HOWARD H CHERRY SCOUT RESERVATION SUMMER CAMP LEADERS GUIDE 2009

2009 Camp Leaders Guide

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Hawkeye Area Council Mission Statement

"To help our youth develop into
wholesome, capable, contributing and personally fit adults,
by instilling in them the values expressed
in the Scout Oath and Law."

Boy Scouts of America Mission Statement

"The mission of the Boy Scouts of America is to prepare young people
to make ethical and moral choices over their lifetimes
by instilling in them the values of the Scout Oath and Law."

2009 Camp Leaders Guide

Letter from Scout Executive

Dear Scout Leader,

On behalf of the Hawkeye Area Council, Boy Scouts of America, allow me to thank you for performing one of the most important leadership roles in all of Scouting. By taking the time to plan and lead your Troop's Summer Camp experience, you are helping to fulfill the great promise of Scouting...to provide an exciting outdoor program.

The Council has spared no expense in providing you one of the finest Scout camps in the world...the Howard H. Cherry Scout Reservation. Almost $3,000,000 has been spent in facility and program improvements over the last 7 years...all to help you provide a quality outdoor experience for your Scouts.

David Cunningham brings many years of experience, and an unprecedented love of camping programs to the table as Camp Director. He has fielded one of the best staffs in the country this year. The experience, enthusiasm and character that you will encounter from this staff will amaze you.

You are helping to create memories that will last a life time, and to instill values and social skills in kids that will have a marked positive impact on the leaders of tomorrow.

Thanks, and I'll you see at Camp Wakonda!

Ed Brandon
Scout Executive

2009 Camp Leaders Guide

Letter from Camp Director

Dear Scout Leaders,

WELCOME to another fabulous summer of camping at HHCSR.

We are pleased that your Scout unit has chosen Camp Wakonda for your long term camping experience. You are attending a fantastic Scout Reservation! Camps Wakonda & Waubeek are second to none. Rangers Rick and Josh and hundreds of volunteers keep the camps and equipment in great shape. New projects are always being started and we are always looking for new ideas to help Scouts grow and enjoy their time at camp. Don't be surprised when different things happen—new things occur every year.

This Planning Guide has lots of dates, procedures and information that will help you BE PREPARED to provide the greatest benefit for your Scouts. There are changes, so I encourage you to read the guide carefully. We have carefully assessed suggestions and applied them to the summer program in order to support your troop program with a great camp experience.

We try to provide activities for every Scout that comes to summer camp, from the first-year camper to the Scout that has been coming to camp for four or five years.

It is my hope that, the programs we are adding this year will aid the Scouts attending summer camp in having their best experience ever. Let me know if there is anything that can be done to make your unit's camp experience more enjoyable.

Camp Wakonda has an outstanding program. It's because of YOU that our staff, program and facilities are great. Your dedication, time, and leadership are what make the Hawkeye Area Council the best! Thank you for the time, leadership and commitment you give to the Scouts in your unit.

Yours in Scouting,

David Cunningham, Summer Camp Director

Scout Office: 319-862-0541

E-mail: campdirector@hawkeyebsa.org

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Experience Tells Us

This is a collection of what experience has taught us regarding merit badge scheduling, advancement and a general overview of how to enjoy and get the most out of your week in camp. Please read it over. You may pick up a few suggestions that will assist you in preparing your Scouts for a great week!

Read This Book! Experience tells us that Leaders who attend a Planning Session and read this book have the information they need for summer camp.

There's more to camp than merit badges! Studies show that boys remember how much fun they had at camp, not how many merit badges they earned. While camp provides the opportunity for a Scout to earn four merit badges, the Camping Committee wants to emphasize the fun at camp. Keep this in mind when planning and allow your Scouts time for the many "other" things at camp.

Help your Scouts plan for success! The most difficult merit badges to earn are those requiring a great deal of time and/or physical skill, coordination and stamina: swimming, lifesaving, environmental science, rifle and shotgun shooting, archery, canoeing, etc. Experience tells us you should evaluate the needs, as well as, the abilities of each of your Scouts before suggesting what merit badges to take.

Complete advance written work at home! Camp is not an ideal classroom for written work. The prepared Scout comes to camp with all of his written work completed. Experience tells us that those who follow this advice can complete the related merit badge much more quickly and will have more time to do some other things.

Have your Scouts try something new at camp! Older Scouts may participate in the "Older Scout Programs" offered. Other Scouts can sign up for a badge they may not have thought of or that they may not be able to easily complete outside the summer camp setting.

Enjoy the camp and the outdoors! Allow your Scouts to plan time to truly enjoy the great outdoors and the beauty of the camp environment. It is a big part of the summer camp experience.

Come to camp prepared! Have your patrols organized, duty rosters completed, advancements and other activities scheduled and have an idea of what YOU want to accomplish with your Scouts. While there are a lot of programs, fun, activities, skits, songs, etc., camp is also part of the aims of the BSA; character development, citizenship training and personal, spiritual and emotional fitness.

Keep your Scouts busy! A big challenge with first year campers is homesickness. If a Scout is moping around camp, take him to the swimming pool or the archery range (if it is free swim or open shoot). A busy boy won't notice he's homesick. The camp phone is for emergencies. Letting a boy talk to Mom or Dad often has the effect of increasing homesickness. Experience shows that 90% of Scouts who leave camp early because of homesickness do not return and seldom remain in the Scouting program. Develop Troop activities during free time. Keep your entire Troop's Scouts involved!

Show your Scouting Spirit! A lively, well-dressed Troop adds to the summer camp atmosphere and spreads enthusiasm to others. Cheers, songs and uniforms are all part of the camp program. Plan accordingly.

Be flexible! Every week Scouts attend camp. The staff is there to meet everyone's needs. We all must practice the Scout Oath and Law in camp, especially when dealing with others or when "things" don't go quite as planned.

Communicate! If you have a need, request, or suggestion that would be beneficial to your Troop or the overall camp operation, please let the Camp Director know as soon as possible. While we do our best to make the camp program great, there is always room for improvement. Many of these improvements over the years have come from Scouts and leaders like you. The Camp Director's door is always open.

Have fun! Scouting is a game and if played by the rules, can be an extremely enjoyable and memorable experience for everyone. The proper attitude and outlook on what we are trying to accomplish with our young Troop members will help us stay focused and allow us to look back and smile on what we have accomplished.

Attend Camp Leaders' Planning Sessions

All leaders attending camp should plan to attend a Camp Leaders' Planning Session. At this meeting there will be a review of the Plans for 2009 and a chance for questions. Two meetings are planned:

Tuesday, February 17, 2009,
7:00 PM,
LDS Church
570 Dublin Dr
Iowa City

Thursday, February 19, 2009,
7: 00 PM,
St. Jude Parish Center,
50 Edgewood Rd. NW,
Cedar Rapids

Troop Summer Camp Preparation

Select Week to Attend

Camp Dates

Week One	June 14 – 20 *
Week Two	June 21 – 27
Week Three	July 5 – 11***
Week Four	July 12 – 18 **

* Mountain Man Week
** Provisional Troop offered
*** Native American Week

Camp Fee

Scout Fees

Camp fees provide central dining hall meals, limited campsite equipment, program equipment and areas, and top quality camp staff.

HAC Scouts:	$205 per Scout attending Howard H. Cherry Scout Reservation.
Out of Council Scouts:	$215 per Scout attending Howard H. Cherry Scout Reservation
Provisional Campers:	$205 per Scout for HAC Scouts. $215 per Scout for out of council Scouts.
Second Week of Camp:	All Scouts who wish to attend a second week of camp will receive a discounted price of $140 per Scout.

Special Program Fees

The following programs carry an additional cost to help cover expenses associated with the program. This fee must be paid at the Council Service Center, before registration in class is allowed. All fees are due by May 19, 2009.

