

Big Bear and Webelos Residence Camp 2009

Super Heroes – Making Tomorrow's Heroes

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Camp Leader's Guidebook

Big Bear and Webelos Resident Camp Program

Published by

Quivira Council – Boy Scouts of America

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This Camp Leader's Guidebook provides the information you will need to prepare your pack or den for Camp Kanza 2009 resident camp. There are a number of planning steps, so carefully read through the entire guidebook and bring it with you to camp. Additional copies of the Camp Leader's Guidebook may be obtained from Quivira Council via the Web site: www.quivira.org

Welcome!

This will be an exciting year at Camp Kanza *Cub Adventure Camp* for Bear Scouts and Webelos Scouts.

Big Bear Camp is for new Bear Cub Scouts who will participate in their first overnight resident camp experience. Camp sessions are three days and two nights, starting on the afternoon of the first day and ending after lunch on the third day. There will be fun activities and campfires. The Big Bear Camp will provide Cub Scouts an opportunity to work on achievements, and have LOTS of FUN!

Webelos Adventure Camp will raise the bar for first and second year Webelos. Having fun and learning new skills toward Webelos achievement is the purpose of the camp. Webelos will have the opportunity to participate in the closing campfire with songs and skits they have created.

We are looking forward to having you and your son join us this year at camp. Please make your plans now so you will get the dates that work best for you.

The Quivira Council Camping Committee

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BRING A CAMERA TO MAKE NEW MEMORIES OF CAMP!



PRE-CAMP PLANNING

CAMP DATES

Big Bear Camp

Session 1: June 25-27 (Thurs-Sat)

Session 2: June 28-June 30 (Sun-Tue)

Session 3: July 1-3 (Thurs-Sat)

Webelos Adventure Camp

Session 1: June 7-9 (Sun-Tue)

Session 2: June 11-13 (Thurs-Sat)

Session 3: June 14-16 (Sun-Tue)

Session 4: June 18-20 (Thurs-Sat)

Session 5: June 21-23 (Sun-Tue)

All sessions will be held at Camp Kanza.

PLANNING YOUR SUMMER CAMP ADVENTURE

Planning for summer camp should start several months before your pack plans to arrive at camp. Select a camping chairman and the person who will be your camp leader, if not the Cubmaster. Together with the pack, it is the den leader's responsibility to ensure their boys are prepared for camp. Here are a few basic tips to help make this successful.

Promote: Successful packs hold an informational meeting for parents before camp. Most packs use pack meetings and newsletters to keep parents informed about camp plans, fees, and preparation.

Some packs find it helpful to hold a "Summer Camp Meeting" just prior to camp to go over what Scouts need to bring with them for the camp session. At this meeting you should also hand out information packets to parents, finalize paperwork, secure the needed equipment for the pack's campsite, and review the program schedule.

GETTING BOYS EXCITED ABOUT CAMP

This can be accomplished in many ways. Several ideas for promotion include:

- Take your Scouts to camp year-round, and let them explore. Discuss the different program areas around camp.
- Use popcorn fundraising to help Scouts earn part of their own camp fees.
- Show pictures or videos of previous summer camp at Pack meetings.

THE GOALS OF CAMP

1. **Aims of Scouting** -The primary focus of Cub Scout Adventure Camp is to further the three aims of Scouting: *Character development, Citizenship and Fitness.*
2. **Fun** – While the camp seeks to fulfill the aims of Scouting, kids come to camp first and foremost to have fun. The camp's goal is to provide a program that accomplishes the goals of Scouting in a way that is fun for both the boys and leaders.
3. **Challenge** – As boys move from Cub Scouts to Webelos their interest and abilities change. The Cub Scout Adventure camp program has been designed to challenge the boys to use their increasing skills and maturity. The program will take boys beyond what they experienced at Day Camp and allow them the opportunity to continue to grow and develop.
4. **Advancement** – While the program will not focus specifically on earning activity badges, boys will likely leave camp having made progress toward earning several activity badges.
5. **Introduction to Summer Camp** – Cub Scout Adventure Camp offers young Scouts their first chance to experience the fun and adventure that a Boy Scout Summer Camp program has to offer. Our goal is to make their camping experience a positive event and ensure each Cub Scout looks forward to the camping opportunities that are waiting in Boy Scouting.
6. **Scout Transition** – One of the purposes of the Cub Scout program is to prepare and encourage Bears to become Webelos and Webelos to move into Boy Scouts.
7. **Support the Pack** – Cub Scout Adventure Camp is but one part of a twelve-month program that centers on the Pack. The role of the camp is to support and strengthen the Pack program, not to replace the Pack or replace its programs.

CAMP FEES

Camp cost includes meals, program supplies, T-shirt, cup, patch, and camp staff.

