

# Parent & Leader Guide

## Riverside District

### Cub Scout Cub Family Campout



## October 2-4, 2026

# EVENT INFORMATION

## EVENT LOCATION

Youth Area of Wickham Park, 2500 Parkway Dr., Melbourne, FL 32935

## EVENT REGISTRATION

This is a program paid event (no registration fee). Guests must register online prior to the event. Registration closes on Saturday, September 26. Riverside District offers secure online registration with confirmation.

## EVENT WRISTBANDS

Wristbands must remain on for the duration of the event and must be worn by all visitors (siblings, parents, etc). This includes those attending just for the day on Saturday.

## EVENT CHECK-IN

Each attendee and volunteer will be required to report to the youth pavilion to check in upon arrival on Friday evening or Saturday morning. Please see page 4 & 5 for more details.

## EVENT ITEM

Each Scout will receive an event item commemorating their participation in 2026 Deserted Island: Riverside District Cub Family Campout. Only guests who register by Saturday, September 12 will be guaranteed an event item. The event items will be distributed to the unit leader at Checkout Sunday morning from 8am-9am in the Youth Pavilion.

## DRESS CODE

For Saturday Flag Ceremonies, Scouts are asked to wear their **Field Uniforms** (formerly referred to as “Class A”). During activities on Saturday, Scouts may wear their **Activity Uniforms** (formerly referred to as “Class B” or Pack T-shirt). **Field Uniforms** are required for the Flag Ceremony 8:45am Saturday and Interfaith Service on Sunday morning at 8:30am. Participants must wear shoes when outside of their tents. Shoes worn around the camp and activity area must be closed-toe and closed-heel (no crocs or sandals).

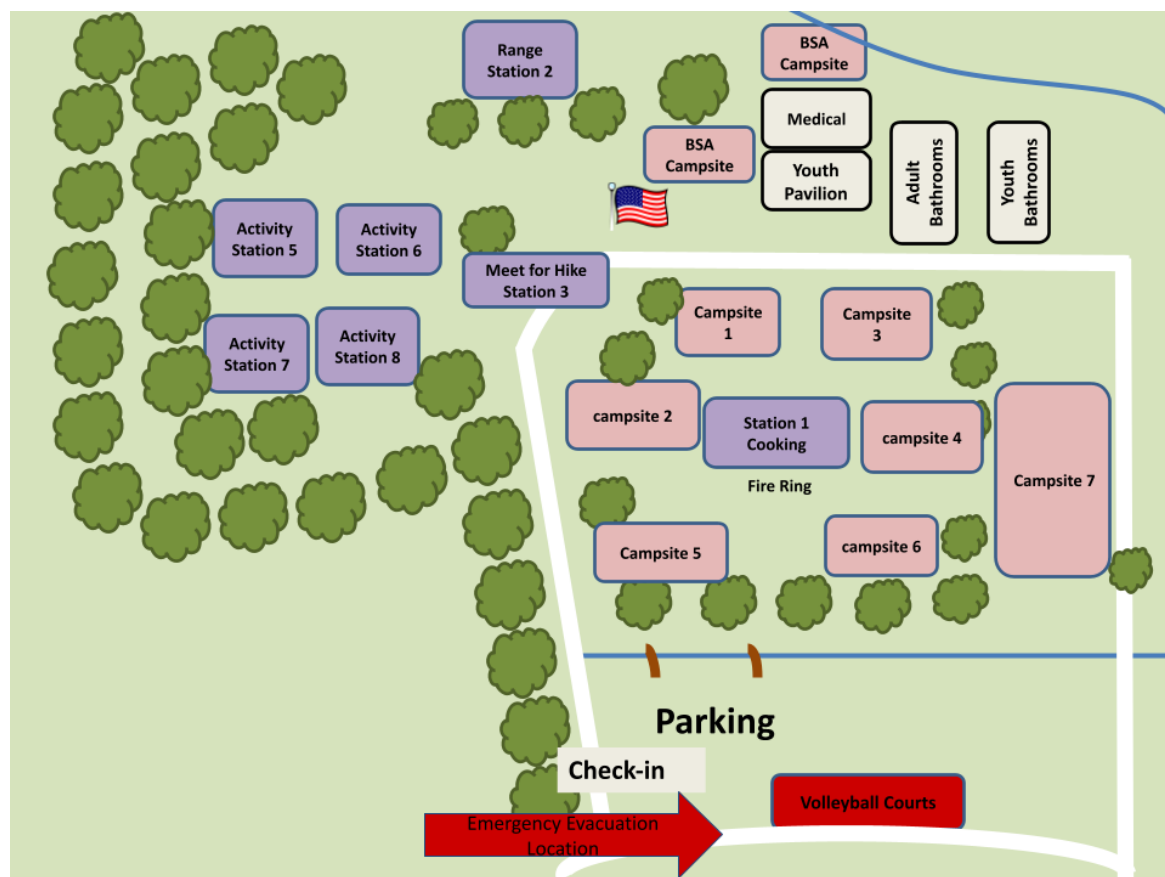
## PRE-CAMP UNIT PREP: CAMPFIRE & SURVIVAL BUILD

**Campfire & Survival Structure** - Please have your unit come prepared with a Scout-appropriate **skit, song, joke, and/or run-on** to perform during Saturday's Campfire Program.

