



CAMP C.S. KLAUS

2025 CUB SCOUT LEADER & PARENT GUIDE



2025 CUB CAMP SESSIONS & FEES

CUB SCOUT DAY CAMP

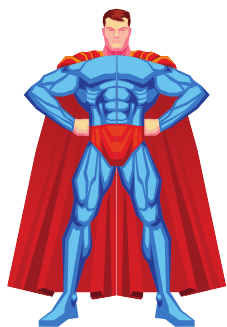
June 14, 2025

@ Camp CS Klaus

\$50 by May 15, 2025

\$60 after May 15, 2025

must be accompanied
by an adult



NEW

CUB SCOUT ADVENTURE

@ Camp C.S. Klaus

3 Days/2 Nights

June 19-21, 2025

\$145 by May 15, 2025

\$165 after May 15, 2025

\$60 for adults



CUB OVERNIGHT

@ Camp C.S. Klaus

2 Days/1 Night

July 12-13

\$120 by May 15, 2025

\$140 after May 15, 2025

(1 adult included in price)

WEBELOS & ARROW

OF LIGHT CAMP

@ Camp C.S. Klaus

4 Days/3 Nights

June 15-18, 2025

\$180 by May 15, 2025

\$200 after May 15, 2025

\$85 for adults



CANCELLATIONS

If it is necessary for a family to cancel a reservation a refund request can be reviewed by the council's camping committee. A refund request form must be filled out and submitted to the Council Service Center no later than August 30, 2025. If instances of illness or death in the family make it impractical for the Scout to attend Camp Klaus, a partial fee may be refunded. Fees are not refundable for homesickness.



Scouting America

Northeast Iowa Council



Mailing Address:
P.O. Box 732
Dubuque, IA 52004-0732
www.scoutsiowa.org

Physical Address:
10601 Military Rd
Dubuque, IA 52003
Phone: (563) 556-4343

CAMP C.S. KLAUS

28157 Horseshoe Rd
Greeley, IA 52050

Emergency Phone
563.856.3845

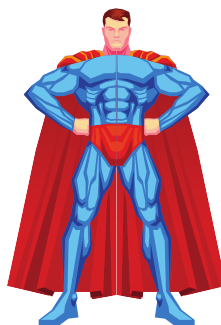
CUB SCOUT DAY CAMP

June 14, 2025 @ Camp C.S. Klaus

SCHEDULE

8:30am - Check-In

4:30pm - Check-Out



PROGRAM ACTIVITIES

Archery, BB, Slingshot, Climbing Tower, and much more!

FEES & REGISTRATION

The cost of this camp is \$50 per youth and adult partner if registered by May 15. After May 15, 2025 the price is \$60 per youth and adult partner. Registration is limited to the first 100 youth/adult pairs that sign up. Each Scout will receive a patch for attending.

WHO SHOULD ATTEND?

This summer camp experience is open to any youth entering 1st grade through 5th grade, but is designed primarily for younger youth.

PARENT-TO-CHILD RATIO

Each youth must be accompanied by a parent or guardian. In most cases, this will be a parent or direct relative of the child. In some special cases, it may be a friend of the family or another well-trusted adult. For families with more than one child, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

DAY CAMP PACKING LIST - SEE PAGE 13 FOR DRESS CODE

Personal Items

- Swimwear and towel
- Sunscreen
- Insect Repellent
- Water Bottle
- Sack Lunch

Very Important

- Signed and completed BSA Medical Form (Parts A & B)

Prescription Medications

CUB OVERNIGHT - 2 DAYS / 1 NIGHT

July 12-13, 2025 @ Camp C.S. Klaus

Check-In: Saturday @ 10:00am

Check-Out: Sunday @ 9:00am



FEES & REGISTRATION

The cost of this camp is \$120.00 per Cub Scout and parent/guardian if paid before May 15, 2025.

After May 15, 2025 the price is \$140.00 per Cub Scout and parent/guardian. Additional adults are \$50.00 per person. Registration is limited to the first 100 Scout/adult pairs that sign up per weekend. Each Scout will receive a patch for attending. Patches will also be available for purchase by adults in attendance.

WHO SHOULD ATTEND?

This summer camp experience is open to any Cub Scout entering 1st grade through 5th grade, but is designed primarily for younger Cubs. For Scouts entering 4th and 5th grade, we recommend the Webelos & Arrow of Light Adventure (see page 9).

PARENT-TO-CHILD RATIO

For this overnight camp, each Scout must be accompanied by a parent or guardian. In most cases, this will be a parent or direct relative of the child. In some special cases, it may be a friend of the family or another well-trusted adult. If the adult is not a parent or legal guardian of the child, they may not share a tent with the child. For families with more than one child in Scouting, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

CHECK-IN

Parents, be advised! Check-in happens at 10:00am, and our campsites leave as groups. If you arrive after 11:00am, your site may have left already, and you may need to tour with another campsite.

DINING

All meals in the Dining Hall are served buffet style. Please inform the Council Service Center of any dietary restrictions when registering online.

Meals may offer assorted fresh fruit, juice, milk, water, and/or tea. Coffee will be available for adults. The following may also be available bread, butter, jelly, peanut butter, and condiments.

Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, and Salad Dressing.

CUB OVERNIGHT PACKING LIST - SEE PAGE 13 FOR DRESS CODE

Very Important

- **Signed and completed BSA Medical Form (Parts A & B) for youth and adults**
- **Prescription Medications**

Clothing Items

- Scout Field Uniform (Class A)
- 1-2 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 1-2 Pairs of Underwear
- 1-2 T-Shirts
- Hiking Boots/Gym Shoes
- 1-2 Pairs of Shorts
- Rugged Jeans or Pants

Camping Gear

- Day Pack to Carry
- Water Bottle
- Sleeping Bag
- Pack or Duffel Bag
- Dirty Clothes Bag
- Bedroll (if desired)

Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant

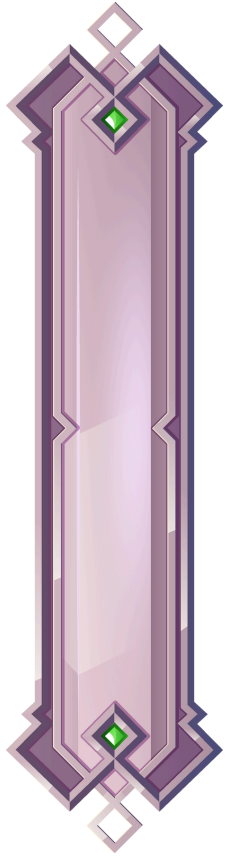
Camp Necessities

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Clothesline with pins
- Pocket Knife(3rd grade +)
- Personal First Aid Kit
- Fishing Gear
- Spending Money

Take Note:

Electronics are prohibited for Scouts during program and we cannot guarantee adult access to wi-fi.