Rifle	**$5.00**	**Shotgun**	**$30.00**
Blackpowder	**$30.00**	**Golf**	**$30.00**

Leaders Fees

Leaders (all): Leaders will be admitted without fee according to the following schedule:

Scouts in Camp:	Number of Leaders Free:
1 - 16	2 (One must be 21 or older)
17 - 24	3 (Two must be 21 or older)
25 - 32	4 (Two must be 21 or older)

For each additional 8 Scouts - add one leader.

Additional leaders: $15.00 per day, or $75.00 for the week.

Fee Deadlines

All Summer Camp and Program fees are due by Tuesday, May 19, 2009.

A $20 Late Fee is charged to anyone missing the above date.
If fees are not paid by this date, the full fee plus late fee, total $225, ($235 out of council) must be paid by the beginning of your week at camp.
Scouts cannot signup for merit badges until all fees are paid. Merit badge signup begins April 15; fees need to be paid by then to select a Scout's merit badges.

Scout Fee Payment

All fees should be paid to the Hawkeye Area Council by the unit, not by individual parents, unless the Scout is attending with the provisional Troop. Please have a designated person in charge of collecting and paying fees to the office. This will simplify the Council Service Center record-keeping, your Troop records, and will help insure a speedy check-in at camp. All of a Scout's fees must be paid in full before any requested merit badges may be released to an individual Scout.

Troop/Scout Information Due Date

Camp registration, with all Troop and Scout information and program fees, is due to the Council Service Center by Tuesday, May 19, 2009.

Patch

All Scouts whose fees are paid according to the camp fee schedule will receive a free patch during the week they attend camp. A limit of one free patch is provided to each youth camper per summer. The patch will be given out in your unit's Saturday check-out packet.

Camperships

A limited number of camperships are available for Scouts who cannot otherwise afford to attend camp. Applications are available at the Council Service Center. These are subject to the following conditions:

1. The Scout should pay as much as possible.
2. The Troop or chartered partner organization should pay as much as possible.
3. The Troop should provide money-earning opportunities (popcorn sales, etc.) for Scouts to help them earn their own way.
4. Scoutmasters should apply only for the balance needed after the above sources are exhausted. Camperships will be issued for a maximum of half the camp fee.
5. Scouts should be assigned some task to perform so they will feel they have earned their own way.
6. The application **deadline for camperships is May 1, 2009**. This applies to all Scouts. If you have Scouts joining your unit after this deadline, make sure that you discuss the need for camperships with their families and complete the necessary paperwork before the deadline.
7. Applications must be filled out completely and have all required signatures to be processed. Incomplete forms will be returned.

Other camperships, usually with more specific requirements, are also offered by outside groups. Contact the Council Service Center for more information.

In any case, no Scout will be denied the opportunity to attend a summer camp program due to financial hardship.

2010 Campsite Reservation

Campsite Reservation: The cost for reserving a campsite in 2010 is $65.00 to reserve a half campsite and $120 to reserve a full campsite. The number of Scouts attending in 2009 will help determine a Troop's need for a half or full site.

Provisional Troop

If you have a Scout or Scouts who are unable to attend summer camp with your Troop, please don't let them miss this fun opportunity. There are other ways to experience the excitement and adventure of summer camp.

One way is to have the Scouts sign up with another Troop. Many times there are Troops from the same community or school district where the Scouts know each other from other activities. Joining them for the week is usually a smooth transition and a great opportunity to meet and make new friends.

Another way to attend is to have them register with the Provisional Troop. Provisional Troops are made entirely of Scouts who could not otherwise attend camp or are returning for a second week of camp. Leadership is provided by the council and the Scouts get the full week experience, plus meet many new Scout friends. The dates for provisional camping are:

Week Four July 12 - 18.

Don't let vacations, summer school, sports or anything else stand in the way of having 100% of your Scouts in camp this summer! Summer camp is a fun team building experience that will help form a spirit of camaraderie between Scouts that might otherwise be missed.

Please contact the Council Service Center if you have any adult leaders planning on attending camp with the provisional unit.

Refunds

Refunds are available in the following instances: illness, death in the family, or a move from the council territory. All refunds will be made to the unit. Fees are not refunded for homesickness or dismissal from camp.

1. Units that fail to attend camp without giving two weeks' notification will forfeit all fees paid.
2. A written request must be made for each individual refund. Refund forms are available at the Council Service Center and the camp office. **Refund requests must be made by the Scoutmaster or Troop Committee and submitted to the Camp Office before or during your week at Scout Camp.**
3. All refund requests will be reviewed by the Council Camping Committee at its September 2009 meeting.

Refunds or credits against anticipated refunds due will not be available at camp. Only applications approved by the Council Camping Committee may yield a refund.

Leader Information

NEW PHYSICAL FORM

Physicals

An Annual Health and Medical Record (34605) completed within the past 12 months is required of every camper. Forms are available at the Council Service Center. Every person who is in camp for more than 72 continuous hours must provide a health history/exam form.

Of particular importance is the following:

- Parts A and C completed.
- Part B completed by a certified and licensed health-care provider.
- Parent's/guardian's signature within the last twelve months
- Copy of both sides of Insurance card
- Parents' work and home phone numbers, and the emergency phone number.

Clean photocopies of completed medical forms should be brought to camp. They will become part of the permanent camp record and will not be returned.

All persons using the pool/aquatics facilities must provide a health form and a swim test.

The Council DOES NOT have Health and Accident Insurance coverage for Scouts and leaders attending camp. All Scouts and leaders MUST have insurance through their Troop or family and have the insurance company name and policy number on their health history form. All leaders should be aware of the actual coverage and limitation of their insurance.

All accidents, no matter how slight, must be reported to the medic so that they may be recorded. First Aid facilities are provided under the supervision of a qualified adult. A first aid officer will be on duty at all times during camp. Serious injuries or illness occurring at Howard H. Cherry Scout Reservation will be taken to a hospital in Cedar Rapids.

Know Your Troop

EVERY Scout and leader who attends camp must have a medical completed. It is advised that the camp troop leader make sure all of your campers have had a physical by a licensed physician and the paperwork is up to date before coming to camp. This will make your first day at camp enjoyable and allow for a smooth check-in.

Medications

All medication must be turned in to the Health Officer at the time of check-in for proper distribution to the campers. Medications must be distributed by the camp health officer.

Medications MUST be in their ORIGINAL CONTAINERS!

All prescription and non-prescription drugs shall be in their original containers. All medications (including those needing refrigeration) are to be locked up in the camp health office. The only exception is for medications, which must be carried at all times including asthma inhalants, bee sting kits and nitro glycerin pills.

This is a state law, as well as, a National BSA camping standard.

It is the responsibility of each Scout to make sure they come to the Medic to receive medications at the appropriate times. Verbal reminders will be given at mealtimes, but ultimately it is the Scout's (and their leaders') responsibility to go to the medic's office.

All medications shall be taken directly to the camp medic upon arrival at camp. This includes all prescription and non-prescription medications. All medication containers shall be placed in a plastic bag with the Scout's name and Troop number on it for easy identification. Any special instructions in addition to the prescription should also be placed in this bag.

Express Check-IN

Take advantage of the Express Check-In process, it will save your unit time and allow for a smooth and easy check-in process.

1) **Pay in full all fees**. (Camp and Program Fees) by Tuesday, May 19, 2009.

2) **Complete a troop roster of all individuals (youth and adults) attending camp with your unit**. Make sure you are including adults that will be staying for only part of the week.