Scouts will also build a **"survival structure or rescue boat build"** during Saturday's Round Robin. Materials will include tarps, poles, bamboo, string, and cardboard boxes. Come prepared with an idea or plan for your structure. We'll provide additional ideas at camp, but we know our units like to come prepared!

## FACILITIES

The campout takes place entirely within the Youth Camping Area of Wickham Park, at the rear of the park. The 15-mph speed limit will be strictly enforced. There are bathrooms on site. Electricity is available in the pavilion for medical equipment if needed. If you require electricity for medical reasons, please contact the Cub Family Campout **Event Director** Patricia Teague or Bill Amoroso.



## MEALS

Packs will cook as a unit and are responsible for **meal planning, food storage, and food safety**. Friday night, create your own campsite **Cracker Barrel!**

**Kona Ice** will be available Saturday from **2–4 PM**.

**Important:** Cook **only with propane**. Campfires are permitted **only in the Wickham Park Fire Ring during designated campfire times**. Please do not start fires on your own. A Fire Marshal will be present during scheduled campfires.

## CHECK-IN PROCEDURE (AO-804)

### Friday Night Arrivals:

- **Participant Entrance** - The gates to our camping area will open on Friday from 5 pm-8 pm. **Please arrive as early as possible.**
- **Pack equipment** (such as trailers) may be brought to Wickham Park on Friday between 5-8 pm. Only Pack equipment will be allowed to be driven into the park on Friday. **NO EXCEPTIONS.**
- **Wickham Park Gates** - Park Entrance gate closes at 8 pm. There will be no exiting the park after 8 pm by vehicle unless there is an emergency. If so, contact Patricia Teague or Bill Amoroso to arrange a safe exit.
- **Check-In** will take place at the Youth Pavilion as soon as you arrive. While campsite details will be emailed to unit leaders prior to the event, all attendees must stop at the check-in station to confirm site information and receive event wristbands.
  - **Traffic & Parking:** Traffic assistants will guide you to your designated parking spot. Please note that all internal camp roadways are closed to vehicles.
  - **Medical Forms:** Please ensure you have your completed medical forms with you or that your unit leader has them on hand.
  - **Patience Appreciated:** We strive to check families in as quickly as possible, but brief wait times may occur. Thank you for your patience!
- Once you are **directed to your campsite**, you will carry or wagon your camping equipment to your unit area. Please keep your areas compact, as we have some large packs attending, and we want to keep all of the scouts with their packs. **The campsite size depends on the number of people registered on time for each pack.**

### Saturday Arrivals:

- **Check-In** - Please check in at the main gate of the Youth Area between 7 am to 8:30 am. Bring your medical forms with you to check in (or make sure your unit leader has your medical forms). The flag ceremony starts promptly at 8:45 am, and others will be checking in, so please arrive early.

- **Campers** - If you have camping equipment to take to your campsite on Saturday, we suggest that you have it brought in on Friday or wagon it to the campsite on Saturday. No vehicles will be allowed into camp on Saturday.

## VEHICLES & PARKING

- The speed limit for all of Wickham Park is 15 mph – this will be enforced by Melbourne Police!
- Handicapped parking will be designated as the first row. If you need special assistance, please let us know ahead of time to make proper accommodations.
- If an emergency arises that necessitates leaving camp early, please contact the First Aid Station.
- No bicycles or motorized vehicles of any kind will be permitted in the Youth Area during the event (including but not limited to E-bikes, Segways, scooters, golf carts, etc.)

**Friday** – trailer/unit vehicles will only be allowed into the campsites to drop off unit trailers or unit equipment. All others must wagon in.

**Saturday** – NO vehicles will be allowed into the camping or activity area!

**Sunday** – trailer/unit vehicles will be allowed in once the gates are dropped at designated time. All others must be wagoned out.

Please **park** in the Youth Camping Parking Lot. Make sure to lock your vehicle. Make sure your Cub Family Campout Event Parking Pass is visible on your dashboard. There may be a Scouting Unit directing traffic and managing parking.

## CHECK-OUT PROCEDURE

At the conclusion of the Scouts Own Service on Sunday morning, Packs will be able to begin breaking camp and getting ready for campsite inspections. Cars will not be allowed in the Youth Area until the event leader's approval that it is safe to allow vehicles to enter. This will ensure the safety of our children.

**Leave No Trace:** Remembering that a Cub Scout always strives to leave a campsite better than they found it. We ask that each Pack conduct a "Leave No Trace" walk through their campsite after breaking it down. A dumpster will be on-site for trash disposal. If the dumpster is full, please take your garbage home with you as they will not pick it up if there is trash beside it. There are also dumpsters on either side of the lake outside of the Youth Camping Area.

**Check-Out Campsite Walkthrough:** Event staffers will be inspecting campsites on Sunday morning. Once your campsite has been inspected and approved, event staff will check out your unit and hand the unit leader the event patches.

# SAFETY INFORMATION (AO-804)

- **Report any accident or injury to event staff** – even if you treated it yourself (i.e., minor cuts/scrapes)
- There will be a certified medical officer on site to provide any medical attention as needed, all weekend.
- Do not run in the Youth Area or in the campsites at any time! The main cause of injury over the last several years has been tripping over tree roots while running.
- Bring and make use of sunscreen and insect repellent, and apply often.
- Make sure you and your scouts are well hydrated – there will be water jugs located around the activity stations. It is strongly suggested that you bring a refillable water bottle with you.
- If you need medical or mobility accommodations, please notify Camp Director Trisha Teague or Bill Amoroso.
- Campers who are minors will be released to a parent or guardian or to a person other than the legal parent or guardian as designated on the Medical Form.