CUB SCOUT OVERNIGHT SCHEDULE 2 Days/ 1 Overnight



SATURDAY, JULY 12, 2025

10:00am	Check in with Camp Tour to Follow
11:45am	Meet in front of Munter for opening flags and camp welcome
12:00pm - 1:00pm	Lunch
1:00pm - 5:00pm	Program areas open
5:00pm- 5:45pm	Free Time
5:45pm	Meet in front of Munter Lodge (in uniform)
6:00pm-7:00pm	Dinner
7:00pm-7:30pm	Evening Program: Handicraft, Ecology, Scoutcraft & Parade Ground Games
7:30pm	Camp Fire
Following Camp Fire Stargazing	

SUNDAY, JULY 13, 2025

7:00am - 7:45am	Campsite Clean-up & Gear Collection at Picnic Tables in Campsite for Pick up
7:45am	Meet in front of Munter for Morning Flag Ceremony
8:00am-9:00am	Breakfast
9:00am	Departure

CUB OVERNIGHT PROGRAM SCHEDULE

The grade listed below is for the 2025-2026 school year; what your child is entering in the fall.

	1PM-2PM	2PM-3PM	3PM-4PM	4PM-5PM
AQUATICS	Paws in the Water <i>2nd Grade</i>	Tigers in the Water <i>1st Grade</i>	Salmon Run <i>3rd Grade</i>	Open Swim
CLIMBING TOWER	Free Climb			
FIELD ACTIVITIES	Open Program: Archery & BB Range			
OWL'S ROOST	Wolf Fishing <i>2nd Grade</i>	Fish On! <i>1st Grade</i>	Bear Fishing <i>3rd Grade</i>	Chef's Knife <i>4th Grade</i>
ECOLOGY	Champions for Nature <i>1st Grade</i>	Champions for Nature <i>2nd & 3rd Grade</i>	Champions for Nature <i>4th & 5th Grade</i>	Creatures of "Middle" Earth
SCOUTCRAFT	Code of the Wolf <i>2nd Grade</i>	Knife Safety & Bears Whittling <i>3rd & 5th Grade</i>	Designed by Tigers <i>1st Grade</i>	"Elven" Architecture
HANDICRAFT	Art Explosion <i>4th Grade</i>	Shapes & Stories <i>1st Grade</i>	Air of the Wolf <i>2nd Grade</i>	"Dwarven" Shields
IMPACT @ VC	Super Science <i>3rd Grade</i>	Sky's the Limit <i>1st Grade</i>	Computing Wolves <i>2nd Grade</i>	Catapults

CUB OVERNIGHT PROGRAM DESCRIPTIONS

CUB SCOUT ADVENTURES & ACTIVITIES

Aquatics

Swimming and Water Safety by Rank/ Grade: helps youth learn about water safety, practice basic swimming skills, and build confidence in aquatic environments.

Owl's Roost

Fishing by Rank/ Grade: teaches youth essential fishing skills, including casting, knot tying, and water safety, while fostering a love for the outdoors.
Chef's Knife (4th): teaches youth cooking skills, kitchen safety, and healthy eating habits while they prepare delicious meals and learn about nutrition.

Ecology

Champions for Nature by Rank/ Grade: inspires youth to explore conservation, develop eco-friendly habits, and become stewards of the environment.
Creatures of "Middle" Earth: Learn about the creatures within our backyard at the Ecology Building!

Scoutcraft

Code of the Wolf (2nd): introduces youth to the world of mathematics and coding through fun, hands-on activities that build problem-solving and logic skills.

Knife Safety (5th): teaches youth how to safely handle and care for a knife while emphasizing responsibility and proper techniques for using it in outdoor activities.

Bear Whittling (3rd): teaches youth essential knife safety and wood carving skills while promoting responsibility and craftsmanship.

Designed by Tigers (1st): encourages creativity and problem-solving as youth learn about engineering and design through hands-on activities.

"Elven" Architecture: Create and build on your Scoutcraft skills; maybe even try pioneering!

Handicraft

Art Explosion (4th): encourages creativity as youth explore different art techniques, experiment with various materials, and express themselves through colorful projects.

Stories in Shapes (1st): encourages creativity as youth explore art by identifying, combining, and arranging shapes to tell a story through design.

Air of the Wolf (2nd): explore the science of air through fun experiments that demonstrate its power, movement, and importance in our world.

"Dwarven" Shields: Create your own shield or use this as open program time!

IMPACT @ VC (I-Innovation, M-Merit, P-Pioneering, A-Adventure, C-Communication, T-Technology)

Super Science (3rd): allows youth to explore the wonders of science through hands-on experiments and activities that spark curiosity and encourage critical thinking.

Sky's the Limit (1st): sparks curiosity about astronomy as youth explore the night sky, learn about constellations, and discover the wonders of space.

Computing Wolves (2nd): introduces youth to the basics of computing, coding, and digital literacy through interactive and engaging activities.

Catapults: Build your own catapult!

CUB OVERNIGHT MENU - SUBJECT TO CHANGE-

Lunch Saturday	Dinner Saturday	Breakfast Sunday
Chicken Nuggets Tater Tots Corn Peaches Bar/Cookie	Goulash Garlic Bread Carrots Ice Cream	French Toast Sticks Sausage Cold Cereal Oatmeal

CUB SCOUT ADVENTURE- 3 DAYS / 2 NIGHTS



DATES AND TIMES

June 19-21, 2025 @ Camp C.S. Klaus

Check-In: Thursday @ 1:00pm

Check-Out: Saturday @ 3:00pm

FEES & REGISTRATION

The cost of this camp is \$145.00 per Cub Scout if paid before May 15, 2025. After May 15, 2025 the price is \$165.00 per Cub Scout. Adults registration is \$60.00 per adult. Registration is limited to 200 total campers, including both youth and adults, and is taken on a first-come, first-serve basis. Each camper (both youth and adult) in attendance will receive a patch.

WHO SHOULD ATTEND?

This summer camp experience is open to any Cub Scout entering 1st grade through 5th grade, but is designed primarily for older Cubs entering 2nd and 3rd grade. For Scouts entering 4th and 5th grade, we recommend the Webelos & Arrow of Light Adventure (see page 9).

PARENT-TO-CHILD RATIO

For this three day/two night camp, each Scout must be accompanied by a parent or guardian. In most cases, this will be a parent or direct relative of the child. In some special cases, it may be a friend of the family or another well-trusted adult. If the adult is not a parent or legal guardian of the child, they may not share a tent with the child. For families with more than one child in Scouting, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

CHECK-IN

Parents, be advised! Check-in happens at 1:00pm, and our campsites leave as groups. If you arrive after 2:00pm, your site may have left already, and you may need to tour with another campsite. Swim checks start at 3:30pm.

