back, using the elementary backstroke. Rest by floating for 10 seconds.

Directions to Saukenauk

2948 E. 1000th St.
Mendon, IL 62351
(217) 985-3735



Please Note Entering SSR address into your GPS will most likely NOT take you to SSR. Please use the above map or call ahead for directions.

Additional Information

Visit our website at www.mississippivalleybsa.org/camps for more resources including:

- BSA Annual Health and Medical Record
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- 2021 Camp Staff Application
- Saukenauk Scout Reservation Map