## EMERGENCIES

Have a serious injury requiring immediate assistance Call 911 first (any adult), Inform event staff. Event staff will then notify a Wickham Park Ranger. The unit leader will then be notified to get the medical form of the injured person.

## YOUTH PAVILION

The Youth Pavilion is our receiving room for the event, and it's located inside the Youth Area.

- Event Staff will be able to help you with:
  - Basic First Aid
  - Lost Scouts, siblings, parents, or leaders
  - Lost & Found
  - Hydration Station
  - Registration issues

## RULES AND CONDUCT

- ✓ We will have a lot of new scouts, parents, and leaders who may not be familiar with the Scouting America Safety Requirements attending this event. ALL

UNITS, please ensure your scouts and parents have been briefed on Scouting America Safety Standards and the buddy system PRIOR TO THE EVENT.

- ✓ Scouts and siblings are to use the Buddy System at all times and must also inform an adult when exploring the camp/activity areas with their buddies. Lions and Tigers should always be with their adult partners.
- ✓ For the enjoyment of all, please observe quiet times during scheduled hours (10pm-6am).
- ✓ All Youth Protection guidelines of Scouting America will be followed (i.e., no youth in a tent with any other person than their family member(s), 2-deep leadership, etc).
- ✓ Scouts must stay within the confines of the Youth Camping Area. Scouts should not wander into other areas of Wickham Park or into the surrounding woods.
- ✓ Please obey both Wickham Park staff and Cub Family Campout event staff.
- ✓ No profanity, alcohol, firearms, fireworks, or illegal drugs allowed at any Cub Scout activity.
- ✓ Tobacco use and vaping is not allowed in the presence of any scouts. If you must smoke, please leave the group camping area.
- ✓ Throwing of knives, axes, hatchets or similar items is prohibited. No machetes, sheath knives, or similar long-bladed items are allowed.
- ✓ No Scouts are to handle liquid fuel. Propane stoves may be used with adult supervision.
- ✓ Closed-toe and closed-heel shoes must be worn AT ALL TIMES.
- ✓ DO NOT DEFACE OR DAMAGE ANY TREES, BUILDINGS, ETC. Do not break off tree limbs, even dead ones. Do not damage or disturb any plant. Do not use wood from Wickham Park in any fires.
- ✓ Do not disturb wildlife. Wickham Park is home to many species of interesting critters, some of them even federally protected. This is their home, not ours. Please do not attempt to touch, capture or harass any living thing.
- ✓ DO NOT THROW ANYTHING (this includes pinecones!)
- ✓ No bad language or bad attitudes will be permitted!
- ✓ No swimming or playing in the ponds is allowed. Fishing is allowed. Yes, there are alligators in the pond. If fishing, adult supervision is required at all times.
- ✓ Supervision of Minor Children: Parents, guardians, or other adults in charge are responsible for the supervision of minor children. *Children under 16 years of age must be accompanied by an adult at all times. Children are not allowed to play and run around occupied campsites, play in restrooms, or play unattended at the pond areas.*

## PREPARE YOUR PACK

- Get them **psyched up** and **motivated** for the campout!
- Make sure that you have the necessary equipment and supplies your unit will need for the weekend (canopies, cooking equipment, etc.)

- We are looking forward to a great campfire celebration on Saturday night! Packs should put together a skit, song or run-on for the Super Campfire on Saturday night. You can also sign up at the Cracker Barrel on Friday night or at the Pavilion on Saturday by 1 pm. *Guidelines:* [NCS-Ceremonies-and-Campfire-Guidance-1.pdf](#) *Planning Sheet:* [33696.kg](#)  
*Examples:* <https://docs.google.com/document/d/1gFFwC0cR739kqyJ8vFBnytEA3cKdcTwe39Bxcl3Uo7w/edit?usp=sharing>
- Make sure medical forms are filled out by all attendees – documents will be safe and returned. You do not need to visit the doctor or get a doctor’s signature unless there are health issues that require medical clearance to attend the event. Please complete parts A and B only (you do not need to complete part C). You will find the Scouting America Medical Form at [680-001 AB.pdf](#)

## WHAT TO BRING (AND WHAT NOT TO...)

Camping at Wickham Park’s Youth Area combines a genuine outdoor experience with the convenience of being “near it all.” Should you realize you have forgotten an important item, there are many shops within a few minutes of Wickham Park, including a Super Wal-Mart, Home Depot, and Ace Hardware.