DINING

All Meals in the Dining Hall are served buffet style. Please inform the Council Service Center of any dietary restrictions when registering online.

Meals may offer assorted fresh fruit, juice, milk, water, and/or tea. Coffee will be available for adults.

The following may also be available bread, butter, jelly, peanut butter, and condiments.

Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, Ranch, French or Vinaigrette dressings.

CUB CAMP PACKING LIST - SEE PAGE 13 FOR DRESS CODE

Very Important

- **Signed and completed BSA Medical Form (Parts A & B) for youth and adults**
- **Prescription Medications**

Clothing Items

- Scout Field Uniform (Class A)
- 3-4 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 3-4 Pairs of Underwear
- 3-4 T-Shirts
- Hiking Boots/Gym Shoes
- 3-4 Pairs of Shorts
- Rugged Jeans or Pants

Camping Gear

- Day Pack to Carry
- Water Bottle
- Sleeping Bag
- Pack or Duffel Bag
- Dirty Clothes Bag
- Bedroll (if desired)

Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant

Camp Necessities

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Clothesline with pins
- Pocket Knife(3rd grade +)
- Personal First Aid Kit
- Fishing Gear
- Spending Money

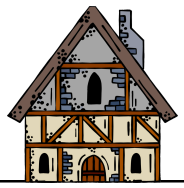
Take Note:

Electronics are prohibited for Scouts during program and we cannot guarantee adult access to wi-fi.

CUB SCOUT ADVENTURE SCHEDULE

3 Days/ 2 Overnight

The grade listed below is for the 2025-2026 school year; what your child is entering in the fall.



THURSDAY, JUNE 19, 2025

1pm-3pm	Camp Check-in and Tours
3pm -5pm	Swim Check Rotations, Free Climb Rotations & Range Activity Rotations
5:45pm	Meet in front of Munter for Flag Ceremony (in uniform)
6pm-7pm	Dinner
7pm-7:30pm	Evening Program: Handicraft, Ecology, Scoutcraft & Parade Ground Games
7:30pm-8pm	Camp Fire



FRIDAY, JUNE 20, 2025

7:45am	Meet in front of Munter for Morning Flag Ceremony
8am-9am	Breakfast
9am-12pm	Program One Time
12pm-1pm	Lunch
1pm-2pm	Skit Planning for Camper Campfire

	9AM-10AM	10AM-11AM	11AM-12PM
AQUATICS	Tigers in the Water <i>1st Grade</i>	Salmon Run <i>3rd Grade</i>	Aquanuts/ Swimming <i>4th & 5th Grade</i>
CLIMBING TOWER	Free Climb		
FIELD ACTIVITIES	Range Adventures <i>2nd & 3rd Grade</i>	Open Program: Archery & BB Range	
OWL'S ROOST	Catch a Big One/ Fishing <i>4th & 5th Grade</i>	Wolf Fishing <i>2nd Grade</i>	Chef's Knife <i>4th Grade</i>
ECOLOGY	Champions for Nature <i>3rd Grade</i>	Champions for Nature <i>4th & 5th Grade</i>	Champions for Nature <i>2nd Grade</i>
SCOUTCRAFT	Code of the Wolf <i>2nd Grade</i>	Designed by Tigers <i>1st Grade</i>	Knife Safety & Bears Whittling <i>3rd & 5th Grade</i>
HANDICRAFT	Shapes & Stories <i>1st Grade</i>	Air of the Wolf <i>2nd Grade</i>	Open Program
IMPACT @ VC	Computing Wolves <i>2nd Grade</i>	Sky's the Limit <i>1st Grade</i>	Super Science <i>3rd Grade</i>



CUB SCOUT ADVENTURE SCHEDULE (CONTINUED)

FRIDAY, JUNE 20, 2025 (CONTINUED)

2pm-5pm	Program Two Time		
	2PM-3PM	3PM-4PM	4PM-5PM
AQUATICS	Paws in the Water <i>2nd Grade</i>	Bears Boat <i>3rd Grade</i>	Aquanauts/ Swimming <i>4th & 5th Grade</i>
CLIMBING TOWER	Free Climb		
FIELD ACTIVITIES	Range Adventures <i>4th & 5th Grader</i>	Open Program: Archery & BB Range	
OWL'S ROOST	Catch a Big One/ Fishing <i>4th & 5th Grade</i>	Fish On! <i>1st Grade</i>	Bear Fishing <i>3rd Grade</i>
ECOLOGY	Champions for Nature <i>3rd Grade</i>	Champions for Nature <i>4th & 5th Grade</i>	Champions for Nature <i>1st Grade</i>
SCOUTCRAFT	Code of the Wolf <i>2nd Grade</i>	Designed by Tigers <i>1st Grade</i>	Knife Safety & Bears Whittling <i>3rd & 5th Grade</i>
HANDICRAFT	Stories in Shapes <i>1st Grade</i>	Air of the Wolf <i>2nd Grade</i>	Open Program
IMPACT @ VC	Sky's the Limit <i>1st Grade</i>	Computing Wolves <i>2nd Grade</i>	Super Science <i>3rd Grade</i>
5pm-5:45pm	Camp Wide Conservation Project		
5:45pm-6pm	Meet in front of Munter for Flag Ceremony (in uniform)		
6pm-7pm	Dinner		
7pm-7:30pm	Skit Practice for Camper Campfire		
7:30pm-9pm	Camper Campfire		
9pm	Stargazing		

SATURDAY, JUNE 21, 2025

SATURDAY, JUNE 21, 2025

7am-7:45am

Campsite Clean-up and Gear Pick-up

7:45am-8am

Meet in front of Munter for Morning Flag Ceremony

8am-9am

Breakfast

9am-12pm


Program Three Time

12pm-1pm

Lunch

1pm

Departure



	9AM-11AM
ECOLOGY	Creatures of “Middle” Earth
HANDICRAFT	“Elven” Architecture
SCOUTCRAFT	“Dwarven” Shields
IMPACT @ VC	Catapults



CUB ADVENTURE PROGRAM DESCRIPTIONS

CUB SCOUT ADVENTURES & ACTIVITIES

Aquatics

Swimming and Water Safety by Rank/ Grade: helps youth learn about water safety, practice basic swimming skills, and build confidence in aquatic environments.

Bears Afloat: teaches youth essential boating skills, water safety, and the fun of exploring aquatic activities.

Owl's Roost

Fishing by Rank/ Grade: teaches youth essential fishing skills, including casting, knot tying, and water safety, while fostering a love for the outdoors.

Chef's Knife (4th): teaches youth cooking skills, kitchen safety, and healthy eating habits while they prepare delicious meals and learn about nutrition.

Ecology

Champions for Nature by Rank/ Grade: inspires youth to explore conservation, develop eco-friendly habits, and become stewards of the environment.