	Fees paid before <u>May 8, 2009</u>	Fees paid after <u>May 8, 2009</u>
Webelos Youth	\$100.00	\$120.00
Webelos Adults	\$75.00	\$90.00
Big Bear Youth	\$85.00	\$100.00
Big Bear Adults	\$65.00	\$80.00

CUB ADVENTURE CAMP REGISTRATION

Cub Scout Adventure Camp registration will begin on December 1st. At this time you will pay \$10.00 deposit per person (which applies to total unit fees). This deposit will reserve the session that you will attend. Each session will only hold 144 total youth, therefore please be as accurate as you can.

Final payment needs to be paid by May 1st. At this time please submit a roster of Scouts and leaders attending, and t-shirt sizes. Campsites will be assigned upon arrival at camp. Each campsite will have about 16 youth campers.

COUNCIL CAMBERSHIPS

It's important that all youth have an opportunity to attend camp with their Unit. The Unit may nominate youth for financial assistance by submitting a campership form to the Council Service Center no later than March 31, 2009. Applications WILL NOT be accepted after that date. Please be sure the information on the campership request form is complete and accurate. The campership committee uses this information to make their decisions regarding deserving youth. If the situation changes and youth receiving the campership is not able to attend camp, please notify the Scout office.

TRANSFERRING OF CUB SCOUT CAMP FEES

The initial \$10.00 deposit is transferable to a replacement Scout but is **NOT** refundable. Registration fees (youth or adult) are not refundable (except in case of moving from the Council territory) but may be transferred to another participant who has not yet paid the registration fee. All requests to transfer a registration fee or refund must be made in writing to the Council prior to a Pack's departure from camp.

FAMILY MEALS

Families are encouraged to bring their own picnic or to eat in the dining hall with their son. Dining hall meals are available for \$5.00/adult and \$3.50/child under 11 years old. **Meals must be ordered and paid in advance by the Pack prior to camp or on the pack's first day at camp during check-in.**

SPENDING MONEY

It is suggested that Scouts bring spending money to camp. Packs may wish to operate a *bank* to hold money for Scouts while at camp. \$25 is the recommended amount for treats and souvenirs.

The camp operates a trading post every day that camp is open. Scouts may purchase snacks, souvenirs, extra shirts and Scout related items at the trading post.

PACK'S PAPERWORK

- Extra copy of list of all Youth and Adults attending Camp (turned in at check-in)
- List of Youth and adults with special needs (physical and/or Dietary) (turned in at check-in)
- Pre Camp Swim Test Forms three copies (turned in at swimming pool)
- All Completed Medical forms and Medications Card(s) (turned in to Medical Officer)
- Receipts for Camp fees previously paid
- Camp Leader's Guidebook
- Archery & BB Shooting Certification paper

PHYSICAL EXAMINATIONS

All Scouts and Scout Leaders going to camp must, upon arrival, present a completed medical examination form appropriate for their age (see Appendix). Please check all your pack's forms for proper signatures before departing for camp. It is **REQUIRED** that adults, age 40 and over, have a current Class 3 medical examination form, completed within the last 12 months, and signed by a licensed medical doctor or doctor of osteopathy.

SPECIAL NEEDS

Any Scout or Scout Leader with special needs, including food and dietary, that require addressing while at camp should complete the "Special Needs Request Form" (see Appendix) and return to the Service Center by May 15th.

CHECK-IN & CHECK-OUT PROCEDURES

CHECK-IN PROCEDURES

Check in by Units. Camp Office Will Not open until the time listed on the schedule.

Step 1

Upon arrival to camp, Pack Leader reports to Mann Lodge (Camp office). A Camp Host will be assigned. At the office the Pack Leader will:

- Turn in the Unit Roster Form
- Pay any fees still due
- Turn in Family meal guest check-in form
- Pick up camp T-shirts, mugs and patches
- Take unit picture

Step 2

Host takes Leader and Pack to Health Lodge. Turn in all physical forms and medications with Medication Form to the Health Officer

Step 3

Swim Check (if not already done)

All youth and adults who will be participating in aquatic activities (swimming and boating) must complete a swim check. The aquatics staff will place each youth and adult into a Swimmer, Beginner or Learner category, according to their swimming ability.

PRE SWIM TEST :

Salt City Splash in Hutchinson and designated YMCA's will do pre swim tests prior to camp. Dates for pre swim tests will be published at www.quivira.org. **Bring Swim Record form. A \$3.00 fee per swim test, payable the day of the test, to cover the cost of lifeguards will be assessed.**

You can make arrangements with your local pool or YMCA to test your unit ahead of time. Make sure you obtain a copy of the certification card of the lifeguard performing the test.

Step 4

Camp Host will assist the Pack through the first afternoon in Camp by helping the leader find the Pack's campsite, give a tour of the camp and provide whatever help is needed to settle into camp.

Step 5

Each campsite will be issued two vehicle passes for unloading and loading purpose. Vehicle passes should be returned to the office as soon as loading/unloading is completed to allow for other vehicles to enter. No driving off the designated roads is permitted. All vehicles must be parked in designated area when camp is in session. **DO NOT SET UP CAMP UNTIL ALL VEHICLES ARE PARKED IN THE PARKING LOT.**

Step 6

Set up camp and unpack.