Here is a list of some important items you should plan on bringing with you if camping overnight (and some things you need to leave at home).

| BRING!                                                                                                         | DON'T BRING! (LEAVE AT HOME)                                                           |
|----------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|
| <input type="checkbox"/> <b>Your tent, sleeping bags &amp; pillows.</b> (Oh yes, it <u>does</u> happen...)     | <input type="checkbox"/> <b>Firearms, Knives, Weapons</b>                              |
| <input type="checkbox"/> <b>Flashlights</b> (and batteries!)                                                   | <input type="checkbox"/> <b>Tablets</b> or other portable music/video players          |
| <input type="checkbox"/> <b>Chairs</b> (folding camping chairs are good)                                       | <input type="checkbox"/> <b>Portable video games</b>                                   |
| <input type="checkbox"/> <b>Insect Repellent</b>                                                               | <input type="checkbox"/> <b>Portable radios or TV sets</b>                             |
| <input type="checkbox"/> <b>Sunscreen</b>                                                                      | <input type="checkbox"/> <b>Portable generators</b>                                    |
| BRING!                                                                                                         | DON'T BRING! (LEAVE AT HOME)                                                           |
| <input type="checkbox"/> <b>Food</b> (Note: Your unit may be planning to prepare group meals, check with them) | <input type="checkbox"/> <b>Alcoholic beverages</b> (also includes non-alcoholic beer) |

|                                                                                                                                                                                                                               |                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> <b>Rain Gear (poncho)</b> – If it rains, we'll execute "Contingency Plan B" which will be shared at the Cracker Barrel.*                                                                             | <input type="checkbox"/> <b>Sandals, open-toed shoes or crocs</b> (closed-toed and closed-heel shoes are required)  |
| <input type="checkbox"/> <b>Field Uniform</b> (aka "Class A")                                                                                                                                                                 | <input type="checkbox"/> <b>RVs or pop-up campers</b> (tents only!)                                                 |
| <input type="checkbox"/> <b>Activity Uniform</b> (aka "Class B" or Pack T-shirt)                                                                                                                                              | <input type="checkbox"/> <b>Liquid Fuels</b> (Only propane is permitted for cooking.)                               |
| <input type="checkbox"/> <b>Six essentials</b>                                                                                                                                                                                | <input type="checkbox"/> <b>Pets and other animals</b> (with the exception of service animals).                     |
| <input type="checkbox"/> <b>Medical Forms</b>                                                                                                                                                                                 | <input type="checkbox"/> <b>Fireworks or explosives of any kind</b>                                                 |
| <input type="checkbox"/> <b>A wagon or hand truck/dolly</b> (very helpful)                                                                                                                                                    | <input type="checkbox"/> <b>Sheath Knives</b> (SCOUTING AMERICA knife regulations will be followed at this event)   |
| <input type="checkbox"/> <b>Your Scout's Cub Scout Handbook</b> (you may be able to check off achievements)                                                                                                                   | <input type="checkbox"/> <b>Fire bowls &amp; firewood</b> (fires are not permitted in campsites except for cooking) |
| <input type="checkbox"/> <b>A refillable water bottle/cup</b> (water jugs will be at each activity area)                                                                                                                      | <input type="checkbox"/> <b>Bad Attitudes</b>                                                                       |
| <input type="checkbox"/> <b>Campfire performance:</b> Please prepare a scout appropriate joke, skit, song, or run on for Saturday night                                                                                       | <input type="checkbox"/> <b>Electronics:</b> let's enjoy the outdoors                                               |
| <input type="checkbox"/> <b>Survival Structure or Rescue Boat Build Plan:</b> Please prepare an idea of what to make as a survival structure materials will be provided (lashings, bamboo, poles, tarps, and cardboard boxes) | <input type="checkbox"/> <b>Inappropriate Language:</b> Set a good example of the Scout Oath and the Scout Law      |

# SCHEDULE OF EVENTS

| <b>FRIDAY</b> |                                                                        |                                                                                                             |
|---------------|------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| <b>Time</b>   | <b>Event</b>                                                           | <b>Questions/Comments</b>                                                                                   |
| 5:00 pm       | Gates Open                                                             | Only trailers can drive through camp                                                                        |
| 5pm-7:45pm    | Check In                                                               | Youth Pavilion                                                                                              |
| 8:00 pm       | Gates Close                                                            | Only Unit Vehicle left in camping area (if space allows)                                                    |
| 9:00 pm       | Leader Meeting: MANDATORY leader's meeting at youth pavilion (NO FIRE) | Review agenda, rules/policies.<br>Turn in Skits for review & approval.<br>Bring medical records for review. |
| 10:00 pm      | Lights out! **quiet time until 6am**                                   |                                                                                                             |

| <b>SATURDAY</b>  |                                                                 |                                                                      |
|------------------|-----------------------------------------------------------------|----------------------------------------------------------------------|
| <b>Time</b>      | <b>Event</b>                                                    | <b>Questions/Comments</b>                                            |
| 7am              | Gates Open                                                      | No vehicles allowed in camping area                                  |
| 8:45 am          | Event opening ceremony & Flag (Please wear field uniforms)      | Event MC                                                             |
| 9am -Noon        | Round Robin Schedule Activity Stations                          |                                                                      |
| Noon-2pm         | LUNCH                                                           | Skits turned in at Pavilion turned in by 1 pm                        |
| 2pm-4:15pm       | Round Robin Schedule Activity Stations<br>Kona Ice Truck 2-4 pm |                                                                      |
| 4:15pm-5pm       | Camp-wide Game                                                  | Activity Station Field                                               |
| 5:00 pm          | PM Flag ceremony, unit ribbons                                  | IF there is inclement weather, only unit leaders meet Youth Pavilion |
| 5:00 pm – 7:45pm | Dinner<br>**Practice Skit                                       | Campsite only for dinner                                             |
| 8pm-9pm          | Campfire Program                                                | Camp fire will be put out at 9 pm                                    |
| 10:00 pm         | Lights Out **Quiet Time unit 6am                                |                                                                      |