3) **Turn in all youth and adult health forms.** The camp unit leader should take the time to discuss the camp physicals with each participant. Upon arrival in camp the unit leader will be asked if the physicals have been reviewed and if each Scout or leader's current health condition is understood, especially whether there has been any change in their health since their health history was completed or since they had a physical. If you are not prepared when you arrive in camp, your Scouts will need to complete a medical recheck upon arrival. Make sure the health forms are signed by the physician, family and participant if an adult.

4) **As a unit, complete a Unit Swim Classification test.** This test must be lead by an adult approved by the Council and conducted after January 1, 2009. Record the results of the Swim Classification test on the form provided. This form is also available on the Howard H Cherry Scout Reservation Camp Leader's Guide CD and on the council website. Details on the requirements for the Swim Classification test are found listed on the forms. Any Scout not listed on the Unit Swim Classification Test Form will be labeled a non-swimmer until he completes a swim classification test in camp.

Upon arrival in camp we will confirm your unit roster and your unit will be able to proceed to your campsite. You will not need to complete a swim check. Your unit leader will be asked to report to the health officer with all medications and to take a few minutes to review the health forms.

The Aquatics Director can retest anyone using the camp aquatics program at any time it is felt that a swimmer's classification and ability are not the same.

Equipment Needs

Troop

Each Troop and patrol is urged to bring its own equipment to enable the Troop to have an independent operation in its own campsite. The following is a recommended list of equipment every Troop could or should bring:

___ Tents for all campers
___ Lantern
___ US flag
___ Troop flag
___ Patrol flags
___ First aid kit
___ Dutch ovens
___ Water coolers
___ Troop "Library"
___ Materials to teach Scouting skills
___ Sharpening stones and file
___ Map and compass
___ Troop kitchen
___ Extra sleeping bag
___ Ten wooden dining fly stakes per patrol
___ *Scoutmaster Handbook* and *Fieldbook*

Camper

___ Complete Scout Uniform (minimum of two recommended: shirt, pants/shorts, socks, and belt) (neckerchief with slide and hat, optional)
___ Tennis shoes
___ Extra pants
___ Extra shirts
___ Underwear for the week
___ Sweater, sweatshirt or heavier jacket
___ Swim trunks
___ Three Towels
___ Bathroom kit (soap, toothpaste, toothbrush, etc.)
___ Pajamas
___ Air or foam mattress
___ Merit Badge Pamphlets
___ Canteen
___ Small pillow
___ Flashlight with extra batteries and bulb
___ *Boy Scout Handbook*
___ Spending money
___ Rain gear
___ Backpack
___ Sleeping bag
___ Personal First Aid Kit
___ **Medication in original container. (turn in to camp medic upon arrival at camp)**

Optional Equipment

___ Bible or prayer book
___ First Aid Kit
___ Notebook, paper, pencils
___ Camera with extra film
___ Insect Repellent - absolutely no aerosol or pumps
___ Sunscreen
___ Compass
___ Hat
___ Fishing gear and fishing licenses as required by Iowa law.

Radios, iPods, mp3 players, CD/DVD players, electronic games, pagers, cellular phones, shooting equipment, and fireworks, squirt guns, plus other personal valuables are to be left at home. Please identify all personal items with a water-resistant marker.

Campsite Equipment

A considerable amount of time and money has been invested in your campsite. Please take full advantage of your site and remember to take care of the canvas, tables and environment in your site.

Each campsite is equipped with running water and a latrine. A list of emergency procedures, a duty roster assigning Scouts to clean the latrine daily, and a fireguard chart must be posted on the campsite bulletin board.

The camp will provide the following items:

- Flagpole
- Recycling barrels
- Pop Can barrels
- Trash barrels
- Firefighting equipment: shovel, rake, Indian pump, fire cans and water barrel
- Toilet paper*
- Picnic tables
- Saw/ax*
- Cook gear*
- Latrine cleaning equipment: broom, hose, bucket, brush

* These items are available from the camp Quartermaster.

Be ecology-minded. Please do not rake the leaves off the paths in camp or cut ditches around your tents. Do not cut any standing wood. Keep trash out of the latrine pits – trash in the pit keeps it from functioning properly. Any trash found in the latrine will result in a fine. Put litter/trash in trash receptacles; and recycle glass, tin, plastic (types 1 – 7), pop cans, etc. Disposal of waste has become very costly. We need your help to minimize trash and help to conserve our natural resources.

A handicapped-accessible campsite is available, along with handicapped-accessible tentage.

Damaged Equipment

Our Scout Camp puts a very high value on its program and campsite equipment. Our goal is to use it for several years; to do so we need your help in maintaining it and using it properly. Please report any damage and take broken equipment to the Quartermaster as soon as possible. Any damage to camp-owned equipment through negligence and/or abuse will be the sole responsibility of the Troop. Replacement costs will be assessed the Troop based on the retail cost of the damaged item. Troops will be responsible for paying for any damaged items before leaving camp. Please be careful when using camp equipment.

Tentage

Individual

It is requested that Troops provide their own tents if feasible. Any tents with bottoms must be moved during the week to maintain grass. The frequency of moving tents will be determined based on the weather when your Troop attends camp, and will be announced during your week at camp. Camp Wakonda will only be providing tentage for individual campers if requested. Camp tents must be moved once a week to maintain grass in the campsites.

BSA National Standards apply to all tentage used during summer camp. The tents provided by each Troop must meet the following requirement.

- **All tentage in camp meets or exceeds fire-retardant specifications by the manufacturer (CPAI-84) and "no flames in tent" is marked on, or adjacent to, each tent.**

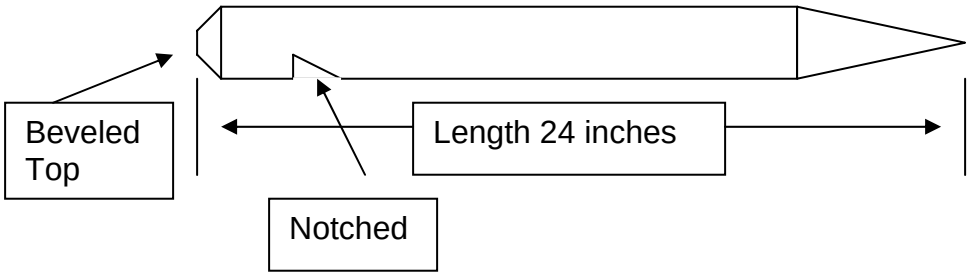
Flys

Supply tents and dining flys must be set up or moved by units when they check in on Sunday. Units are asked to bring a minimum of ten (10) stakes per patrol to camp to maintain a supply for flies.

Stakes

Units that are using camp tents are asked to bring a minimum of six (6) stakes per Scout to camp. Camp does have a limited number of stakes available, but many need to be replaced during the camping season. Bringing stakes with you helps keep camp fees down.

- Stakes should be 2" x 2" x 24". Each stake should have a notch cut into it, the top should be beveled on all sides, and the other end should be pointed. See the figure below. (Note: Not to scale)



Dining

Campsite Cooking

Campsite Cooking is an optional program offered to all units. Units will be given the opportunity to have their Scouts prepare three meals in the campsite. These will be Tuesday dinner, Wednesday breakfast and Wednesday lunch. Food will be provided by the camp. Menus and food pickup times will be available at camp at Tuesday's leaders' meeting. Units may use their own equipment/utensils for meal preparation and cleanup. If necessary cook kits, chef kits, washtubs, etc. are available at the QM. If a unit would like to cook on stoves rather than a wood fire, please bring stoves to camp. Your SPL/PLs should assign Scouts to the following duties: food pickup/return, fire (if using wood), cooking and cleanup.

Special Dietary Requirements

A Special Dietary Needs Form must be filled out by the person needing a special diet. Scouts and leaders who have special dietary requirements are asked to notify the Hawkeye Area Council Service Center **two weeks prior** to the Troop arriving in camp so arrangements can be made. Please use this option for health and religious reasons only. Forms should be specific. (Example: if there is a milk allergy it should be stated whether there is a reaction to all products that contain milk or just when drinking milk.)