CHECK-OUT PROCEDURES

Individuals checking out before the end of camp

Youth: A youth checkout report is completed at the camp office and must be approved by the Camp Director. The Cub Scout may leave only after proof of identification with a parent, guardian or with designated person listed on the Health History form. The date and time of expected return must be noted, if applicable.

Adult: The person must check out at the Camp Office. The date and time of expected return must be noted, if applicable.

Pack Check-out Procedures: Packs should be packed and loaded by 3:00P.M. on the third day for the Webelos sessions. Packs should be packed and loaded by 2:00P.M. on the third day for the Big Bear sessions.

Step 1

Gear and tents are packed and left beside the road.

Step 2

Leader-in-Charge meets Camp Host at Camp Office.

Settle with Camp office any financial accounts unpaid.

Step 3

Pick up Health forms and Medications at medical office.

Step 4

Camp Host will check campsite to make sure site is clean.

Step 5

Pick up Patches.

EQUIPMENT

PACK EQUIPMENT LIST

- Pack Flag
- Den flags – optional
- Tents, with sign stating “**No Flames in Tent**”.
At least 30 square feet of sheltered space per camper
- Ground Cloths
- Dining Fly, Poles, Stakes, Rope (dining fly tarp and rope)
- Lanterns accessories. Extra fuel needs to be turned in to the office. Liquid fuels are not allowed in campsites per BSA policy. **Lanterns and fuel shall only be operated by adults.**
- Hammer
- Plastic garbage bags
- Drinking water container and cooler
- Small first aid kit
- Animal-proof containers for storage of personal snacks
- Items that would safely contribute to the enjoyment of campsite
- Duct tape
- Fine point black permanent marker
- Lock box for money
- Lock box for Medicine

DAMAGE TO CAMP EQUIPMENT AND FACILITIES

The campsite and camp-owned equipment used by a pack will be inspected before the pack checks out of camp. Any damages will be assessed by the Camp Director and must be paid, or arrangements made to pay, before pack leaves camp. Damage includes breaking or losing equipment, defacing of shelters, tables, latrines, or buildings. The adult leader-in-charge is responsible and shall report damages immediately for a true assessment of value.

SQUIRT GUNS

Filling squirt guns in latrine hand washing stations or the showerhouse is prohibited. Squirt guns may be filled using the hydrant at each latrine. Excessive water in latrines requires pumping of the latrines and reduces the effectiveness of enzyme chemicals placed in the latrines for odor control and decomposition.

PERSONAL EQUIPMENT

- Cub Scout Uniform: Used at all Flag retreats and Dinner (remove all items not sewn on shirt).
- 3 T-shirts: Should be light in color
- 3 pair of socks
- 2 pair of shoes: no sandals or open toe or open heel shoes are allowed
- 3 pair of underwear
- 3 shorts
- Webelos/Bear Book
- Swim trunks & Towel: carried in small travel bag or wear swim trunks under uniform with towel and extra underwear in travel bag
- Sweatshirt and long pants (cold weather)
- Raincoat or poncho
- Hat
- Sleeping bag and pillow
- Sleeping pad
- Flash Light: with extra batteries
- Soap
- Shampoo
- Toothbrush & toothpaste
- Bath towel
- Comb
- Sunscreen
- Insect repellent
- Chair
- Fishing Pole
- Camp Kanza Coup Thong** bring with you if you have attended before. Only new bears or first time campers will receive one(ask leader)

CAMP LEADERSHIP

LEADER-IN-CHARGE

The person in charge of your Pack must be at least 21 years of age. There are no exceptions. In addition, the two-deep policy of the Boy Scout of America applies: **At least two registered adult leaders, one of whom must be 21 years of age or older and certified in youth protection, are required for all outings.** The result is more fun for the adults and a better program for the boys. Preferably, the Pack should be under the leadership of its registered Den Leader. If the Den Leader is unable to attend full time, the Pack committee should name a Camp Den Leader. The Den Leader shall participate in the daily Leader's meeting and assign and coordinate the responsibilities for all the pack's adult leadership at camp

ADULT TO CAMPER RATIO

As stated above the minimum requirement is two registered adults. A ratio of 1 adult for every 4 boys is recommended at Cub Scout Adventure Camp. . If your unit does not have two-deep leadership, your unit may still attend camp. Notify the Program Department when registering and your unit will be assigned with another unit to meet the two-deep requirement.

SHARING TENTS AND PRIVACY

No Youth is permitted to sleep in a tent with an adult other than his parent or guardian. Male and female leaders require separate tents and facilities. The one exception is that a husband and wife may share a tent. Adults need to respect the privacy of youth members in situations such as changing into swimming suits or taking showers and should only intrude when health or safety requires. Adults also need to protect their own privacy.