# Round Robin Activities

*(units will receive a schedule upon arrival)*

- Station 1: Cooking- Foil Packets Banana Boats
- Station 2: Range Activity
- Station 3: Hike with Scavenger Hunt
- Station 4: Free Time & Create Flag for group game
- Station 5: Survival Structure Build or Rescue Boat Build
- Station 6: Water Filtration & Water Relay
- Station 7: Rescue Signaling & Map Making
- Station 8: Group Game- Capture the Flag

| SUNDAY  |                                                               |                                                                                                            |
|---------|---------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
| Time    | Event                                                         | Questions/Comments                                                                                         |
| 7:00 am | Gates open                                                    | Trailer Drivers only in camping area<br>contact Trisha or Bill prior to moving<br>vehicle in campsite area |
| 7:00 am | Breakfast in campsites                                        |                                                                                                            |
| 8:30 am | Interfaith Scouts Own Service (Please wear field<br>uniforms) | At fire ring                                                                                               |
| 10 am   | Gates Close- All out                                          | Trailer Drivers only in camping area<br>contact Trisha or Bill prior to moving<br>vehicle in campsite area |

## Kona Ice (2 pm-4 pm)

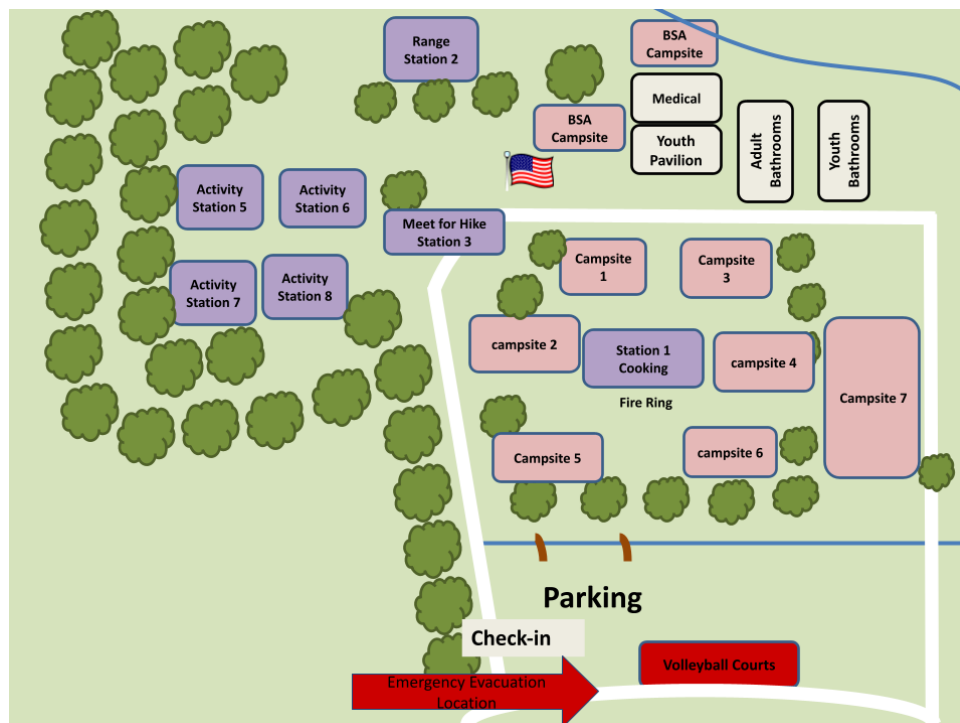


## FACILITY STANDARDS (FA)

The campout takes place entirely within the Youth Camping Area of Wickham Park, at the rear of the park. The 15 mph speed limit will be strictly enforced.

The Camp Headquarters and First Aid Station will be located at the Youth Pavilion in the Youth Camping Area.

Electricity is available in the pavilion for medical equipment if needed. If you require electricity for medical reasons, please contact the Event Director.