Allin Dakin Dining Hall Procedures

Dining hall seating will be assigned to Troops the day they arrive at camp during dining hall orientation.

Two Scouts from each table will report to the dining hall fifteen (15) minutes before mealtime. Waiters will be responsible for setting out eating utensils, beverage cups, napkins, etc. The dining hall steward will inform waiters of any extra condiments for that particular meal.

- Meals will be served cafeteria style. Waiters will be responsible for their table setup and cleanup. Seconds may or may not be available.
- At all meals, Troops enter the dining hall as directed by staff.
- All Scouts and leaders remain in the dining hall until dismissal. There are short programs after each meal.
- The Scout uniform is the expected dress for the evening meal.
- Waiters remain at the table after dismissal for cleanup. The Dining Hall Steward will instruct the waiters when to bring items to the kitchen area and dirty dishes to the dishwasher area. Adult supervision is sometimes helpful in maintaining a smooth cleanup procedure, especially for the younger Scouts early in the week.
- Each Troop will be assigned an additional cleanup task in the dining hall. Waiters need to complete this task before leaving.
- Your cooperation, patience and understanding will be greatly appreciated so the meals and programs will run smoothly.

Family Night

Parents and friends are always welcome at camp. We invite you to see the camp and what the Scouts are doing throughout the week. When visiting camp you are required to check in and out at the camp office. The camp office is located next to the trading post in the Troop Service Building.

Each Wednesday night, camp conducts a special visitors' program. Visitors arriving after 5:00 PM on Wednesday are not required to check in at the camp office.

Troops have the option of eating in the Dining Hall or organizing a Troop family picnic. Dinner will be served at the Dining Hall from 5:30 PM to 7:00 PM for both visitors and Scouts.

Unit leaders should be sure that parents and visitors are aware of regulations and restrictions on tobacco use and prohibiting alcoholic beverages on camp property.

Only authorized vehicles are allowed on the service roads around camp and to the campsites. If you have visitors who need assistance, please let the Camp Director know (in advance, if possible) and he will help them get to their destination.

No overnight accommodations or camping are available for anyone other than paid Scouts and leaders already staying at camp.

Make sure that you provide the total number of Scouts and all guests planning to eat in the Dining Hall on your Troop's Unit Information Form. This is important so we can accurately estimate the total food preparation for family night.

Visitor Meal Prices

On your Unit Information Form, please indicate the number of guests and campers your unit will have eating in the Dining Hall on Family Night. Scout food costs are paid by camping fees; all visitors will need to pay for their own meals. Tickets will be for sale at the entrance to the Dining Hall on Family Night. At other times meals are paid for at the camp office.

Dinner	$7.50	Children under 11	$4.00
Lunch	$4.00	Children under 11	$3.00
Breakfast	$3.00	Children under 11	$2.00

Prices are subject to change depending upon the food service contract.

Program

Beginning April 15, 2009, all Troops will be registered in the **BadgeTracker** program for the number of Scouts whose fees have been paid. You can register for merit badges and program as soon as the Troop is released by the Council Service Center. Please be aware there is an advantage to paying fees as quickly as possible and entering Scouts into the data base. If the fees are delinquent or registration is late the merit badge session may already be filled and an alternate merit badge may be necessary.

Many merit badges and programs are offered every year at camp. This section of the Guide outlines the tentative merit badge/activity schedule, the merit badges and programs offered, and information concerning each activity. Merit badge information including difficulty level, prerequisites, and pre-camp preparation information to help plan a Scout's activities are presented here.

BadgeTracker Registration

Provide the email address of the troop leader responsible for inputting the merit badge data of the troop.

One Screen, One Step, That's It!

Registering a camper for activities in BadgeTracker is a one step, one screen, super simple process. Enter the camper information, the activities they want and when they want them and the program does the rest. When registering a camper, the only information that is necessary is name, age, rank, and the activities he is signing-up for.

Error Free Scheduling

BadgeTracker handles all the validation of camper registrations for you automatically. Every time a new schedule is submitted, the program makes sure there is space in the selected classes, checks that the camper meets the pre-requisites, and makes sure there are no overlapping classes.

Immediate Results

With BadgeTracker you don't have to wait days or weeks to hear back on what activities your campers got and who needs to be re-submitted. The program comes back immediately with any errors or problems with a campers schedule so you can fix it or find a solution now rather than later. A troop of 10 scouts can be completely registered in **5 minutes**.

Troop Reports

Troops have access to reports like Troop Rosters, Registration Status Report, and Individual Camper Schedules. BadgeTracker gives you everything needed to stay organized and to help keep track of your campers at camp.

Daily Program

The tentative daily block schedule for this summer is included below. Times may change depending on interest for each merit badge. Additional merit badges may be available each week. Consult Program Director at the beginning of your week at camp to find what additional merit badges are available.

Daily Schedule

<table>
<tr><th></th><th>Monday</th><th>Tuesday</th><th>Wednesday</th><th>Thursday</th><th>Friday</th></tr>
<tr><td>6:15 a.m.</td><td colspan="5">Mile Swim Practice</td></tr>
<tr><td>7:00 a.m.</td><td colspan="5">Campsite Flag Ceremony and Inspection</td></tr>
<tr><td>7:15 a.m.</td><td colspan="5">Breakfast Waiter Call</td></tr>
<tr><td>7:20 a.m.</td><td colspan="5">Camp wide Flag Raising</td></tr>
<tr><td>7:30 a.m.</td><td colspan="5">Breakfast</td></tr>
<tr><td>9:00 – 9:45 a.m.</td><td colspan="5">Session A</td></tr>
<tr><td>10:00-10:45 a.m.</td><td colspan="5">Session B</td></tr>
<tr><td>11:00-11:45 a.m.</td><td colspan="5">Open Areas; Snorkeling BSA - Pool</td></tr>
<tr><td>12:00 – 1:00 p.m.</td><td colspan="5">Lunch</td></tr>
<tr><td>1:00 – 1:30 p.m.</td><td colspan="5">Troop Time, Preparation for afternoon Merit badge sessions.</td></tr>
<tr><td>1:30 – 2:15 p.m.</td><td colspan="5">Session C</td></tr>
<tr><td>2: 30 – 3:15 p.m.</td><td colspan="5">Session D</td></tr>
<tr><td>3: 30 – 4:45 p.m.</td><td colspan="5">Free Swim - Pool
All other Program Areas Open</td></tr>
<tr><td>4:45 –5:45 p.m.</td><td colspan="5">Troop Activities – Program areas and office closed</td></tr>
<tr><td>5:30 p.m.</td><td>Waiters</td><td colspan="2" rowspan="2">5:30-7:00</td><td colspan="2">Waiters</td></tr>
<tr><td>6:00 p.m.</td><td>Supper</td><td colspan="2">Supper</td></tr>
</table>