SERVICES PROVIDED BY CAMP

CAMP OFFICE

The Camp Office, located in Mann Lodge, shall assist all leaders and camp guests with the following:

MAIL SERVICE

Parents should mail letters to campers at least 3 days prior to the start of the scout's camp session. Mail received after the camp session is over and the pack has departed will be returned to the sender. Letters for campers should be sent the following address:

Scouts Name
Pack number & Camp Session number
Camp Kanza
10510 S. Sterling Rd.
Abbyville, KS 67510

TELEPHONE

Telephones at camp are for **business use only**. Emergency calls shall be made to the camp business phone. Messages will be relayed as soon as possible. The phone number at Camp Kanza is 620-286-5390. The phone number at the Camp Office is 620-286-5651. Packs may designate one of their camp leaders cell phone number for parents to contact.

TRADING POST

The camp Trading Post carries many Scout items, craft materials and souvenirs. Letters and postcards can be mailed from the Trading Post. Postage will be available. Trading Post Hours will be posted at camp.

SHOWERS

Showers are available in the new showerhouse for campers.

HEALTH LODGE

Minor medical services are provided at the Camp Health Lodge. First aid given to a Camper must be recorded in the "Camp Health Log," and signed by the Health Officer. Campers needing additional medical services outside of Camp are taken to a doctor, or nearby hospital. The camp Health Officer or Camp Director must refer all patients to the physician or hospital. Parents will be immediately notified of any serious injury or illness.

PACK FIRST AID

Everyone should be familiar with basic first aid. It is important that each pack be prepared to treat minor cuts, scrapes and abrasions. Bandaged wounds should be kept clean to aid in preventing infection, especially in an outdoor setting. The following is list of recommended contents for a Pack first aid kit:

One 4" roll of bandage	Two triangular cravats	Box of assorted band-aids
Six pairs of latex gloves	Safety pins	One 2" roll of bandages
Four elastic bandages	Twelve 4X4 sterile pads	Twelve 2X2 sterile pads
Sunburn lotion	Two rolls of 1" tape	Antibacterial soap
Scissors	Needle and tweezers	Tylenol or non-aspirin tablet

PRESCRIPTIONS – MEDICATION FORM

Campers bringing prescription medication and over the counter medications to camp must bring completed medication forms. Each medication must have a separate medication form. The form in the appendix may be reproduced.

All prescription drugs, items requiring refrigeration, insulin and needles used for injection are to be locked up at the Health Lodge. Exception: a limited amount of medication may be carried by a camper, leader, or staff member for life threatening conditions, including bee-sting, heart medication, and inhalers. Needles used for insulin injections or other prescribed medication must be placed in the bio-hazard container located in the health lodge.

INSURANCE

The Boy Scouts provide, **for youth only**, year-round coverage for injuries occurring anywhere while:

- Participating in an official Scouting activity.
- Traveling to and from official Scouting activities.

Coverage is provided for sickness that begins while the insured member is:

- In attendance at an official Scouting activity or other covered event operated and supervised by our Council.
- Traveling to and from covered event.

FOOD SERVICES

Meals are served cafeteria style in the dining hall. The meals, prepared by a professional dining service, are healthy, well balanced and generous enough to meet the hearty appetite of the young boys. If there are any questions or concerns about the meals please contact the Camp Director.

Special dietary needs should be requested and submitted to Camp Director/Scout Office by May 15th. These items should be listed on the **Special Needs Request Form**.

CAMP POLICIES & TRADITIONS OF RESPECT

BEHAVIOR RESPONSIBILITY

The behavior of the Scouts is the responsibility of the pack leaders. Leaders are responsible for making sure that the campers meet the Camp's expectations. The camp staff will only intervene in situations in which there is an immediate danger to a Scout, other Scouts or camp property and facilities.

EXPECTATIONS

Rather than use a long list of do's and don't, the camp will use a simple yet effective method. Everyone at camp, Scouts, leaders, guests and staff are expected to conduct themselves according to the Scout Oath and Scout Law. By following the twelve points of the Scout Law, we can make Cub Scout Adventure Camp a positive experience for everyone.

DISCIPLINE

The best method for handling discipline situations in camp is to prevent them. Leaders should clearly establish their expectations before camp. Once at camp, be fair and consistent in dealing with your boys. Should problems arise, please handle discipline in a positive manner. Contact the Camp Director for assistance only if the pack should have a problem that the leadership cannot resolve.

RULES AND REGULATIONS



FLAG CEREMONIES

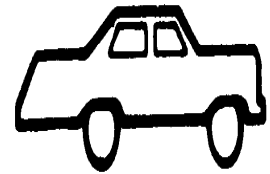
Citizenship is one of the methods in Scouting. Therefore, flag ceremonies will be conducted twice daily. **Dress code is Basic Uniform for the honor guard at each flag ceremony.** Campsites will be scheduled to conduct the flag raising and the flag lowering at different times during camp. (See Camp Schedule) Leaders will have flag ceremony schedules finalized the first day of camp.