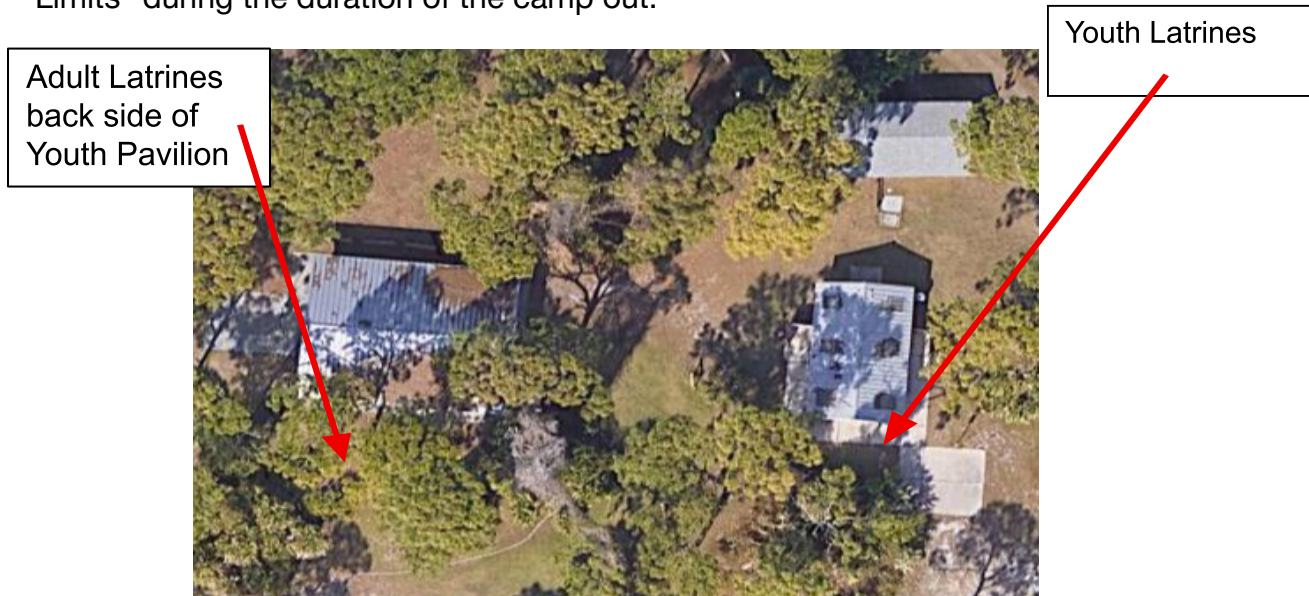


### **Toilets and Latrines (FA-707)**

There are latrines on the south side of the Youth Pavilion designated for adults only. There is a separate latrine facility east of the Youth Pavilion designated “Youth only”.

### **Showers (FA-708)**

The showers in the separate latrine facility east of the Youth Pavilion will be taped “Off Limits” during the duration of the camp out.



### **Garbage and Sewage Removal (FA-710)**

Units will be responsible for the trash within their campsite. Trash bins will be around the Youth Pavilion for the activity stations and will be emptied by Wickham Park Maintenance personnel each morning. Do not leave trash next to the trash bins – find an empty one.

### **Motor Vehicles (FA-711)**

Vehicles owned by staff members, leaders, and visitors will be parked in designated camp parking areas as described in the Leader's Guide. Passengers may not be carried in the beds of trucks or trailers.

### **Tree Removal and Chain Saws (FA-712)**

Tree removal will be identified to and removed by the Wickham Park Maintenance personnel.

### **Camp Rules for Cub Scouts**

- Always use the “Buddy System”
- Never leave an area without telling a leader
- NO throwing anything (rocks, sticks, etc.)
- NO tree climbing

- NO bare feet, crocs, or opened-toed shoes
- NO fighting
- NO name-calling
- NO bad language
- Always stay with your Den Leader
- YOU ARE NOT ALLOWED TO LEAVE CAMP FOR ANY REASON!!!
- If you get lost, stay where you are, we will find you.
- Always pick up your litter and dispose of it properly; even if it is not your litter.
- Singing is strongly encouraged going from area to area.
- Smiling is mandatory!!
- ALWAYS, ALWAYS, ALWAYS, ALWAYS, have FUN!!!

### **Camp/Den Discipline**

- You should review the “Camp Rules for Cub Scouts” with the boys so they will know what is expected of them.
- Maintain control of your Den at all times, especially in Activity/Range areas.
- Activity/Range Staff are there to present the program, not to maintain discipline.
- Any discipline problems should be brought to the Camp Director’s attention immediately.
- There will be absolutely no verbal abuse to anyone by anyone at camp.
- There will be absolutely no physical discipline to anyone by anyone at camp.
- Bullying, teasing, making fun of ANYONE will not be tolerated.
- You may “speak” in a calm, stern voice to a Cub Scout to correct his behavior, but you WILL NOT raise your voice or scream at anyone at camp.
- If you are having difficulties with a Cub Scout and you have attempted to appropriately correct the behavior and it is not working, notify the Camp Director ASAP. The Camp Director is the only staffer who will counsel a Scout and/or call his parents.
- Please do not humiliate or embarrass OR allow anyone else to do this to a Cub Scout or Staff member. If you see this happening, notify the Camp Director ASAP.

## **HEALTH AND SAFETY STANDARDS**

### **Youth Protection (HS-501)**

- Scouting America’s Youth Protection website and guidance on state child abuse reporting statutes is available at <https://www.scouting.org/training/youth-protection/>
- The *Guide to Safe Scouting* is available at <http://www.scouting.org/health-and-safety/gss/>

- **Mandatory Report of Child Abuse:** All persons involved in Scouting shall report to local authorities any good-faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation, including the possession, manufacture, or distribution of child pornography, online solicitation, enticement, or showing of obscene material. You may not abdicate this reporting responsibility to any other person.
- **Reporting Violations of Scouting America Youth Protection Policies:** If you think any of Scouting America's Youth Protection policies have been violated, including those described within Scouting's Barriers to Abuse, you must notify your local council Scout executive or his/her designee so appropriate action can be taken for the safety of our Scouts.
- **Steps to Reporting Child Abuse:**
  1. Ensure the child is in a safe environment.
  2. In cases of child abuse injury or medical emergencies, call 911 immediately.
  3. In addition, if the suspected abuse occurred in the Scout's home or family, you are required by state law to immediately report/contact the local child abuse hotline.
  4. Notify the Scout executive or his/her designee, if he/she cannot be reached call the 24/7 Scouts First Helpline at 1-844-726-8871 or email, [scoutsfirst@scouting.org](mailto:scoutsfirst@scouting.org)

### **Unit Leadership (HS-502)**

There will be two leaders with each unit as provided in Scouting America's Youth Protection Policies, including having one registered female adult, age 21 or older, in every unit serving female youth. If a unit cannot meet these standards, then the camp may arrange leadership.