Block Schedule

	Session A 9:00 - 9:45	Session B 10:00 - 10:45	AM Free 11:00 - 11:45	Session C 1:30 - 2:15	Session D 2:30 - 3:15	PM Free 3:30 - 4:45
Aquatics				BSA Lifeguard		
Pool	Lifesaving	Swimming	Open Swim	Lifesaving	Swimming	Open Swim
	Swim Lessons	EQ Skills	Snorkeling BSA	Swim Lessons	EQ Skills	
Waterfront	Canoeing	Canoeing	Open Area	Canoeing	Canoeing	Open Area
	Rowing		Open Area	Rowing		Open Area
	Fishing			Fishing		
Shooting Sports	Archery MB	Archery MB	Open Range Action Arch.	Archery MB	Archery MB	Open Range Action Arch.
	Rifle MB	Rifle MB	Open Range	Rifle MB	Rifle MB	Open Range
	Shotgun MB	Shotgun MB	Closed	Shotgun MB	Shotgun MB	Closed
Handicraft	Indian Lore MB	Indian Lore MB				
	Leatherwork	Metal Work	Open Area	Leatherwork	Metal Work	Open Area
	Space Exp.	Woodcarving		Space Exp.	Woodcarving	
	Photography	Pottery		Pottery	Photography	
Personal Wellness	First Aid MB	Emerg. Prep. MB	Open Area CPR?	First Aid MB	Emerg. Prep. MB	Open Area CPR?
Outdoor Skills (Scoutcraft)	Camping	Cooking	Open Area	Camping	Orienteering	Open Area
	Wilderness Survival	Pioneering		Wilderness Survival	Pioneering	
Ecology	Astronomy	Env. Science	Open Area	Rept & Amphibian	Env. Science	Open Area
	Nature	Mammal Study		Fish & Wildlife	Weather	
	Soil & Water			Bird Study	Forestry	
COPE	COPE			COPE		
Climbing	Climbing MB		Open Area	Climbing MB		Open Area
GOLF	Golf MB			Closed		
Mountain Bike	Closed	Closed	Closed	Mountain Bike	Mountain Bike	Open
Eagle Quest	All week; various areas					

Basketry and art to be held in open sessions

Special Programs

Eagle Quest

The purpose of Eagle Quest is to help your first year Scouts with their Second Class, and First Class skills and to explore the camp. They will also cover the Basketry and Fire Safety Merit Badges as part of the program.

This year's program is focusing on Totin' Chip skills, Second Class and First Class requirements, fire building, knots, lashings, first aid, swimming, and nature skills.

Eagle Quest will have open archery and rifle shooting sessions, and make use of the aquatics, nature/ecology, handicraft, and Scoutcraft areas as part of the program.

Planning for your Scouts' success with the merit badges in this program by reviewing the prerequisites will help prepare them before arriving at camp.

A hike and overnight camping trip is part of the program. Scouts will be carrying their gear for the evening, so make sure that they plan ahead before camp!

We recommend as a minimum they plan to bring:

- Sleeping bag
- Ground cloth
- Raingear
- Change of clothes
- Backpack to carry their gear for the overnight experience.
- Water Bottle (Canteen)

Outdoor Skills

Paul Bunyan Woodsman

Prerequisites:	Totin' Chip
Additional fee:	None
Location:	Outdoor Skills
Time:	Open area time

Requirements:

Help another Scout earn his Totin' Chip, demonstrate your skill with a three-quarter ax or saw to do a conservation project, and teach other Scouts how to use woods tools safely to earn this award! Contact the Outdoor Skills Director at camp for an approved project.

Totin' Chip

Prerequisites:	None
Additional fee:	None
Location:	Outdoor Skills
Time:	Open area time

Requirements:

The Scout will learn the Outdoor Code. Understand woods tools use and safety rules from the Boy Scout Handbook. Demonstrate proper handling, care, and use of the pocket knife, ax, and saw.

Firem'n Chit

Prerequisites:	None
Additional fee:	None
Location:	Outdoor Skills
Time:	Open area time

Requirements:

Demonstrate to the Outdoor Skills Director an understanding of the responsibilities of fire safety listed in Boy Scout requirements 2009.

Aquatic

Snorkeling, BSA Time Offered: Afternoon Sessions

Prerequisites:	Blue Swimmer
Additional fee:	None
Location:	Pool
Time:	11:00 am Mon/Tue or 11:00 am Thur/Fri

Requirements:

Explain and demonstrate the use of snorkeling equipment. Learn and practice safe snorkeling.

BSA Lifeguard ***May change in 2009***

Prerequisites:	14 years old See Lifeguard app.
Additional fee:	None

Requirements:

This is a VERY time-consuming activity, and difficult to earn. This will require both afternoon blocks and afternoon free time. Participants must be able to demonstrate skills from Swimming, Lifesaving, and Rowing Merit Badges. CPR certification is also required. See the Application for BSA Lifeguard Certification for full details. Participants will need to use most of their spare time to meet the requirements.

Mile Swim

Prerequisites:	Blue Swimmer
Additional fee:	None
Time offered:	6:15 am practice swims.
Mile swim:	6:00 a.m. on Friday.

Requirements:

Practice swims beginning at a quarter-mile and increasing to a half-mile are offered every morning at 6:15 am. All practice swims must be attended to qualify for the Mile Swim, which will occur on Friday.

Mountain Biking

Prerequisites:	None
Additional fee:	None
Time offered:	PM Merit Badge Blocks

Requirements:

Camp bikes only. Learn the proper and safe way to bike on trails. See the camp from the perspective of a bike. Learn how to climb and descend trials, to navigate rocks and logs, to maintain trails, and to use the principles of Leave No Trace.

Golf

Prerequisites:	None
Additional fee:	$30
Time offered:	AM Sessions

Requirements:

Learn the game of golf. Learn rules and etiquette. Participate in three nine-hole rounds of golf.

Mountain Man Program

Prerequisites:	Must be 13 years old First Class rank or higher
Additional fee:	None
Offered:	June 14 – 20 (all week)

Requirements:

Mountain Man is a High Adventure program tackling a variety of challenging activities designed to simulate the life of an 1860's mountain man. The challenges encountered include obtaining meals with traps and black powder rifles, cooking, trail blazing, hawk throwing, and tracking.

Project C.O.P.E

Prerequisites:	Must be 13 years old First Class rank or higher
Additional fee:	None
Time Offered:	AM or PM Sessions

Requirements:

Challenging Outdoor Personal Experience (COPE) is a High Adventure program tackling a variety of challenging activities designed to build self-confidence, teamwork, and to give you the thrill of a lifetime. These challenging encounters include the Terrible Nitro Crossing, the Trust Fall, going over the Meat Grinder, a 150-foot zip line, a 40-foot "Burma Bridge" 35 feet above the ground, a rappelling wall and many more fun-filled adventures.

(Note to parents: Project C.O.P.E. is a nationally approved Scouting High Adventure program. Adequate safety precautions are in effect to provide a safe fun-filled adventure.)

Long pants are required and you may wish to wear a long sleeve shirt.

Native American Program

Prerequisites:	Must be 13 years old First Class rank or higher
Additional fee:	None
Offered:	July 5 - 11 (all week)

Requirements:

Native American week is a High Adventure program tackling a variety of challenging activities designed to simulate the life of an 1860's Native American. The challenges encounters include obtaining meals with Bow and arrow. The week will cover Native American cooking, basic clothing, lodging, and Native American lore and culture.

Additional Programs

Depending on the availability of qualified staff, additional programs may be added. Plans are under way for an exciting year of challenging activities. More information will be made available in addition to this guide when additional programs are added.

Merit Badges

Start planning early for merit badge signups! The Troop will sign-up Scouts for the merit badges they wish to take using **BadgeTracker**. All merit badge information should be submitted by May 19, 2009. If changes to schedules are necessary, they may be done on Sunday night at camp. Have Scouts use the block schedule on page 15 to select merit badges for each session. Note that COPE, climbing, BSA lifeguard, rowing, and Golf require two blocks.

Key to the merit badge listings on page 21 and 22:

- Difficulty rating: a ten-point scale (1 being easiest) to help determine which merit badges are appropriate for each Scout.
- Prerequisites MUST be earned before the merit badge is complete.

Pre-Camp preparation: suggested requirements to be done prior to arriving at camp. They are written requirements, extended time requirements, or not suitable to the camp setting. The merit badge counselors' focus will be on requirements that are most suited to the camp setting.