Creatures of "Middle" Earth: Learn about the creatures within our backyard at the Ecology Building!

Scoutcraft

Code of the Wolf (2nd): introduces youth to the world of mathematics and coding through fun, hands-on activities that build problem-solving and logic skills.

Knife Safety (5th): teaches youth how to safely handle and care for a knife while emphasizing responsibility and proper techniques for using it in outdoor activities.

Bear Whittling (3rd): teaches youth essential knife safety and wood carving skills while promoting responsibility and craftsmanship.

Designed by Tigers (1st): encourages creativity and problem-solving as youth learn about engineering and design through hands-on activities.

"Elven" Architecture: Create and build on your Scoutcraft skills; maybe even try pioneering!

Handicraft

Stories in Shapes (1st): encourages creativity as youth explore art by identifying, combining, and arranging shapes to tell a story through design.

Air of the Wolf (2nd): explore the science of air through fun experiments that demonstrate its power, movement, and importance in our world.

"Dwarven" Shields: Create your own shield or use this as open program time!

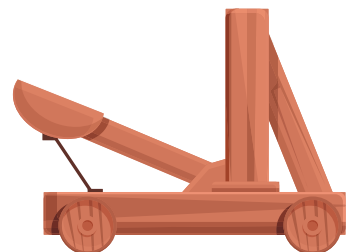
IMPACT @ VC (I-Innovation, M-Merit, P-Pioneering, A-Adventure, C-Communication, T-Technology)

Super Science (3rd): allows youth to explore the wonders of science through hands-on experiments and activities that spark curiosity and encourage critical thinking.

Sky's the Limit (1st): sparks curiosity about astronomy as youth explore the night sky, learn about constellations, and discover the wonders of space.

Computing Wolves (2nd): introduces youth to the basics of computing, coding, and digital literacy through interactive and engaging activities.

Catapults: Build your own catapult!



WEBELOS/AOL CAMP - 4 DAYS / 3 NIGHTS

DATES AND TIMES

June 15-18, 2025 @ Camp C.S. Klaus

Check-In: Sunday @ 1:00pm

Check-Out: Wednesday @ 11:00am



FEES & REGISTRATION

The cost of this camp is \$180.00 per Cub Scout if paid before May 15, 2025. After May 15, 2025 the price is \$200.00 per Cub Scout. Adults registration is \$85.00 per adult. Registration is limited to 200 total campers, including both youth and adults, and is taken on a first-come, first-serve basis. Each camper (both youth and adult) in attendance will receive a patch.

WHO SHOULD ATTEND?

This summer camp experience is open to Cub Scout entering 4th or 5th grade.

LEADER/PARENT-TO-CHILD RATIO

For this four-day, three-night camp, each pack must provide at least two registered adult leaders with current Youth Protection Training and maintain a 1:4 Leader to Scout ratio. Packs must work this out as families are sending in registrations – we will not keep track of whether packs are satisfying this ratio at the Council Service Center. If children show up without the minimum number of leaders, they may be sent home. Packs are always encouraged to send more than the minimum number of leaders. Or a Scout may attend one-on-one with their parent/guardian. If the adult is not a parent or legal guardian of the child, they may not share a tent with the child.

CHECK-IN

Please be advised! Check-in begins at 1:00pm, and our campsites leave as groups. If you arrive after 2:00pm, your site may have left already, and you may need to tour with another campsite. Swim checks start at 3:00pm.

DINING

All meals in the Dining Hall are served buffet style. Please inform the Council Service Center of any dietary restrictions when registering online.

Meals may offer assorted fresh fruit, juice, milk, water, and/or tea. Coffee will be available for adults.

The following may also be available bread, butter, jelly, peanut butter, and condiments.

Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, Ranch, French or Vinaigrette dressings.

WEBELOS/ARROW OF LIGHT PACKING LIST - SEE PAGE 13 FOR DRESS CODE

Very Important

- **Signed and completed BSA Medical Form (Parts A & B) for youth and adults**
- **Prescription Medications**

Clothing Items

- Scout Field Uniform(Class A)
- 4-5 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 4-5 Pairs of Underwear
- 4-5 T-Shirts
- Hiking Boots/Gym Shoes
- 4-5 Pairs of Shorts
- Rugged Jeans or Pants

Camping Gear

- Day Pack to Carry
- Water Bottle
- Sleeping Bag
- Pack or Duffel Bag
- Dirty Clothes Bag
- Bedroll (if desired)

Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant

Camp Necessities

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Clothesline with pins
- Pocket Knife(3rd grade +)
- Personal First Aid Kit
- Fishing Gear
- Spending Money

Take Note:

Electronics are prohibited for Scouts during program and we cannot guarantee adult access to wi-fi.

CUB SCOUT WEBELOS & AOL SCHEDULE

4 Days/ 3 Overnight

The grade listed below is for the 2025-2026 school year; what your child is entering in the fall.

SUNDAY, JUNE 15, 2025



1pm-3pm	Camp Check-in and Tours
3pm -5pm	Swim Check Rotations, Free Climb Rotations & Range Activity Rotations
5:45pm	Meet in front of Munter for Flag Ceremony (in uniform)
6pm-7pm	Dinner
7pm-7:30pm	Evening Program: Trading Post & Parade Ground Games
7:30pm-8pm	Camp Fire

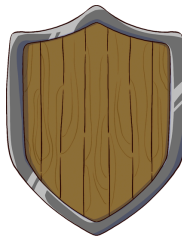


MONDAY, JUNE 16, 2025 (SEE PAGE 2)

7:45am	Meet in front of Munter for Morning Flag Ceremony	2pm-5pm	Program Two Time
8am-9am	Breakfast	5pm-5:45pm	Free Time
9am-12pm	Program One Time	5:45pm-6pm	Meet in front of Munter for Flag Ceremony (in uniform)
12pm-1pm	Lunch	6pm-7pm	Dinner
1pm-2pm	Camp Wide Conservation Project	7pm-9pm	Evening Program: Parade Grounds, Ecology, Handicraft and Scoutcraft

TUESDAY, JUNE 17, 2025 (SEE PAGE 3)

7:45am	Meet in front of Munter for Morning Flag Ceremony	5pm-5:45pm	Free Time
8am-9am	Breakfast	5:45pm-6pm	Meet in front of Munter for Flag Ceremony (in uniform)
9am-12pm	Program Three Time	6pm-7pm	Dinner
12pm-1pm	Lunch	7pm-7:30pm	Skit Practice
1pm-2pm	Skit Practice	7:30pm-9pm	Camper Campfire
2pm-5pm	Program Four Time		



WEDNESDAY, JUNE 18, 2025

7am-7:45am	Campsite Clean-up and Gear Pick-up
7:45am-8am	Meet in front of Munter for Morning Flag Ceremony
8am-9am	Breakfast
9am	Departure



CUB SCOUT WEBELOS & AOL SCHEDULE (CONT.)