### **Screening Protocol (HS-503, 504)**

- Annual Health and Medical Record (Parts A and B) for each Scout and family members, leader, volunteer, and staff member is on file with the unit during the Cub Family Camp Out. Any and all medical issues will be documented on the Annual Health and Medical Record (Parts A and B). All Scouters (adults and youth) medical forms are reviewed by the Camp Medical Officer at check in.
- The Camp Medical Officer will report to the EVENT DIRECTOR Chair and/or Assistant all campers with limitations, special needs, or life-threatening conditions.
- The Pack Leaders will be informed of the campers with limitations, special needs or life-threatening conditions.
- Pack rosters will be annotated with the fact there is a medical condition but not the exact nature.

- All personnel are also reminded that the medical conditions of scouts and scouters are considered private and not to be discussed or disclosed unless medically necessary.
- Should there be an exposure of a medical nature, the EVENT DIRECTOR will make proper notification per SA written policy.

### **Medical Health Officer Operating Procedures (HS-506)**

#### **Camp Health Operations:**

- The Medical Officer will be on-site for the duration of the campout, reachable by radio or cell phone.
- Scope of care includes topics covered under CPR/AED/BLS or Wilderness First Aid.
- First Aid kit and AED (Automated External Defibrillator), will be available in the Medical Officer Area located at the Youth Pavilion.

#### **Camp treatment procedures (standing orders):**

Standing Orders are IAW Council

EMS services: EMS will be called by medical Officer, staff or Wickham Park Ranger.

EMS will be called by any adult determining that there is a life-threatening emergency.

- All leaders are expected to provide medical care and understand when an injury should be referred to a higher level of care.
- Health screening for participants and staff will occur on Friday night at the Cracker Barrel or Saturday morning when they check in.
- Medication management.
  - Any medication required to be kept in a locked refrigerator will be addressed with the Medical officer. If a leader knows this ahead of time please contact the Event staff.
  - All medication and administration, storage, security will be the responsibility of the scout leaders. If there is an issue with this policy, please contact the Event staff beforehand.
- Sanitation of health facilities with procedures for dealing with contaminated waste and sharps.
- A Medical First Aid log will be kept by the medical officer for issues during the specific camp event. Any FA logs used by the leaders or parents will be given to the medical officer when the group checks out.

# Commissary and Food Service Standards

## Camps/Programs Without Dining Halls (FS-603)

### SUMMARY

Food-borne illnesses peak during the summer months due to a variety of factors, including warmer temperatures and improper food handling. Keep your meals and your Scouts safe while participating in hikes, campouts, and other outdoor activities with careful menu planning and by following safe food handling practices. Remember the three “C’s” to keep your food safe: Keep it COLD, keep it CLEAN, and COOK it thoroughly.

### GENERAL INFORMATION

[Acute gastroenteritis](#) is the most common infectious disease encountered when camping. Symptoms of vomiting, diarrhea, and abdominal cramps may begin to appear hours to days after ingestion.

**Keep it cold:** Bacteria are slow to grow in temperatures below 40 degrees F or above 140 degrees F. The temperature range in between is known as the danger zone where bacteria can multiply rapidly. Since a heat source is usually unavailable to transport foods, it’s best to start with perishable foods chilled or frozen, then packed with plenty of ice, frozen gel packs, or frozen juice boxes.

**Keep it clean:** Start with clean hands by utilizing soap and water or disposable wipes before handling food. Wash fruits and vegetables before cutting them on a clean surface. Avoid cross-contamination by never allowing raw meat, poultry, or their juices to come into contact with fresh or prepared foods. Keep all raw and cooked meat, poultry, or fish separate and always wash hands properly after handling. Use only a clean water source to wash hands, dishes, and fresh fruits and vegetables. If water is not available, properly using hand sanitizer with at least 60 percent alcohol can help to reduce the number of microbes in most situations. But hand sanitizer does not eliminate all germs. Correct hand washing remains the best way to prevent illnesses from being transmitted. Also, remember in the backcountry to follow recommended water treatment protocols when rehydrating food, cooking, or drinking.

**Cook it thoroughly:** Many Scouts are cooking on their own for the first time. It can be difficult to determine doneness of meat and poultry as color is not a good indicator. Meat can harbor dangerous bacteria. A digital meat thermometer is a good tool to have in the chuck box and to use when cooking meat, poultry, and fish. The references listed below provide safe minimum internal temperatures. Be sure to clean your thermometer between uses.