DINING HALL PROCEDURES

Each table will assign one scout and one adult to clean up after each meal on a rotating basis. The tables should be wiped clean, the benches should be wiped clean, the benches are then placed on tables, and the floor swept after each meal, weather it looks like it needs it or not. The floors do not need to be mopped after each meal unless something liquid has been spilled. After the last meal in the Dining Hall, the entire floor will be mopped by a designated group. Cleaning supplies, brooms, and mops are provided.

TRANSPORTATION AND VEHICLE STORAGE

The drivers of vehicles on the camp must be at least 18 years of age, and possess a current driver's license. Be sure all vehicles transporting your boys have adequate insurance. No individuals, youth or adults, may be transported in the bed of pick-up trucks. Boy Scouts of America regulations prohibit using the cargo area of trucks (including pick-ups with camper shells) and trailers for the transportation of passengers; persons riding on the tailgates of vehicles are also prohibited. Each occupant shall have and use a seat belt. Scouts should wear their uniforms when traveling to and from camp



The Maximum speed limit for all vehicles at camp is 10 miles per hour. SLOWER IF CHILDREN ARE PRESENT!!! Each campsite will be issued two vehicle passes for unloading and loading purpose. Vehicle passes should be returned to the office as soon as loading/unloading is completed to allow for other vehicles to enter. No driving off the designated roads is permitted. All vehicles must be parked in designated area when camp is in session. **ABSOLUTELY no vehicles of any kind are allowed to park in the campsites.** The Quivira Council is not responsible for loss or damage caused by fire, storms, theft, or vandalism to any personal vehicles, or for any loss or damage to articles left in vehicles.

ALCOHOL AND DRUGS

The Quivira Council will not tolerate the presence of alcoholic beverages, narcotics, illegal drugs, or persons obviously under the influence of same, at any of our council camps. Violators will be asked to leave camp immediately. Leaders are expected to set an example for their boys to follow. Please announce to all parents coming to camp as part-time leaders, or to visit, that alcoholic beverages are banned from camp property.

SMOKING

BSA policy states, "All Scouting functions, meetings and activities shall be conducted in a smoke-free environment." Therefore, smoking will only be permitted in designated areas behind the Dining Hall and away from all participants-or may be restricted in dry-weather conditions. **ABSOLUTELY NO SMOKING in tents or buildings or campsites. (ONLY BEHIND DINING HALL)** Violators will be asked to leave camp immediately.

FIREWORKS

No fireworks of any kind are allowed in camp. Violation of this rule may lead to immediate dismissal from camp.

FIREARMS AND WEAPONS

Firearms are prohibited except for law enforcement personnel (policeman, highway patrolman, etc.) If a leader is in law enforcement and must have a firearm, notify the Camp Director upon arrival. The firearm shall be secured and stored in the Camp Office.

Camp Kanza provides BSA approved BB guns and Archery equipment. Scouts and leaders are not allowed to bring their own BB gun or Archery equipment and arrows. BB guns and Archery equipment brought to camp shall be secured and stored till the camper departs for home.

LIQUID FUEL POLICY

The use of liquid or jellied fuels such as gasoline, oil, sterno, or kerosene for lighting, cooking, generators, or other motors other than automobiles is prohibited at camp. The storage of any type of liquid fuel in pack campsites is not allowed and strictly prohibited. The council Health and Safety, Risk Management, and Camping Committee have agreed that the storage and/or possession of such fuels constitute a safety hazard to our youth at camp. See *Guide to Safe Scouting*.

HAMMOCKS

Due to past injuries to campers, hammocks are not permitted at camp.

ROPE SWINGS AND PIONEERING PROJECTS

Due to their inherent risk, rope swings are prohibited at camp. All monkey bridges and pioneering projects constructed at camp must have the prior approval of the Camp Director.

STAFF HOUSING AREA

Youth and pack leaders are not permitted in Camp Staff housing areas. These areas are considered homes for the entire summer. The staff deserves just as much privacy in their living areas as your pack deserves in its campsites.

PETS

Per BSA Policy, pets are not allowed on camp property.

DRESS CODE

Basic uniform is required for evening flag lowering, honor guard duty, and dinner. Activity dress (camp shirt) is used for all other events. Tube tops, short shorts, racing Speedos, or two-piece swimsuits, sandals or open toe or open heel shoes are NOT allowed at camp. Clothing attire should be appropriate to the camping experience and should never be in question.

Basic Uniform

Tan or Blue Uniform Shirt

Boy Scout Hat

(medals, activity pins and Webelos colors should be left at home. These items are easily lost)

Activity Dress

Activity Uniform is the camp t-shirt or scout-shirt and shorts. Please refrain from bringing any shirt with derogatory messages. A hat is recommended. A Scout hat or plain hat completes the Uniform. Please refrain from bringing a hat with a derogatory message.

CONSERVATION PRACTICES

TRASH

Each Pack is responsible for maintaining cleanliness for their campsite and the surrounding area. Packs should have garbage bags available to make sure trash doesn't end up on the ground. Packs are asked to deposit their trash in the dumpster located behind dining hall.