MONDAY, JUNE 16, 2025



7:45am	Meet in front of Munter for Morning Flag Ceremony	2pm-5pm	Program Two Time
8am-9am	Breakfast	5pm-5:45pm	Free Time
9am-12pm	Program One Time	5:45pm-6pm	Meet in front of Munter for Flag Ceremony (in uniform)
12pm-1pm	Lunch	6pm-7pm	Dinner
1pm-2pm	Camp Wide Conservation Project	7pm-9pm	Evening Program: Parade Grounds, Ecology, Handicraft and Scoutcraft

PROGRAM ONE

	9AM-10AM	10AM-11AM	11AM-12PM
AQUATICS	Swimming Adventure <i>4th & 5th Graders</i>	Swimming Adventure <i>4th & 5th Graders</i>	Open Swim
CLIMBING TOWER	Free Climb		
FIELD ACTIVITIES	Open Program: Archery & BB Range		
ECOLOGY	Into the Woods <i>5th Grade</i>	Earth Rocks <i>4th Grade</i>	Into the Wild <i>5th Grade</i>
SCOUTCRAFT	Elven Architecture	Open Program	Knife Safety <i>5th Grade</i>
HANDICRAFT	Art Explosion <i>4th Grade</i>	Open Program	
IMPACT @ VC	Fishing <i>4th & 5th Grade</i>	Engineering <i>5th Grade</i>	Chef's Knife <i>4th Grade</i>

PROGRAM TWO

	2PM-3PM	3PM-4PM	4PM-5PM
AQUATICS	Swimming Adventure <i>4th & 5th Graders</i>	Swimming Adventure <i>4th & 5th Graders</i>	Open Watercraft
CLIMBING TOWER	Free Climb		Aware & Care <i>4th Grade</i>
FIELD ACTIVITIES	Open Program: Archery & BB Range		
ECOLOGY	Champions for Nature <i>5th Grade</i>	Champions for Nature <i>4th Grade</i>	Creatures of Middle Earth
SCOUTCRAFT	Open Program	Rope Making	Knife Safety <i>5th Grade</i>
HANDICRAFT	Art Explosion <i>4th Grade</i>	Open Program	
IMPACT @ VC	Fishing <i>4th & 5th Grade</i>	Engineering <i>5th Grade</i>	Chef's Knife <i>4th Grade</i>

CUB SCOUT WEBELOS & AOL SCHEDULE



TUESDAY, JUNE 17, 2025

7:45am	Meet in front of Munter for Morning Flag Ceremony	5pm-5:45pm	Free Time
8am-9am	Breakfast	5:45pm-6pm	Meet in front of Munter for Flag Ceremony (in uniform)
9am-12pm	Program Three Time	6pm-7pm	Dinner
12pm-1pm	Lunch	7pm-7:30pm	Skit Practice
1pm-2pm	Skit Practice	7:30pm-9pm	Camper Campfire
2pm-5pm	Program Four Time		

PROGRAM THREE

	9AM-10AM	10AM-11AM	11AM-12PM
AQUATICS	Paddle Craft Activities <i>4th & 5th Graders</i>	Paddle Craft Activities <i>4th & 5th Graders</i>	Open Swim
CLIMBING TOWER	Free Climb		
FIELD ACTIVITIES	Open Program: Archery & BB Range		
ECOLOGY	Into the Woods <i>5th Grade</i>	Earth Rocks <i>4th Grade</i>	Into the Wild <i>5th Grade</i>
SCOUTCRAFT	Elven Architecture	Open Program	Estimations <i>5th Grade</i>
HANDICRAFT	Art Explosion <i>4th Grade</i>	Open Program	
IMPACT @ VC	Hike: Tech on Trail & Math on Trail <i>4th Grade</i>		Catapult

PROGRAM FOUR

	2PM-3PM	3PM-4PM	4PM-5PM
AQUATICS	Paddle Craft Activities <i>4th & 5th Graders</i>	Paddle Craft Activities <i>4th & 5th Graders</i>	Open Watercraft
CLIMBING TOWER	Free Climb		Aware & Care <i>4th Grade</i>
FIELD ACTIVITIES	Open Program: Archery & BB Range		
ECOLOGY	Champions for Nature <i>5th Grade</i>	Champions for Nature <i>4th Grade</i>	Creatures of Middle Earth
SCOUTCRAFT	Open Program	Rope Making	Knife Safety <i>5th Grade</i>
HANDICRAFT	Elven Arts	Open Program	
IMPACT @ VC	Hike: Tech on Trail & Math on Trail <i>4th Grade</i>		Catapult

CUB SCOUT WEBELOS & AOL SCHEDULE DESCRIPTIONS

CUB SCOUT ADVENTURES

Aquatics

Swimming and Water Safety: helps youth learn about water safety, practice basic swimming skills, and build confidence in aquatic environments.

Paddle Craft: builds confidence on the water as they learn essential paddling skills, practice water safety, and have fun exploring the great outdoors.

Ecology

Champions for Nature (By Rank): inspires youth to explore conservation, develop eco-friendly habits, and become stewards of the environment.

Into the Woods (5th): encourages youth to explore the wonders of nature by learning about trees, plants, and forests while developing an appreciation for the environment and conservation.

Into the Wild (5th): explore the natural world, observe wildlife, and learn about ecosystems, helping them develop a deeper appreciation for nature and conservation.

Earth Rocks (4th): introduces youth to the fascinating world of geology, where they explore rocks, minerals, and fossils while discovering how Earth's forces shape the land around them."

Creatures of "Middle" Earth: Learn about the creatures within our backyard at the Ecology Building!

Scoutcraft

Knife Safety (5th): teaches youth how to safely handle and care for a knife while emphasizing responsibility and proper techniques for using it in outdoor activities.

Estimations (5th): develop their estimation skills through hands-on activities, learning how to make educated guesses about size, distance, weight, and volume in everyday situations."

"Elven" Architecture: Create and build on your Scoutcraft skills; maybe even try pioneering!

Climbing Tower

Aware and Care (4th): develop empathy and understanding by learning about disabilities, inclusivity, and ways to support and respect people of all abilities.

Handicraft

Art Explosion (4th): unleashes youth creativity by exploring different art forms, experimenting with various techniques, and expressing themselves through hands-on projects."

Elven Art: Create your own shield, use our leather working machine, or use this as open program time!

IMPACT @ VC (I-Innovation, M-Merit, P-Pioneering, A-Adventure, C-Communication, T-Technology)

Fishing: teaches youth essential fishing skills, including casting, knot tying, and water safety, while fostering a love for the outdoors.