May change for 2009

Merit Badge Table

Advancement and Program for Boy Scout Summer Camp 2008

Merit Badges, Prerequisites and Pre-Camp Preparation

Requirements listed here are based on the 2008 Boy Scout Requirements publication. Camp will use the 2009 requirements for merit badges.

Program	Merit Badge	Level	Prerequisites	Pre-Camp Preparation	Cost
Aquatics	Canoeing	7	Swimmer		
	Life Saving	6	1a; Swimmer	Bring long pants	
	Rowing	7	Swimmer		
	Swimming	6	3; Swimmer	Bring long pants	
	BSA Lifeguard	9	Swimmer 14 years old	Bring long pants	
Climbing	Climbing	7		Review Knots	
C.O.P.E.		7	First Class 13 years old	Bring long pants	
Golf		8		Proper golf attire	$30
Ecology			(Bring field notebook) necessary for most Ecology merit badges		
	Astronomy	6		5b, 6, 10	
	Bird Study	7		5	$5-10
	Environmental Science	8		3e, 3f, 6	
	Fish & Wildlife Management	6		5, 6, 7	
	Fishing	5		9; Review Knots	
	Forestry	4		1, 5, 7	
	Mammal Study	4			
	Nature	6			
	Oceanography	4		7, 8	
	Reptile/Amphibian Study	6		8, 9	
	Soil & Water Conservation	7		7	
	Weather	7		8, 9	

May change for 2009

Advancement and Program for
Boy Scout Summer Camp 2008
Merit Badges, Prerequisites and Pre-Camp Preparation

Requirements listed here are based on the 2008 Boy Scout Requirements publication. Camp will use the 2009 requirements for merit badges.

Program	Merit Badge	Level	Prerequisites	Pre-Camp Preparation	Cost
Handicraft/ Indian Village	Art	3		4, 5	$5.00
	Basketry	6			$12.00
	Indian Lore	6		Req. 1 & 2	$3 - $12
	Leatherwork	3			$5 - $12
	Metalwork	7-8		1, 4	$10 -$15
	Photography	5		Obtain camera	Film costs
	Pottery	3		5c, 7	$5
	Sculpture	5			$5
	Space Exploration	4			$10 - $20
	Woodcarving	4	Totin' Chip		$3 - $8
Outdoor Skills (Scoutcraft)	Camping	5		4b, 5e, 8c, 8d, 9	
	Cooking	4		5, 6, 7	
	Orienteering	8		10, Review orienteering skills	
	Pioneering	6		Review knots and lashings	
	Wilderness Survival	6		5: prepare survival kit and bring to camp	
Personal Wellness	Emergency Preparedness	7	First Aid MB	2c, 8, 9	
	First Aid	5		2b, prepare home first aid kit and bring to camp	
Shooting Sports	Archery	8		$2.50 per lost arrow	
	Rifle Shooting	8		1 (dfghi)	$5-$15
	Shotgun Shooting	9	13 years old	1 (dfghi)	$30
	Blackpowder Shooting	9	13 years old	1 (dfghi)	$30

At Camp

Every Troop in camp must be under the supervision of its own adult leaders. **All leaders staying at camp must be registered in Scouting.** One leader must be at least 21 years of age. The second adult must be at least 18. Adult leaders may be male or female and need to be in camp at all times to assume responsibility for the Scouts from their Troop. While we realize it is sometimes difficult to find two-deep leadership for the week, we also feel that with proper and advanced planning, constant two-deep leadership can be arranged.

Please remind any leaders in your unit who are not staying for the entire week or anyone visiting during the week to check in and check out at the camp office when leaving camp or returning to camp. We are required to know who is in camp at all times.

To receive the best possible outdoor experience at camp, full-time adult leadership is essential. Please start now to secure the adults needed to make the Scouts' stay as enjoyable as possible. If one or more of your "in-camp" leaders lacks the experience, help them to receive the training that will make his or her stay and the Troop's week more enjoyable. It will be well worth your time as Scoutmaster and pay dividends for future outings after camp is over. The more trained adult leaders in your Troop, the better the program will be.

Adult Leaders' Meetings

As leaders in camp it is important we get together as a group at least once a day. As a staff, it is a way to stay in touch, review activities, explain programs and get valuable feedback on your week. It is also a great time to meet with your peers and discuss Troop operations, procedures, etc. Everyone benefits from these meetings, and while we try to keep them brief, we want to also make sure we are hearing and responding to your needs to make your stay as enjoyable and carefree as possible. These daily meetings will be scheduled in the morning. Meetings will be on the porch of the Troop Service Building (TSB).

Special Adult Training Programs

Adult leaders will have opportunities to sit in on some mini training programs conducted by qualified staff members or outside visiting trainers. Times for each session will be announced at camp. Sessions may vary from week to week depending on the availability of instructors and the desires/needs of leaders in camp.

Some of the training sessions may include:

- Safety Afloat
- Safe Swim Defense
- Climb On Safely
- Leave No Trace

If you have other topics that you would like to present, please let us know prior to arriving at camp.

Shower Facilities

The camp has shower areas, open 24 hours a day, for both adults and youth. A separate handicapped-accessible shower is also available. The adult shower areas are to be used by adults only. There are separate adult facilities for men and women. Scout-age campers have their own facility. No youth are to use adult shower areas at any time. No adults are to use the youth shower areas at any time. Leaders and Scouts are reminded to police these areas to ensure cleanliness throughout the week. **Neglect in maintaining the health and safety of the shower areas may result in a reduction of open hours of the shower area.**

Uniforming

Why do Scouts have a uniform? For the same reason that sports teams, mail carriers, and fast food employees do. A uniform gives a standard to be met, promotes group spirit and a sense of identity. It also designates equality among members of the group. The Scout uniform is appropriate dress any time during the day and is especially encouraged for evening meals and flag ceremonies. The uniform consists of the short sleeve Scout shirt, Scout shorts with a Scout belt, and Scout socks. Uniform options might be an official BSA hat, neckerchief, etc.

Honor Camper Award

This award is presented to one Scout in your Troop. It is a way of recognizing an outstanding Scout in your Troop. The leaders of your Troop determine the selection process of your unit's recipient. If your Troop wishes to honor more than one camper, additional patches may be purchased from the Camp Director for $3 each.

Spending Money

A well-stocked trading post is operated at camp. Items include handicraft materials, T-shirts, merit badge pamphlets, handbooks, ice cream, soft drinks, batteries, candy and camping equipment. The trading post and quartermaster are normally closed ½ hour before mealtimes.

Merit badge work in some of the program areas requires an additional expense to complete. Below is listed the approximate cost of supplies needed for the merit badge. Also listed is the cost of other items available.

Leatherwork	$8.00 - $15.00	Basketry	$12.00
Woodcarving	$5.00 - $10.00	Metalwork	$3.00 - $12.00
Indian Lore	$3.00 - $10.00	Woodworking	$5.00 - $10.00
Troop Photos	$4.00		
Space Exploration	$10.00 - $20.00	Camp T-shirt	$13.00
Archery	Lost Arrows - $2.50 ea	Eagle Quest	$12.00

Weekly Program

2009 marks 78 years of providing quality Scouting programs to thousands of Scouts and Scouters at the Howard H. Cherry Scout Reservation. This year's programs are sure to be fun, educational and a great challenge for everyone. Here is a partial outline of what to expect. More details will be added when you arrive at camp.

Sunday

1:00 p.m. **Meet the Camp Commissioner:**
The camp commissioner will greet you at the flagpoles and introduce you to your staff guide. Your guide will assist your Troop throughout Sunday's activities. For safety purposes no congregation of campers will be allowed in the parking lot.

Check in at the Camp Office:
Settle any remaining fees and receive your Troop's merit badge schedules. (Leaders to go with your Troop guide).

