Howard H Cherry Scout Reservation Summer Camp Guide for Families 2009

2009 Camp Guide for Families

2009 Camp Guide for Families

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."

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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
** Native American Week
*** Provisional Troop offered

Program

Beginning April 15, 2009 the Troop can register all paid Scouts for activities. So please be aware there is an advantage to paying fees as quickly as possible. 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.

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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

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

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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

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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 Leatherwork and Nature 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

Totin' Chip

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

Requirements:

Subscribe to the Outdoor Code. Learn woods tools use and safety rules from the Boy Scout Handbook. Learn proper handling, care, and use of the pocket knife, ax, and saw.

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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.

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.

Aquatic

Snorkeling, BSA

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

Requirements:

May change in 2009

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

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.

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BSA Lifeguard

Prerequisites:	14 years old See Lifeguard app.
Additional fee:	None
Time Offered:	Afternoon Sessions

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.

May change in 2009

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.

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.

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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
Time 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.

Native American Program

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

Pre-Camp preparation: suggested requirements to be done prior to arriving at camp. They are either written 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.

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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

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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

May change for 2009

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Camp Fee

Scout Fees

All fees should be paid to the Hawkeye Area Council (HAC) by the unit, not by individual parents, unless the Scout is attending with the provisional Troop. Please pay the designated Troop individual in charge of collecting and paying fees. All of a Scout's fees must be paid in full before access to merit badges registration.

Fees Due: All fees are due no later than Tuesday, May 19, 2009.

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 attend a second week of camp will receive a discounted price of $150 per Scout after the first week.

Special Program Costs

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

Rifle	**$5.00**	**Golf**	**$30.00**
Blackpowder	**$30.00**	**Late Fee**	**$20.00**
Shotgun	**$30.00**		

Fee Deadlines

Summer Camp and Program fees due by 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.

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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 pay fees to the designated person in charge of collecting and paying fees to the office. All of a Scout's fees must be paid in full before any requested merit badges may be released to an individual Scout.

Fees Due: All fees are due at the Hawkeye Area Council Service Center no later than Tuesday, May 19, 2009.

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 a fee 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 during your Troop's 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 will yield a refund.

Cost of Supplies

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		Eagle Quest	$12.00
Troop Photos	$4.00		Camp T-shirt	$13.00
Space Exploration	$10.00 - $20.00 (depends upon the rocket)		Archery	Lost Arrows - $2.50 ea

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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.
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.

Provisional Troop

If you have a Scout or Scouts who are unable to attend summer camp with their 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 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.

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Physicals

NEW FORM

Annual Health and Medical Record, Form 34605, must be completed annually by all campers. Forms are available at the Council Service Center.

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 given to the Troop summer camp leader for camp as 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.

First Aid Facilities

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.

Medications

All medications shall be given to the Troop leader in camp to turn in to the camp medic. 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. The Troop leader will check all medications in with the health officer for distribution.

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.

Special Dietary Requirements

Our commissary staff is aware of the varied dietary needs of our campers. To accommodate these needs they need a Special Dietary Needs Form completed two weeks before the Scout attends camp. 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.)

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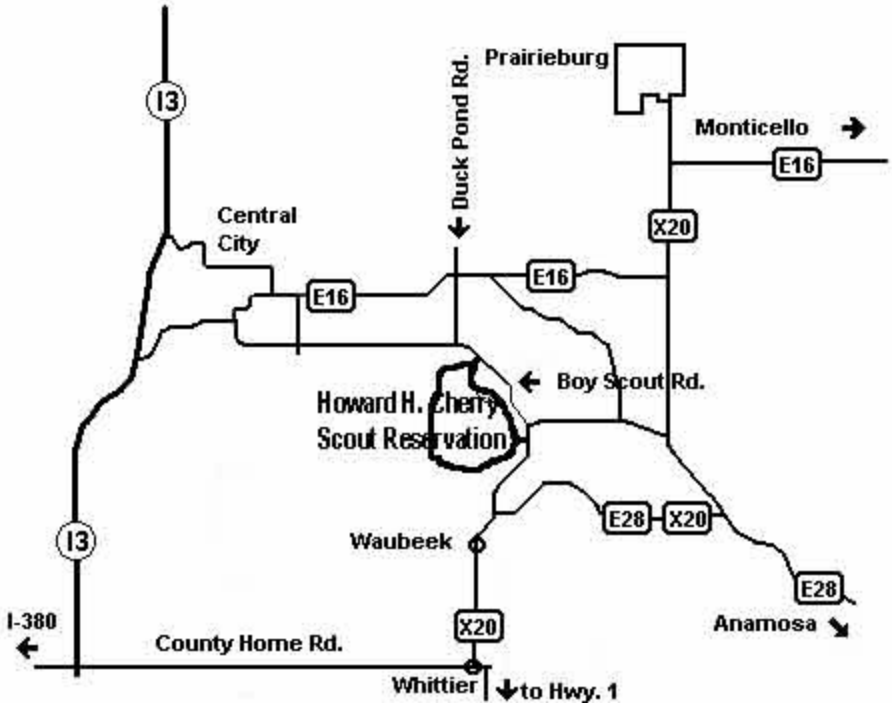
Directions to Camp



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.

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Equipment Needs

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
___ **Medication in original container. (turn in to camp Troop leader)**

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, CD players, 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.

Spending Money

A well-stocked trading post is operated at camp. Items include handicraft materials, additional rifle and shotgun rounds 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.

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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 leader. This is important so we can accurately estimate the total food preparation for family night.

Visitor Meal Prices

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.

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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 may 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.

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.

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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 are 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.

Telephone Policy

Telephone service is available for emergencies only. 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. Scouts should not bring cell phones to camp. Scouts are required to use the camp office phone if it is necessary to place a call.

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.

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.

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 mp3/CD/DVD players, video games, cell phones, 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.

Access to Camp Waubeek

There are adequate trails connecting Camp Wakonda to Camp Waubeek. 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.

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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