



CAMP
ARROWHEAD

SUMMER 2026

CUB RESIDENT CAMP LEADER GUIDE



Scouting  America
Ozark Trails Council

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Dear Cubmaster

Thank you for signing up to join us at Camp Arrowhead! We have great activities planned to make this our best summer of Cub Scout Resident Camp to date.

Pack up your 10 Essentials and we'll see you this summer to uncover the adventure!

Cheerfully,
Bill Marr, Camp Director & Mark Peterman, Program Director



Camp Arrowhead, located in Marshfield, Missouri, is home to Scouts and Leaders each summer. The almost 600 acres camping property has been a summer home to Scouting since 1924.

Camp Arrowhead provides opportunities for Cub Scout Packs from Ozark Trails Council and beyond to have fun, learn skills, and practice Scouting programs in the outdoors under their own leadership.

Camp staff and facilities are also resources for your use in achieving your Packs goals, and in fulfilling the mission of Scouting America:

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

Our camp staff is committed to serving all our campers, both youth and adult leaders to the best of their ability. Camp activities are centered around: Teaching and Coaching, Values, Quality Program, and Fun.

Our commitment is to provide activities that will lead Cub Scouts into the Scouts BSA program, and help Scouts advance through their ranks.



CUB SCOUT RESIDENT CAMP 2026 SESSIONS

Session 1: June 28 - July 1, 2026

Session 2: July 6-9, 2026

RESERVATIONS DETAILS:

SITE RESERVATION:

- A reservation deposit of \$100 is required. (If more than one site is needed, each site requires a deposit. 2 sites = \$200 deposit)
- The site deposit fee is NON-REFUNDABLE. The deposit is applied to the current year's fees and is not transferable to future years.
- If sharing a site with another unit, each unit must pay a deposit.
- Deposit is due in the Springfield Service Center within 14-days of submitting form, calls or emails.
- We will be doing registration through our online system [Cub Scout Resident Camp](#)

YOUTH DEPOSIT:

- Units must pay a non-refundable \$35.00 deposit per youth to reserve their space. This holds the youth spot in camp and allows the Camp Administration to better plan for their program rotations and meals.
- **The \$15 early bird discount if registration completed by 04.17.2026**

FOR ALL RESIDENT CAMP FEES:

- *Payment for 2026 Resident Camps can be made by Cash, Check or Money Order made out to Ozark Trails Council. Credit Card payment will be made available but will be assessed a 3% service charge above the full camp fee (listed above).*

FEES | 2026

YOUTH FEE : \$ 200

Early bird registration \$185

ADULT FEE: \$ 155

Early bird registration \$140

**Youth Deposits Due: \$35/youth by
04.17.2026**

REFUND POLICY

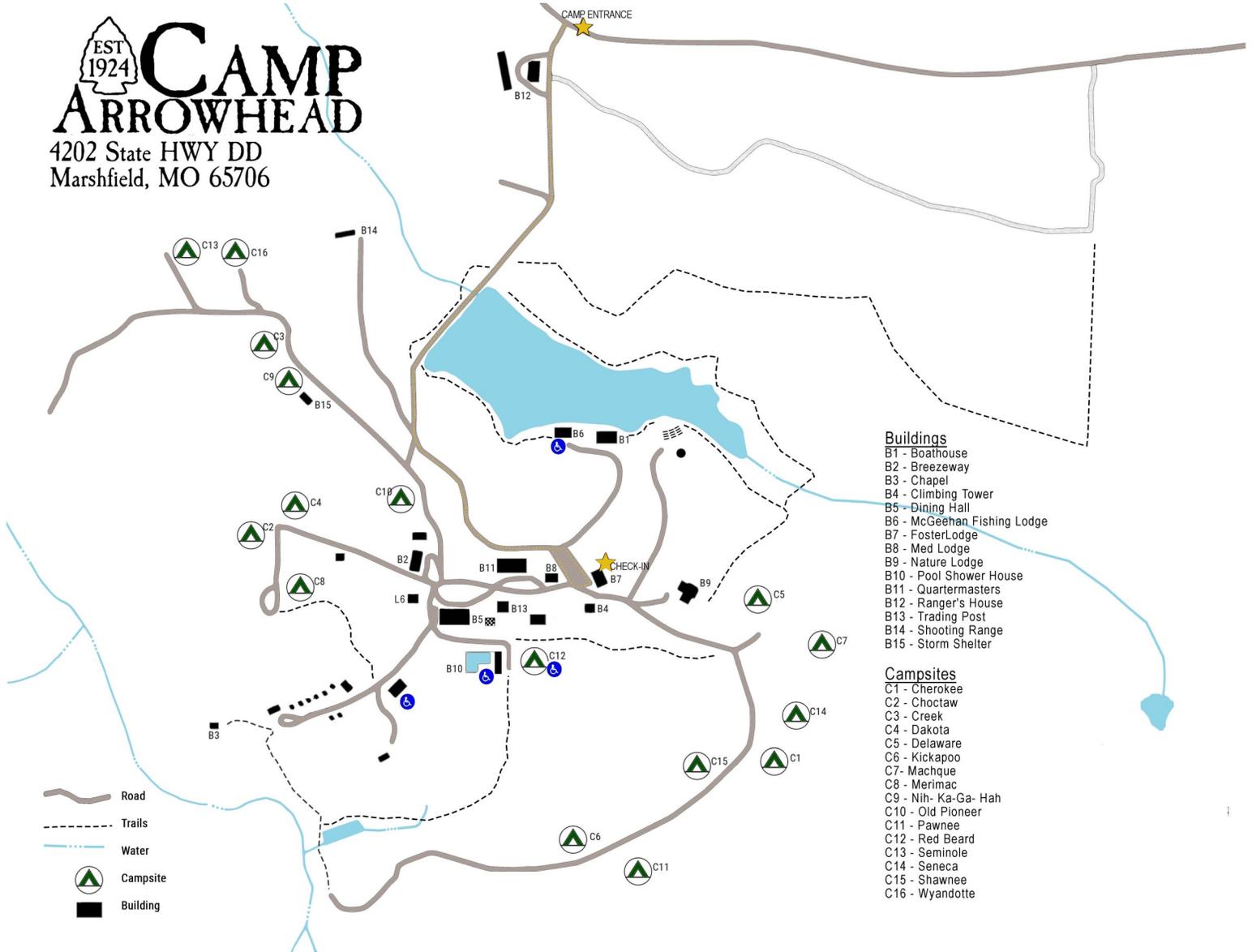
Any required deposits shall be NON-REFUNDABLE.