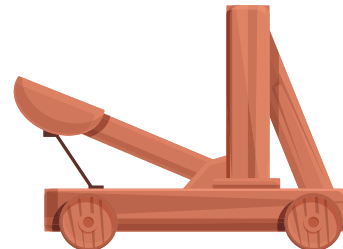
Engineering (5th): think like problem-solvers as they explore the world of engineering, design creative projects, and learn how engineering shapes the world around them.

Chef's Knife (4th): teaches youth cooking skills, kitchen safety, and healthy eating habits while they prepare delicious meals and learn about nutrition.

Tech on the Trail (4th): technology enhances outdoor adventures by exploring GPS navigation, digital mapping, and other tools that help them explore the world safely and efficiently.

Math on the Trail (4th): discover how math is all around them by using measurement, estimation, and problem-solving skills while exploring the outdoors.

Catapults: Build your own catapult!



DRESS CODE



The Northeast Iowa Council encourages all campers to dress comfortably while they are at camp. Campers should use their best judgement to dress appropriately and not wear anything that would make other campers feel uncomfortable. When packing for camp, the following dress code items should be adhered to:

- **Clothing** should not include profanity or images that do not support the Scout Oath and Law
- Proper undergarments should be worn
- **Pants and shorts** must
 - completely cover undergarments
 - not allow for exposure of the buttocks
 - stay up without the use of hands
- **All shirts** must
 - have wide straps or cover the shoulders - no "spaghetti straps"
 - not be see-through or expose the side of the body
 - be worn at all times outside of the aquatics area or shower house
- **Closed-toed shoes** must be worn at all times except while in the aquatics area or shower house. At no time should a camper be barefoot unless in the designated Aquatics areas, the shower or in their tent.

Scouts will be asked to wear the Scout Field Uniform (Class A) to flag lowering, dinner, and at campfires.

Swimwear should be comfortable, functional, and appropriate for the specific aquatic activity. All Swimwear should follow these guidelines:

- clean
- designed as swimwear
- appropriate and safe for the activity
- secure enough to not shift or fall off while participating
- t-shirt or additional layer such as a rash guard may be allowed if it does not hamper movement in the water

For males: swim briefs or swim bottoms short enough to allow exposure are not allowed. Appropriate swimwear may include swim trunks or board shorts.

For females: bikinis or swim wear that allows exposure are not allowed. Appropriate swimwear may include tankinis or one-piece swimsuits.

As always, we remind everyone that Scouting's Barriers to Abuse states, "Appropriate attire is required for all activities". Our policy reflects Scouting America's statement and commitment to diversity, equity, and inclusion and are based on health & safety, dignity, and respect. These guidelines pertain to all ages, genders, and apply to Scouts, Scouters, staff, visitors, and family members.



CAMP C.S. KLAUS DINING

MEALS IN MUNTER LODGE

Camp C.S. Klaus is known for its plentiful and mouthwatering meals. All meals will be served buffet style, at the times found in the schedule. Menus have been carefully planned by our camp cook and have been approved by a registered dietician.

If anyone has special medical dietary restrictions, please notify the Council Service Center when you register for camp so reasonable accommodations may be made. Any Scout with special dietary medical restrictions should also introduce themselves to our camp cook and clarify or confirm any necessary accommodations before the first meal.

CAMP C.S. KLAUS FACILITIES

DAMAGE TO EQUIPMENT

Each campsite will be responsible for equipment provided for their use by the camp. Any damage to equipment because of abuse, whether willful or as a result of negligent or imprudent practices, will be charged to the individual or Pack.

LOST AND FOUND

The camp lost and found box will be located at the Camp Office. Leaders and parents need to remind Scouts to have their personal effects marked with name and pack number. Each Scout needs to take care of, and safeguard, their personal property. Camp is not liable for any lost items.

HEALTH LODGE

A qualified Health Officer is on duty at all times. In the event of serious accident/illness, the person will be taken to a clinic or hospital in Manchester, Iowa. Parents will be informed if the Scout needs extensive care.

SHOWER HOUSES

Each shower stall has its own entrance and is private. Youth must be accompanied by an adult leader or parent to the shower house. Usage of phones or cameras in or near the shower house is strictly prohibited.

MAINTENANCE OF CAMP PROPERTY

The Camp Ranger and council's properties committee will work with the Camp Director to maintain the facilities of Camp Klaus. In the event you discover the need for repairs (i.e. broken board on a tent platform), please report the problem to the Commissioner.

TRASH DISPOSAL

Trash bags are provided to help you keep your campsite clean. Trash bags should be placed next to the campsite sign after evening program if they are to be collected for disposal. **Please do not leave any trash in your campsite at the end of your stay.**

SUPPLIES

The Quartermaster is open each day. Toilet paper, trash bags, and various tools and equipment may be obtained from the Campsite Counselor.

CAMP HOUSING

Camp Klaus provides the following at each campsite: two-person tents on wooden platforms, cots (2 per tent), flagpole, latrine-washstands, picnic tables, and a fire ring. Tent platforms are not to be moved off their foundations! Please remember that all Scouting America Privacy Standards must be followed when it comes to the sharing of tents. A Scout may only share a tent with a parent/guardian or another Scout within 2 years of age.

*No facilities are available for use of personal camper-type vehicles.

*Camping in vehicles in the parking area is prohibited!

FOOD IN CAMPSITES

ALL CAMPERS AND LEADERS ARE ADVISED TO NOT KEEP FOOD IN THEIR TENTS. Wildlife, especially raccoons, are infamous for searching for food wherever it may be found in a campsite, including occupied tents.

TRADING POST

The Camp Klaus Trading Post is stocked with those items necessary to assist Scouts in the successful pursuit of skills and badge work (pocket knives, craft supplies, etc.) as well as snacks, toiletry/personal hygiene items, t-shirts, patches and camping gear. Hours will be posted at the Trading Post. Cash and credit cards accepted.

HEALTH & SAFETY POLICIES

ACCIDENT AND SICKNESS INSURANCE

The Northeast Iowa Council currently provides accident and sickness insurance for campers registered with the Northeast Iowa Council. The insurance is secondary to the camper's primary medical insurance. If they don't have insurance, Scouting America's insurance becomes primary. For all out-of-council campers, insurance is the responsibility of the troop and the Scout's parents unless otherwise covered by their home council. All accidents and illnesses must be reported to the Health Officer and recorded in the Camp Health Log so care can be documented in support of insurance claims. Records will be maintained in the Health Lodge and signed by the staff member in charge of Health and Safety.

ANNUAL HEALTH & MEDICAL RECORD

The Annual Health and Medical Record is required for all Cub Scout activities, with sections A & B completed for youth and adults in attendance. This will be turned in at check-in and can be picked up at check-out. Medical forms are not kept at the Council Service Center and will be destroyed after check-out. The Official Scouting America Annual Health & Medical Record can be found at <https://www.scouting.org/health-and-safety/ahmr/>.