FIRES IN CAMPS

If conditions permit, units may have a fire at their campsite if it is contained within a fire barrel that is provided. The Ranger is the final authority on fires within the camp. There must be a fireguard plan posted at the latrine, filled water buckets near the fire, and an adult attending the fire at all times. A proper Fireguard Plan includes:

Unit Fireguard Chart posted listing Fire Warden and Deputies

- A) Only flashlights and electric lanterns
- B) Chemical stoves, heaters, lanterns, lighters, or candles are never to be used in or near tents.
- C) Do not pitch tents near open fire.
- D) Do not use flammable chemicals near tents
- E) Be careful when using electricity and lighting in tents.
- F) Always extinguish cooking and campfires properly.
- G) Obey all fire laws ordinances and regulations
- H) Daily fire status will be posted on message board at Dining Hall

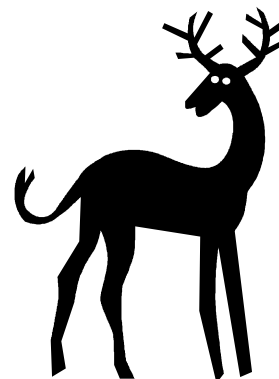
WILDLIFE

Wildlife encounter ethic: a major lure of the camp experience is the observation of wildlife. The following guidelines have been developed to minimize the impact of human contact with natural wildlife.

- Wildlife should be observed and not disturbed!
- Particular care should be taken in places with nesting habitats.
- Possession of feathers and other parts of birds is illegal.

Encounter procedure: If you encounter wildlife that is in need of care, contact the Office.

Wildlife Encounter Ethic: All snakes should be treated as dangerous. Upon sighting, DO NOT provoke the creature, but immediately contact the Office.



PLANTS

Take special care not to damage the plant life that makes Scout Camp an ideal setting to appreciate and learn about nature.

THE OUTDOOR CODE

As an American, I will do my best to....

- Be Clean in My Outdoor Manners
- Be Careful with fire
- Be Considerate in the Outdoors
- Be Conservation Minded

LEAVE NO TRACE PLEDGE (Webelos book pg 72&73)

I promise to practice the Leave No Trace front country guideline wherever I go:

1. Plan ahead.
2. Stick to trails.
3. Manage your pet.
4. Leave what you find.
5. Respect other visitors.
6. Trash your trash.

EMERGENCY PROCEDURES



FIRE PROTECTION

In case of fire, notify the camp office staff immediately. Do not attempt to fight any fires yourself! In addition, no ground fires are allowed.

LOST PERSON

Immediately notify the nearest camp staff member. Cease all activities. Assemble your Pack/Den and take roll call. Report the results of your roll call to the camp staff. Keep your Pack/Den together, calm and orderly. Follow the instructions of the camp staff. If the person is lost during activities, all activities will stop until the person is located. If the person is lost when there is no activity notify the nearest staff person or office. Also, during period of looking for the lost boy the camp will close down. No one will enter or leave camp until the boy is located.

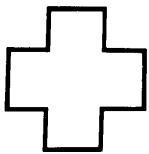


SEVERE WEATHER

Immediately assemble your Pack/Den and take roll call. Report result of roll call to the camp staff. Follow the directions of the camp staff, who will take you to the designated safe area. If there is severe weather at night, take roll call, proceed to the showerhouse, retake roll call, and receive further instructions. If there is a tornado warning a horn will be sounded. Proceed immediately to the showerhouse. At all times remain calm and do not react until notified.

SERIOUS ACCIDENT OR HEALTH PROBLEM

Immediately notify the nearest staff member. Keep an adult with the injured individual to render aid and wait for medical assistance. Please keep Scouts away from the injured person. Continue camp activities if possible.



HOT WEATHER

Temperatures will be warm and heat related health problems could easily occur. Campers can stay safe in hot weather by drinking plenty of fluids; **water is the best fluid.**

Each person in camp is required to carry the Camp Cup issued to him or her. At each program activity, Scouts will be required to drink a cup of water before beginning the activity and another cup of water when leaving. Packs are encouraged to bring water coolers to camp and keep them filled with ice water for their Scouts. Ice for coolers can be purchased at camp Trading Post. For protection from the sun everyone needs to wear a hat and use sunscreen (30 or higher) as needed.

PHYSICAL ACTIVITY

One of the camp goals is to promote physical fitness. Scouts will do a great deal of walking during camp. Several of the program activities will require physical activity. Notify the Camp Health Officer, Camp Director and Camp Program Director during check-in of individuals with physical limitations. The camp will strive to accommodate the campers' needs.



ACTIVITY and PROGRAM GUIDE

IMPORTANT: Scouts need to bring their personal Scout Books to camp with them. It is the leader's responsibility to sign off for the requirements for activity pins.