1:00 - 5:30 p.m. Dining Hall Orientation:

- **Troop Pictures:**
  We would like the Troop dressed alike in either Scout class-A uniform or Troop camp T-shirts. We request that all units be photographed to provide a camp photo history.
- **Swim Checks:**
  Times will be assigned for your swim checks at check-in. This and medical re-checks can be completed before camp (see Express Check In section). Swimming tests will be given to every person, youth or adult, who wishes to use the Aquatic area. Based on their ability to complete the requirements, they will be given a tag that will determine where they can go within the marked swimming area. Again, to participate, you must have a current and properly completed medical form on file at the Health Office.
- **Camp Orientation and Campsite Setup:**
  Your Troop Guide will lead you throughout the afternoon, including camp orientation and campsite setup

6:00 p.m. **Supper:**

7:15 p.m. **Rifle, Archery, and Pool orientation sessions:**

Sunday's Leader's Meeting:
Sunday evening you will meet the Camp Director and his key staff. They will discuss the upcoming week and answer your questions. Any program ideas or suggestions that will help improve camp are welcomed. Only one leader from each Troop needs to attend.

8:15 p.m. **Flag Ceremony and Opening Campfire:**

Evening Activities

Monday

Chapel
Patrol Games

Tuesday

Chuck wagon supper
Overnights

Wednesday

5:30 p.m. Family Night Potlucks, dining hall open for supper
5:30 p.m. Family Night Activities
8:30 p.m. Campfire, OA Call-Out

Thursday

Overnights

Friday

Closing Campfire

Events are subject to change. Times will be announced at camp.

Saturday Check Out

Saturday Morning Schedule:

7:30a.m.	Staff guides will be at your campsite to help your unit with checkout procedures.
7:30-8:30a.m.	Continental breakfast for campers at the dining hall. Make sure your Scouts (and parents) visit the patio of the dining hall to check the lost-and-found one last time!
Before 9:30a.m.	Units are to check out before 9:30 AM. Checkout is by the camp commissioner or designated campmaster.

The checkout list contains the following:

- All equipment checked out from the QM must be returned clean, complete and without damage by Saturday morning. The QM will sign your checkout sheet prior to office clearance.
- An inspection of the campsite must be conducted by the campsite guide, SPL and SM. Any damages will be reported to the camp office for clearance before the unit may check out.
- The unit must settle any outstanding financial accounts (i.e.: damage fees, commissary charges, etc.) These cannot be charged against unit accounts held at the Council Service Center.
- Return all SM and SPL evaluation forms to the camp office.
- Make certain you receive the packet containing merit badge completions/partials and camp pictures your unit ordered. Please make sure everything is correct before leaving camp!
- Check for "lost and found" items in front of the dining hall. Check at the Troop Service Building for lost valuables.

Camp Leaders Guide

Camp Policies

Individual Check-In/Check-Out

It is important that we keep accurate records of everyone in camp in case of an emergency. All Scouts, leaders, and visitors who either arrive or leave camp during the week must check in or out through the camp office.

To ensure that the person checking a Scout out of camp is authorized by the Scouts guardian the Troop leader must have a list of persons authorized by the Scouts guardian.

Scouts permanently leaving camp before the end of the week must have a written release ("Scout Leaving From Camp Early Report") signed by the parent/guardian and unit leader and presented to the Camp Clerk. Forms will be available at the camp office.

Scouts Dismissed From Camp

Scouts dismissed from summer camp for any disciplinary reason will not be allowed to return to camp any time during the same summer.

Also, camp fees will not be refunded. Disciplinary dismissal will be determined by the attending Scoutmaster and the Camp Director. This may require immediate removal from camp property.

Fireworks

Use or possession of any type or class of fireworks at camp is prohibited. Unit leaders shall be responsible for enforcing this. Any Scout found to be in possession of fireworks, including rocket engines, will be sent home from camp by the Camp Director.

Knives, etc.

No blades over 4" long are allowed. Non-folding sheath knives, throwing stars or martial arts weapons are not allowed at camp.

Firearms, Ammunition and Archery Equipment

Privately owned guns, rifles and/or ammunition are prohibited and may not be brought or used at any time. Personal archery equipment, if brought, must be checked in upon arrival at camp and will be stored at the camp office. Staff will transport it to the range. Failure to comply will result in dismissal from camp.

Troop Trailers

If you have a Troop trailer, upon arrival inform the Camp Commissioner. A member of the Harbormaster Corp will guide you to the area in your campsite to locate your trailer. When you are ready for your trailer to be removed, contact the Camp Clerk for arrangements.

Pressurized Aerosol Cans and Pumps

Aerosol cans are not allowed in camp. Aerosols remove waterproofing when used in/near tents and are dangerous near fires. Pumps can also remove waterproofing when used near tentage and are not recommended.

Telephone Policy

Telephone service is available for emergencies only. Advise parents that a return number must be left and there may be a considerable lapse of time before a call can be returned because of the time needed to locate Scouts. Except when returning an important call, Scouts may place calls only with their unit leader present. There will be no exceptions. Except in the case of an emergency, calls will only be placed from the camp office. Please note that long-distance calls cannot be made from camp. Calling cards will be available in the trading post should you or members of your Troop need to make a long-distance call.

Cellular Phones: Problems have arisen in the past when Scouts have used cell phones. Please keep your cellular phones locked up. If you need to use your cellular phone, please do so out of sight of the Scouts. Scouts should not bring cell phones to camp. Please require Scouts to use the camp office phone if it is necessary to place a call.

Health Inspections

Campsite inspections will be conducted daily to help ensure the health and safety of the campers. Your Troop is expected to maintain their areas by keeping them both clean and safe.

Electronic Equipment In Camp

All Scouts and leaders should leave their DVD/CD players, electronic games, iPods, mp3 players, and TVs at home. The unit leader may bring a small radio for weather and news reports. It is agreed by the majority of those at camp that the outside world via electronic equipment doesn't belong at camp.

Liquid Fuels

All liquid fuels used by Troops at camp must be checked in with the Camp Quartermaster for proper and safe storage. Fuel may be checked out as needed during the week.

Parking Regulations/Vehicles

National camping policies clearly state that private vehicles are not to be parked beyond the camp parking lot. Roads in camp will be restricted to service vehicles. Absolutely no persons are allowed to ride in the beds of trucks or on the back/front of trailers or cars. Handicapped-accessible parking is available in the main parking lot.

Camp Leaders Guide

Access to Camp Waubeek

There are adequate trails connecting Camp Wakonda to Camp Waubeek and we recommend that Troops schedule a hike to explore camp using the trail system. Walking on Boy Scout Road between the camps is not recommended and should be limited to emergency situations only.

Alcoholic Beverages

Absolutely NO alcoholic beverages are allowed in camp.

Tobacco and Smoking Policy

No tobacco use of any kind is allowed in any camp structure, including tentage, with the exception of the Ranger's residence. Smoking is to take place only in posted designated smoking areas. No minors are allowed in the smoking area.

Emergency Procedures

Fire, Lost Person, or Lost Swimmer

Signal: Intermittent sounding of siren.

What to do: **All activities cease!**

Staff reports to preassigned areas. Campers/guests go to the flagpole area and line up by unit. Unit leaders will be asked to account for all Scouts and leaders to a staff member at the flagpole. All units will wait in the flagpole area for instructions.

All Clear Signal is three (3) short siren wails.

In Case of Fire in Your Area

Send two (2) runners to report the fire. Go to the closest staffed area. Make sure information is passed to or given directly to the Camp Director.

If it is safe to do so (and you will not be taking any unnecessary chances), organize the rest of the Troop with shovels, rakes, water pails and fire buckets and proceed to extinguish the fire. Remember that the safety of the Scouts and leaders is the primary concern.

General Fire Safety Precautions

At all times, water barrels must be kept filled and used only for an emergency. (They must not be used for washing, etc.)