## EMERGENCY PROCEDURES (AO-805)

### Missing Person/Lost Camper:

- Emergency Signal will be 2 long blasts
  - 1 short blast – calling, Scout to report to their Den area.
  - 2 short blasts – Scout found, end search.
  - 3 short blasts – Scout found injured, call proper authorities for help.
- Upon notification of lost camper, the Event Director shall be notified immediately.
- Search Headquarters will be set up at the Youth Pavilion and headed by the Event Director.
  - Each Pack will remain in place and the Pack Leader is to conduct a roll call check to determine if the Scout is in another area
  - Searchers any Junior Staff (Troops) are to be in minimum groups of two
  - Two adults may be needed to travel roads in automobiles
  - Whistles should be used by search parties
  - Search parties must sign in and out of Headquarters
  - If the lost camper is not found after a thorough search of the grounds and buildings, the Park Ranger will be notified immediately

### Unauthorized Intruders (AO-804)

- All attendees at Cub Family Camp Out are required to wear the wristbands or camp visitor badge at all times. Any person(s) not wearing a wristband or visitor badge are considered Unauthorized Intruders and you should proceed as follows:
  - If they are NOT wearing a camp visitor badge
    - Inform them that this is a restricted camp
    - Ask the person to report to the Youth Pavilion – follow or escort them.
    - Contact the Event Director by phone or radio
  - If at any time you are uncomfortable approaching an Unauthorized Intruder, please contact the Event Director by phone or radio.

### Dangerous Encounters with Wildlife/Animals

- All adults will remain vigilant when they are outside where they may possibly encounter wildlife or other animals
- If an encounter occurs, adults will ensure the campers remain at a safe distance or if necessary, evacuate the campers to a safe area
- The Event Director will be immediately notified of the situation, assess the situation and if necessary, animal control will be notified to remove the wildlife/animal
- Should a camper or staff member be bitten, first aid will be immediately rendered and/or EMS called. The medical officer will be notified as well as the camper's parent/guardian.
- **DO NOT APPROACH ANY ALLIGATORS, SNAKES OR OTHER WILD CREATURE THAT MAY BE CONSIDERED DANGEROUS OR DEADLY.**

# **Shelter in Place (FA-714) & Emergency Procedures (AO-805)**

## **Lightning, Tornado or Severe Weather:**

- Pack Leaders will be alerted to any weather watches through the Event Director.
  - Lightning: Thunder is heard; lightning seen; or dark, threatening clouds developing overhead, within 10 miles
  - Tornado: Funnel cloud
  - Severe Storm Alert - NOAA
- Emergency Signal will be 3 long blasts
- Pack Leaders
  - Do not stay under the canopies, leave camp chairs,
  - Do a head count and report to Youth Pavilion, report any lost campers and wait for further instructions from the Camp Director staff.
  - If there is no time to get to the Pavilion area, all scouts are to quickly assemble in a clearing and lie down as low as possible
  - Be alert and stay away from the vicinity of power lines
  - Upon all clear, staff members will be dispatched to inspect program area and Pack areas for damage
  - In event of a hazard, clear area of campers and set up a cordon or rope off area – report to staff.
  - Report any damage to Staff. Any damage to Park property will be reported to the Park Ranger.
  - Wait for further instructions from Staff.

## **Flood**

- Serious weather conditions will be monitored by the EVENT DIRECTOR Chair
- All stations will close down and campers will report to campsite for roll call
- Upon completion of roll call, leaders will retain Cub Scouts in campsite
- Begin evacuation to high ground by Packs, if necessary, as directed by Event Director
- Notify local authorities if assistance is required

## **Fire (Structure or Wildfire)**

- Report any fire immediately to the Staff.
- Remove any campers from the scene by lining up with their buddy. Call a quick roll call and evacuate the area
- Use a fire bucket, sand bucket, or fire extinguisher to douse the fire, if possible
- Await instructions from the Staff.
- The signal in camp for a fire or any other emergency is 4 long blasts
  - Assemble by Packs in the Emergency Evacuation area - Flagpole

## Emergency Contacts (AO-807)

|                          |                  |              |
|--------------------------|------------------|--------------|
| District Executive       | Brent Johnson    | 407-922-1767 |
| Event Director           | Patricia Teague  | 309-945-7671 |
| Event Director           | Bill Amoroso     | 321-361-9168 |
| Medical Officer          | Jeff Cunningham  | 716-467-0570 |
| Camp Mentor              | Heather Williams | 410-980-6687 |
| Camp Administration      | Jim Cusic        | 618-514-6853 |
| Wickham Park Ranger      |                  | 321-302-1734 |
| Police/Fire/EMS/Hospital |                  | 911          |

## Emergency Signals

### In case of lost camper:

- 1 short blast – calling, scout to report to their campsite.
- 2 short blasts – found, end search.
- 3 short blasts – found injured, call proper authorities for help.

### In case of other Emergencies:

- 1 long blast – Report to campsite
- 2 long blasts – Lost scout.
- 3 long blasts – Inclement weather, do head count and report to EVENT DIRECTOR Chair.
- 4 long blasts - pause then repeat – Fire or other camp emergency.
  - Stay where you are and disregard the time schedule.
  - If the emergency is where you are, follow staff's instructions to evacuate the area.
  - Check attendance and wait for further instructions.

### Stranger in Camp (AO-804):

- Security: Our code word is **VENOM**
  - If at any time you hear the code word, immediately notify a key staff member who has a radio so the Event Director or staff can be notified.
  - All participants will return to their campsite and perform a headcount and report to the Event Director.

## CODE RED

- If you hear a **CODE RED** called, immediately move your campers to their campsite or follow the Event Director's directions should you be outside the pavilion. **CODE RED is an EMERGENCY**