MEDICATION - DOCTOR PRESCRIBED

If a youth camper must take doctor prescribed medicine, written instructions must be included with the Scout's name, medication name, time to be administered, and quantity to be administered. (See pg 14) The Allergies/Medications Consent Section on Part B of Scouting America Annual Health & Medical Record **MUST** be filled out by a parent/guardian and turned in at check-in. Pack Leaders can choose to keep track of prescription & over the counter medications and administration times after talking with the Camp Health Officer. Some Scouts may be able to self-administer medication, especially if they are already doing so at home. The unit must keep medications in a locked container. Otherwise, all prescription medications must be turned into the Health Office for administration. Regardless of which method your Pack decides to use, prescription medications that are controlled substances (i.e. ADHD medications, narcotics, etc) must be kept in the Health Lodge and administered by the Medical Officer. Any medication that needs to be refrigerated will be kept in the Health Lodge. (Note: If a parent is present at camp, they can choose to store and administer the medications to their child with no restrictions including the controlled substances noted above.)

MEDICATION - OVER THE COUNTER/NON-PRESCRIPTION

Several non-prescription medications are available at the Health Office. By signing the Allergies/Medications Consent Section on Part B of the Scouting America Annual Health & Medical Record, you are allowing the Health Medical Officer to dispense any over the counter/non-prescriptions to your Scout at camp.

FEMININE HYGIENE

While Scouts and adults are responsible for their own necessary hygienic supplies, we acknowledge that unexpected situations arise. Campers may expect dispensaries discreetly located in restrooms throughout camp.

PETS

Pets are NOT permitted at camp. The only exception is trained and certified service animals. Emotional support animals are not allowed.

DISCIPLINE

The Unit Leaders/parents are responsible for the discipline and order of their own Scouts. The Camp Staff will not assume the responsibility for, or interfere with, unit/parental discipline unless it directly involves the health and safety of youth or the Unit Leaders/parents are not present at the time of the problem. The Camp Director will be apprised of any problem by the staff member and will refer them to the unit leader/parent. No arrangements may be made to send a Scout home before informing the Camp Director of the situation. The Youth Release Form is required for a Scout to leave camp. No initiations or hazing are permitted in camp.

HEALTH & SAFETY POLICIES CONTINUED

OUTDOOR HAZARDS

In any trip to the outdoors the camper may encounter biting insects and poisonous plants or animals. Each parent should familiarize themselves and their youth with poisonous plants and biting insects, especially poison ivy and mosquitos. The effects of poison ivy, ticks, etc., can be minimized with good personal practices. All injuries of this type should be reported to the Camp Health Officer for treatment and recording.

WEATHER EMERGENCIES

In the event of impending severe weather, campers will be notified by program area staff and campsite counselors. The Camp Ranger will drive a vehicle through camp to notify campers. Staff will instruct the camp sites to proceed to the nearest severe weather shelter. There are three concrete weather shelters located on the hill near the campsites, as well as in the basements of Munter Lodge, Visitor Center and Health Lodge.

In the event of sudden, severe weather, the siren will sound continuously. All campers shall take cover immediately in a ditch or other low area. The all clear signal will be a series of on and off siren calls. Everyone should report to the Parade grounds so Campsite Counselors can account for all campers and leaders following the all clear signal.

FIREGUARD PLAN

In case of fire, the Camp Director is to be notified immediately. The Camp Director will contact the Fire Department. All campers are requested to stay clear of the fire area. The Camp Ranger will travel throughout the camp with the vehicle's horn blowing. All Scouts and adults will report to the Parade Ground flagpole area. Leaders should assemble their Scouts in a safe area and take a roll call.

OPEN FLAMES

No open flame is to be used in a campsite with the exception of campfires or cooking fires that are attended while they are burning. Open flames (i.e. candles, sterno, kerosene lanterns, etc.) are strictly prohibited in tents.

FIREARMS, AMMUNITION, BOWS AND ARROWS, SHEATH KNIVES

The camp will have available all bb guns, ammunition, and bows and arrows needed for use as part of the camp program. Personal equipment and ammo is not allowed in camp. Non-folding sheath knives are not allowed by anyone at camp. Absolutely no types of weapons are allowed at camp.

SMOKING, ALCOHOLIC BEVERAGES, ILLEGAL DRUGS

Alcoholic beverages/ illegal drugs /tobacco/vaping of any type will not be tolerated in the council camps. Possession by anyone in attendance will result in immediate dismissal from the camp property. There will be no refund of unused camp fees.