CAMP STAFF WILL NOT SIGN THE SCOUTS ADVANCEMENTS.

BEAR SCHEDULE

Day 1

12:00 Arrive @ Camp
(Tour camp, turn in swim check, health forms, set up camp)
2:00 Work on Campsite flags and Campsite yells
3:30 Leaders' Meeting @ Smith Lodge
4:30 Assembly at Flag Pole
Flag Lowering—Staff
Songs—Comanche
Prayer—Crow
5:00 Dinner
6:00 Adult Training
Youth Protection @ Smith Lodge
Safe Swim Defense & Safety Afloat @ pool
7:15 Group A: Swimming Group B: Fishing
Group A Group B
Comanche Cherokee N
Crow Blackfoot E
Chickasaw Blackfoot W
Cherokee S
8:20 Assemble @ Smith Lodge
8:30 Chapel
9:00 Campfire
10:00 LIGHTS OUT!!

Day 3

7:00 Get up!
:30 Assemble @ Flag Pole
Flag Raising—Blackfoot E & W
Song—Comanche
Prayer—Crow
7:45 Breakfast
8:30 Session 6
9:30 Session 7
10:00 Family Time Starts
11:00 Closing Ceremonies begin
11:30 Assemble @ Flag Pole
Song—Entire Camp
Prayer—Entire Camp
12:00 Lunch with families
1:00 Check out and depart

* new activities

Day 2

7:00 Get UP!!!
7:30 Assemble @ Flag Pole
Flag Raising—Cherokee N & S
Song—Crow
Prayer—Chickasaw
7:45 Breakfast
8:30 Session 1
9:30 Session 2
10:30 Session 3
12:00 Lunch
Song—Cherokee S
Prayer—Cherokee N
1:00 Down Time/Quiet time @ Campsites
2:00 Session 4
3:00 Session 5
4:15 Leaders' Meeting
4:30 Assemble @ Flag Pole
Flag Lowering—Comanche,
Crow, Chickasaw
Song—Blackfoot E
Prayer—Blackfoot W
5:00 Dinner
6:00 Group A: Fishing Group B:
Swimming
7:30 Assemble @ Flag Pole
7:45 Ice cream Social*
8:30 Campfire
10:00 LIGHTS OUT!!!!

Achievements that will be worked on in each Session (The badge requirements will be started, it will be up to the leaders to sign books)

1. Opening Ceremonies Bobcat Badge/What makes America Special (Achievement #3)
2. Boats/Knot tying (Achievement #22)
3. Wildlife (Achievement #5)-build birdhouses /Whittling chips badge
(Achievement #19)
4. Archery Academic & Sports belt loop for archery
5. BB guns Academic & Sports belt loop for BB Guns
6. Swimming
7. Muscle building (Achievement #16)

Rotation schedule:

<u>Location</u>	<u>Session 1</u>	<u>Session 2</u>	<u>Session 3</u>	<u>Session 4</u>	<u>Session 5</u>	<u>Session 6</u>	<u>Session 7</u>
Flagpole	Blackfoot	Cherokee	Chickasaw	Crow	Comanche	Kiowa	Pawnee
Boats	Cherokee	Chickasaw	Crow	Comanche	Kiowa	Pawnee	Blackfoot
Wildlife	Chickasaw	Crow	Comanche	Kiowa	Pawnee	Blackfoot	Cherokee
Archery	Crow	Comanche	Kiowa	Pawnee	Blackfoot	Cherokee	Chickasaw
BBs	Comanche	Kiowa	Pawnee	Blackfoot	Cherokee	Chickasaw	Crow
Swimming	Kiowa	Pawnee	Blackfoot	Cherokee	Chickasaw	Crow	Comanche
Yard	Pawnee	Blackfoot	Cherokee	Chickasaw	Crow	Comanche	Kiowa

WEBELOS SCHEDULE

Day 1

- 10:00 Check in (Tour camp, turn in swim check, health forms, set up camp)
- 12:00 Lunch
- 1:00 Leaders' Meeting
- 1:00 Scouts work on Campsite Yell & Campsite Flag
- 2:00 Session 1
- 3:00 Session 2
- 4:30 Assemble @ Flag Pole
 - Flag Lowering—Staff
 - Songs—Staff
 - Prayer—Staff
- 5:00 Dinner
- 6:00 Adult Leader Training
 - Youth Protection @ Smith Lodge
 - Safe Swim Defense & Safety
 - Afloat @ Swimming Pool
- 7:00 Ice Cream Social*
- 8:00 Chapel
- 8:30 Assemble @ Flag Pole
- 8:45 Campfire—Staff & Cub Scout Skits*
- 10:00 LIGHTS OUT!!!