Fire buckets and extinguishers must never be used except in the case of fire.

Each unit is responsible for the observance of good fire precautions at all times. Leaves, brush, refuse, etc. should not accumulate near the tents or cooking areas. (This does not mean to rake away all leaves since this is a poor conservation practice and leads to erosion.)

Fires are to be built only in fire rings.

Take extra precautions on windy days.

No fires are to be left unattended. Put them dead out before leaving your campsite or retiring for the night.

Storm or High Winds

Signal: Continuous sounding of siren.

What to do: All activities cease!

Everyone go to the closest low-lying area. Stay there until All Clear Signal or told by a staff member that it is safe. (Not hearing the siren is not an indication that it is safe. Electricity may be out.)

All Clear Signal is three (3) short siren wails (or truck horn, etc.).

High Temperature/Humidity Plan

When temperatures and/or humidity become excessive program areas will be adjusted. (Excessive: temperatures, over 90°F, or temperature/humidity, above 100°F apparent temperature),

Program areas will limit activities to assure the health of all campers.

1. Provide adequate drinking water at all program areas and activities. Drinking water is vital. Encourage everyone to drink at least half a quart per hour.
2. Provide shade and use frequent breaks in the activities.
3. Encourage the wearing of hats for cooling. Also, wetting the top half of your body promotes cooling.
4. Wear loose-fitting clothing in light colors.
5. Sunscreen should be worn, particularly by persons with fair complexions. Avoid too much sun.

Health/Medical Emergencies

All medical emergencies are to be dealt with by the health officer. Any major injury should be dealt with at the site. Never move a fallen victim! Medical treatment will be done at the site.

Scouts and leaders needing treatment beyond first aid will be transported to the Emergency Room of a local hospital in Cedar Rapids. St. Luke's Hospital is our primary care provider, but Scouts may be transported elsewhere by request.

Universal precautions are to be used at all times. Gloves are to be worn whenever blood/body fluids are present. Blood spills must be cleaned up as per blood born pathogen guidelines - 10% bleach solution. Biohazard containers are provided for all soiled bandages and dressings, and sharps containers for all syringes and needles. Biohazards are disposed of by the ambulance service.

Earthquakes

In the event of an earthquake, everyone should move rapidly to an open area outdoors away from buildings, structures, trees or embankments. Remain there until the all clear signal is given then assemble at the flagpoles for instructions.

Child Abuse

BSA Youth Protection guidelines state that any instance of child abuse should be reported immediately to the Camp Director.

Media

The Camp Director needs to be notified of all media in camp. Staff will provide media escort and supervision.

Camp Leaders Guide

Summer Camp Promotion

Parents Meeting

A key to any successful Scouting activity is communication. This is no different for summer camp, and it is important that the Troop leadership communicate with the Scouts and their families.

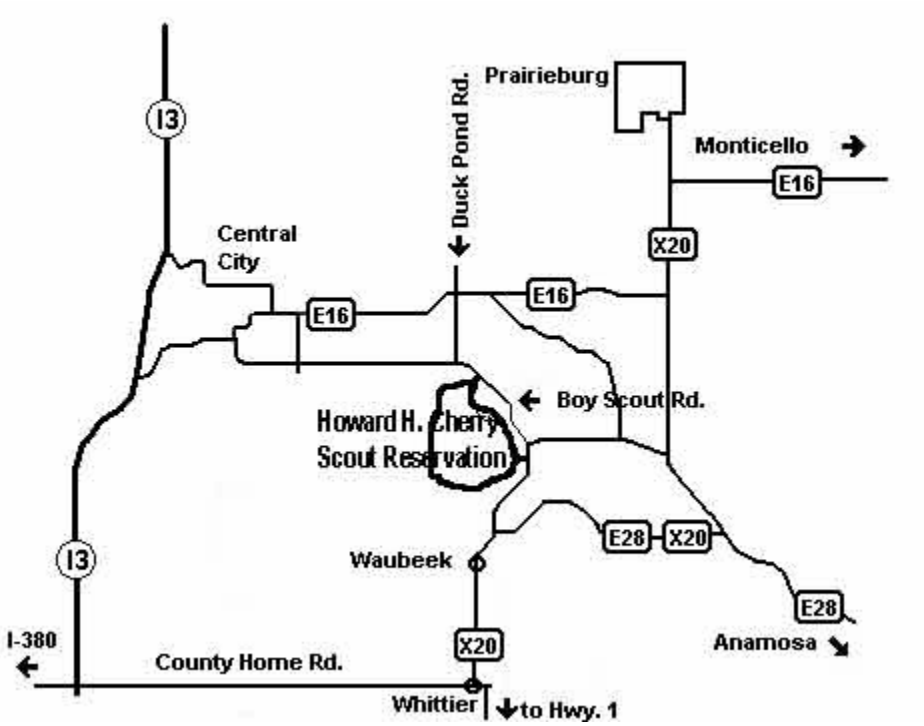
In order to share information with your Scout families, we suggest you hold a Parents' Meeting to publicize your trip to camp and share key information with your Scouts and parents. In this way, you can build enthusiasm for the week at camp and keep everyone informed of key dates and information. Remember to invite the second-year Webelos and parents to keep them informed of your Troop's summer plans!

Some important items to share with your parents and Scouts:

- Your Troop's week at camp
- Fee Schedule
- Activities/Merit badges available at camp
- Family Night Information
- Uniforming
- What to bring to camp
- Transportation to and from camp
- Medications and medical forms
- Camp sign-in/out procedure
- Troop photo orders may be made on Family Night

Camp Leaders Guide

Directions to Camp



Camp Wakonda
4521 Boy Scouts Road
Central City, Iowa 52214
(319) 438-1837

Camp Waubeek
4390 Boy Scouts Road
Central City, Iowa 52214
(319) 438-1950

From Iowa City/Cedar Rapids: North on I-380 to exit 28, turn right (east) onto County Home Road (E34), go east to Hwy 13, continue east 5 miles into town of Whittier, turn left (north) onto Whittier Road (X-20), go 5 miles to town of Waubeek, turn right crossing bridge onto Boy Scouts Road, go 1 mile to Camp Waubeek, 2 miles to Camp Wakonda.

OR

North on I-380 to exit 16, turn right (east) onto IA 151/30, go east 6.8 miles to exit 259 turn right onto Hwy 151/13, continue north 11.5 miles to County Home Road (E34), turn right go 5 miles to town of Whittier, turn left (north) onto Whittier Road (X-20), go 5 miles to town of Waubeek, turn right crossing bridge onto Boy Scouts Road, go 1 mile to Camp Waubeek, 2 miles to Camp Wakonda.

From Central City: (Hwy 13) East 3 miles on E16, turn right (south) onto Duck Pond Road, go .7 miles, turn left onto Boy Scouts Road, go .7 miles to Camp Wakonda, 1.7 miles to Camp Waubeek.

From Monticello: Turn right (west) onto E16, go 12.4 miles, turn left (south) on X-20, go 1.2 miles, turn right onto E16, go 2.2 miles, turn left (south) on Duck Pond Road, go .7 miles, turn left onto Boy Scouts Road, go .7 miles to Camp Wakonda, 1.7 miles to Camp Waubeek.

Camp Leaders Guide

Camp Leaders Guide

Questions?

Feel free to call or write for more information or clarifications to:

Hawkeye Area Council
660 32nd Ave. S.W.
Cedar Rapids, IA 52404-3910

Camp Director: **David Cunningham** (319) 862-0541
or contact Dave Wertz (319) 862-0541
Council Service Center Fax (319) 862-0544

http://www.hawkeyebsa.org
campdirector@hawkeyebsa.org

Boy Scout Camping Subcommittee:
Doug Anderson (319) 393-5221