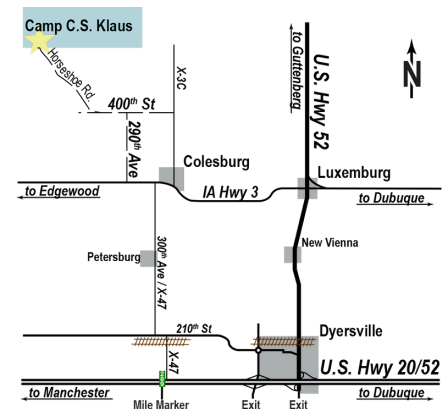
AUTOMOBILE POLICY

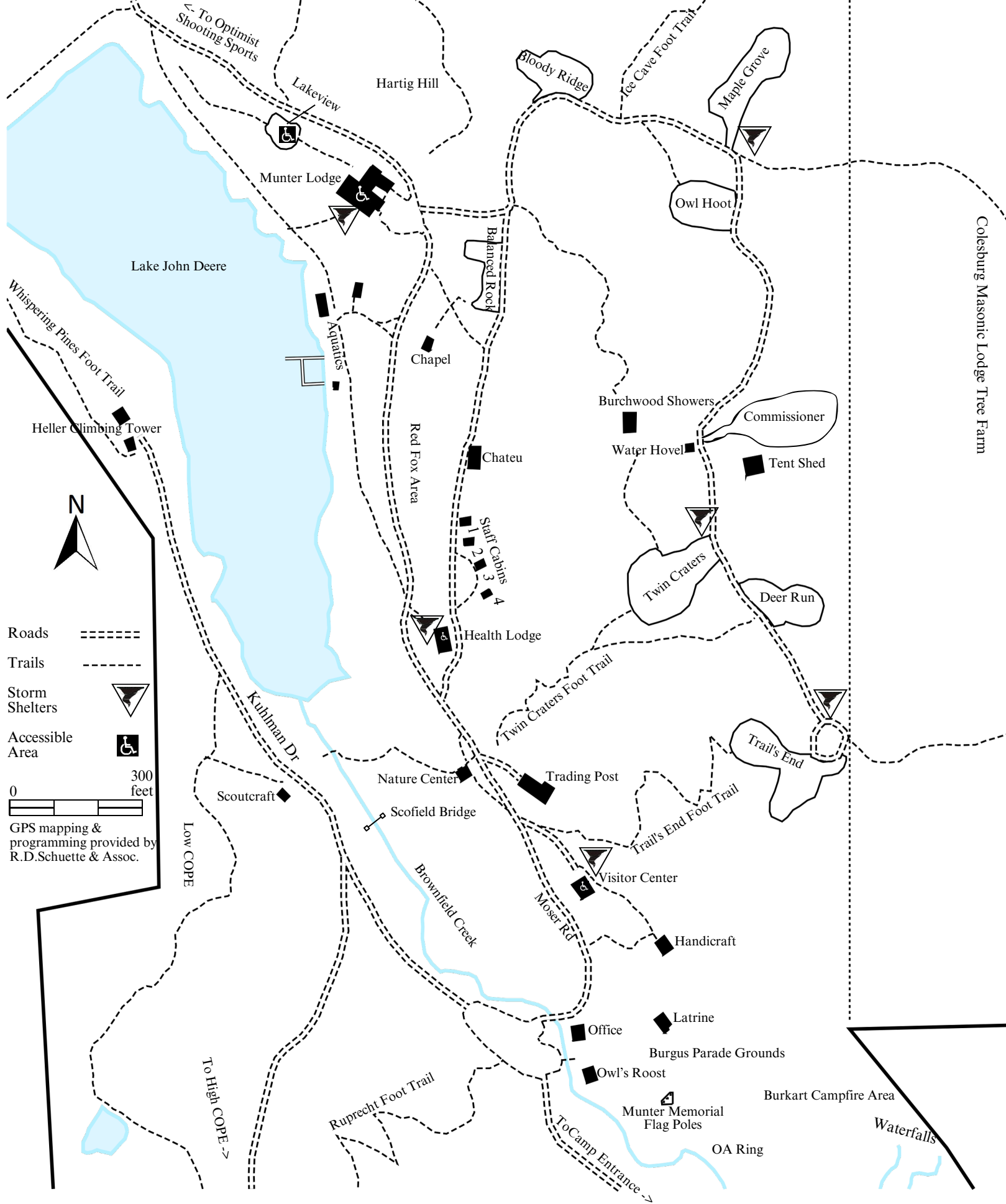
All cars/trucks must be parked and remain in the central parking lot. NO ONE is to ride in the back of a truck. All riders must be in the cab. This includes transportation of Scouts to and/or from camp.

HOW TO GET TO CAMP

GPS ADDRESS: 28157 HORSESHOE RD, GREELEY, IOWA

- One mile west of Colesburg, IA on Hwy. 3, turn north onto 290th Ave (gravel road) and drive 0.9 miles.
- Turn left (west) at the stop sign onto 400th St.
- Drive about 0.7 miles and stay to the right when the road splits. Follow Horseshoe Road for about 0.7 miles to the Camp Klaus Entrance.





Camp C.S. Klaus

Scouting America Northeast Iowa Council

28157 Horseshoe Rd, Greeley, IA 52050

Routine Drug Administration Record

Name: _____ Campsite: _____

Troop No.: _____ Date of birth: _____ Classification: _____

Drug hypersensitivity: _____ Weight: _____

P.O. = by mouth
PRN = as needed
A.C. = before meals

I.M. = intramuscular
B.I.D. = two times a day
P.C. = after meals

S.C. = sub-cutaneous
T.I.D. = three times a day
H.S. = hours of sleep (taken at bedtime)

S.L. = sub-lingual-under-tongue
Q.I.D. = four times a day

<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<table border="1"> <tr><td>Med</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td><td>S</td></tr> <tr><td>Time</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Med	S	M	T	W	T	F	S	Time							
Med	S	M	T	W	T	F	S										
Time																	
<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<table border="1"> <tr><td>Med</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td><td>S</td></tr> <tr><td>Time</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Med	S	M	T	W	T	F	S	Time							
Med	S	M	T	W	T	F	S										
Time																	
<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<table border="1"> <tr><td>Med</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td><td>S</td></tr> <tr><td>Time</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Med	S	M	T	W	T	F	S	Time							
Med	S	M	T	W	T	F	S										
Time																	
<p>Prescribing Physician: _____</p> <p>Medications: _____ Rx: No Yes Number(s): _____</p> <p>Dosage: _____ Date filled: _____</p> <p>Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal</p> <p>Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.</p> <p>Amount in bottle: _____ Comments: _____</p>	<table border="1"> <tr><td>Med</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td><td>S</td></tr> <tr><td>Time</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Med	S	M	T	W	T	F	S	Time							
Med	S	M	T	W	T	F	S										
Time																	

Initial _____ Signature _____ Name _____ Position _____

INSTRUCTIONS: Sheet is for reproduction as needed. It should be three-hole punched and kept in a binder during camp week. Use one sheet for each camper with a prescription. Record all medicines brought to camp (up to FIVE medications per sheet). The medication, dosage and dosage schedule should be copied from the prescription. Record dispensing times and days in the blocks provided for each medication as they are dispensed. After camp, place sheet(s) inside the first aid log.

Youth Release Form
Permission for a Scout to Depart from the Premises

INSTRUCTIONS:

Youth desiring to leave camp prior to the pack's/troop's departure, or not as a part of the pack/troop, must have a release signed by their parent/guardian and approved by the unit leader. Youth will normally only be permitted to leave accompanied by their parent/guardian or for participating in an off-site activity. The form below must be used in handling all such departures. In an emergency, it may not be possible for a parent/guardian to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived, asking for the release of the youth. This information should document the person from whom the call was received, verify telephone confirmation of the parent/guardian asking for release of the youth, and give detailed reasons for the requested release.

Request is made that: _____

Address: _____ City, State, Zip: _____

CIRCLE ONE: Pack / Troop Unit # _____ Campsite: _____

Be permitted to leave camp for the following reason:

☐ Off-site activity or ☐ Other: _____

The Youth is to Leave On Date: _____ Time: _____

Accompanied By: _____

The Youth is to Return On Date: _____ Time: _____

In signing the request for release, Scouting America and the youth's parent(s) or guardian(s) mutually acknowledge that there will be no refund of the camp fee. Upon the youth's departure from the camp the Scouting America or it's representatives shall not be liable for any loss or injury to the youth's person or property.

This request is made by: (Parent's or guardian's signature required except as noted for emergency departure requests.)

Parent/Guardian Signature: _____ Phone: _____

Unit Leader's Signature of Approval: _____

Before leaving the camp, youth must check out with their unit leader and the camp headquarters.

APPROVALS: Unit # _____

Signed: _____ Unit Leader Date: _____

Signed: _____ Camp Director Date: _____