Day 3

- 7:00 Get up
- 7:30 Assemble @ Flag Pole
 - Flag Raising—Chickasaw, Crow, Comanche
 - Song—Cherokee N
 - Prayer—Cherokee S
- 7:45 Breakfast
- 8:30—11:00 2nd year Webelos COPE Session for Blackfoot E, Blackfoot W
- 8:30 Session 7
- 9:30 Session 8
- 11:00 Start tearing down camp and put equipment by road
- 12:00 Lunch & family time starts
- 1:00 Closing Ceremony
- 2:00 Finish tearing down camp & depart

Day 2

- 7:00 Get up
- 7:30 Assemble @ Flag Pole
 - Flag Raising—Blackfoot E & W
 - Campsite Flag presentation to Staff
 - Song—Quivira
 - Prayer—Comanche
- 7:45 Breakfast
- 9:00—11:15 2nd Year Webelos COPE Session for Quivira, Comanche, Crow
- 9:00 Session 3
- 10:00 Session 4
- 11:00 Time for Scavenger Hunt*
- 12:00 Lunch
 - Song—Crow
 - Prayer—Chickasaw
- 1:00 Down Time/Quiet time @ Campsite
- 2:00—4:15 2nd Year Webelos COPE Session for Chickasaw, Cherokee N, Cherokee S
- 2:00 Session 5
- 3:00 Session 6
- 4:15 Leaders' Meeting
- 4:30 Assemble @ Flag Pole
 - Flag Lowering—Cherokee N & S, Quivira
 - Song—Blackfoot E
 - Prayer—Blackfoot W
- 5:00 Dinner
- 6:30 2nd Year Webelos Swim*
- 6:30 1st Year Webelos Service Project for Camp*
- 7:45 2nd Year Webelos Ceremony*
- 8:00 1st Year Webelos Swim
- 9:30 LIGHTS OUT!!!

* new activities

Achievements that will be worked on in each Session (The badge requirements will be started, it will be up to the leaders to sign books)

Archery	Academic & Sports Belt loop requirements
BB Guns	Academic & Sports Belt loop requirements
Swimming	Webelos Aquanaut Badge (REQUIREMENTS: 1,2,5)
Showman	Requirements 2,3,5,9,20,21 should be completed
Handyman	Requirements 1,3,4,5,6,7,8, should be completed**
Engineer	Requirements 2,6 should be completed
Scientist	Requirement 8 should be completed
Geologist	Requirements 2,3,4,6,9 should be completed**

**Designates Activity Badges that should be all completed at Camp

Rotation Schedule:

Location	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Session 7	Session 8	Session 9
Archery	Blackfoot	Cherokee	Chickasaw	Crow	Comanche	Kiowa	Pawnee	Ponca	Quivira
BB Guns	Cherokee	Chickasaw	Crow	Comanche	Kiowa	Pawnee	Ponca	Quivira	Blackfoot
Swimming	Chickasaw	Crow	Comanche	Kiowa	Pawnee	Ponca	Quivira	Blackfoot	Cherokee
COPE	Day 1 (Session 1-3): 2 nd Year Webelos in Crow, Comanche, Kiowa								
COPE	Day 2 (Session 4-6): 2 nd Year Webelos in Pawnee, Ponca, Quivira								
COPE	Day 3 (Session 7-9): 2 nd Year Webelos in Blackfoot, Cherokee, Chickasaw								
Handyman	Crow	Comanche	Kiowa	Pawnee	Ponca	Quivira	Blackfoot	Cherokee	Chickasaw
Readyman	Comanche	Kiowa	Crow	Ponca	Quivira	Pawnee	Cherokee	Chickasaw	Blackfoot
Citizenship	Kiowa	Crow	Comanche	Quivira	Pawnee	Ponca	Chickasaw	Blackfoot	Cherokee
Naturalist	Pawnee	Ponca	Quivira	Blackfoot	Cherokee	Chickasaw	Crow	Comanche	Kiowa
Fit/Athlete	Ponca	Quivira	Blackfoot	Cherokee	Chickasaw	Crow	Comanche	Kiowa	Pawnee
Crafts	Quivira	Blackfoot	Cherokee	Chickasaw	Crow	Comanche	Kiowa	Pawnee	Ponca

FAMILY ACTIVITIES

Encourage families to attend.

For **Webelos and Big Bear sessions**, lunch of the **third day** is designated for FAMILY ACTIVITIES. Cub Scouts is truly a family organization and we encourage families to experience Cub Scout Camp with your son. This is one of the highlights of camp for the cub scouts, because Family Activities time gives the Cub Scout a chance to proudly show his family around camp. Please come and join your Cub Scout in this memorable experience.

Remind families that Camp safety rules required all persons, adults and children, to wear solid toe shoes. **Barefooted, Sandals or open toe or open heel shoes are not allowed.**

Families may begin arriving in camp any time after 10:00 a.m. to enjoy lunch with their son and final ceremonies.

Families are encouraged to bring a picnic lunch. Guests may eat at the dining hall only if the meal(s) were purchased when the pack checked-in on the first day.

If a parent or guest is not listed on the pack's current Family Guest Check-in Form the Pack must attach an update to the previous submitted form. This process abides by the camp rule that all people must check-in.