Refund of fees, outside of a deposit, will be processed on a sliding scale according to the following guidelines:

1. Requests received 30 or more days before the event – 100% of the total event fee, less the NON-REFUNDABLE deposit.
 2. Requests received 14 – 29 days before the event – 50% of the total event fee, less the NON-REFUNDABLE deposit.
 3. Requests received less than 14 days before the day of the event — 25% of the total event fee, less the NON-REFUNDABLE deposit.
- **In the event of a documented medical reason (doctor's note required), a death in the family, a natural disaster, or a declared emergency – refund request must be submitted within fourteen (14) days following the end of the applicable activity.*
 - For events where you register as a unit, registrations are transferrable within the same unit to a Scout or adult leader not currently registered for the activity.
 - Approved refunds will be processed within thirty (30) days of their receipt and all deposit will be made to the Unit. The unit will be responsible for the disbursement of those fees to the correct family. In Council Units, fees will be deposited into the Units account at the Council Service Center.

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CAMP ARROWHEAD

4202 State HWY DD
Marshfield, MO 65706



CAMP ARROWHEAD | 4202 STATE HWY DD | MARSHFIELD, MO 65706



PLANNING YOUR SUMMER CAMP ADVENTURE

Your Pack Chose Camp Arrowhead! What next...

HINTS TO GET EXCITED ABOUT CAMP

- Take Scouts on campouts to Camp Arrowhead in the off-season.
- Provide Unit Scholarships to Scouts who do something special.
- Talk about summer camp plans often with Scouts and parents.
- Conduct a special parent's night orientation/presentation about Camp Arrowhead.
- Have a camp bulletin board at every meeting with pictures, sign-up, program, etc.

SAMPLE AGENDA & PARENT INFORMATION PACKET

Successful packs hold an informational meeting for parents before camp. This meeting can be held in conjunction with a unit meeting, or at some other convenient time a few weeks before summer camp. Parents need to be informed about all of the details regarding summer camp. Visitors information, Camp Leadership needs, camp rules, equipment needs, and departure and arrival times should all be covered during this meeting. All of the needed information for a pre-camp meeting can be found in this Leader's Guide.

A suggested agenda for the pre-camp meeting of Scouts, leaders and their parents is below. This meeting is best held in March / early April and should be conducted by the Camp Cubmaster.

SAMPLE CAMP ORIENTATION AGENDA

1. Welcome and Purpose of Meeting
2. Travel Information
3. Schedule While at Camp
4. How Parents Can Reach Their Scouts / Emergency Updates
 - a. Mail
 - b. Emergency telephone number (————) PLEASE – EMERGENCY ONLY
5. What to Bring to Camp and What NOT to Bring to Camp
6. Distribute and explain medical forms. [set target date to collect A & B of med form]
7. Prescription Medication .
8. Program Schedule
9. Expenses to Anticipate
10. Questions



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UNIT ROSTER

Each Unit will be responsible for completing a roster of Scouts and leaders attending camp.

ADULT LEADERSHIP REQUIREMENTS

Scouting America policy requires units follow two-deep leadership rules and policies. You must have TWO (2) Scouting America registered adults. If your unit

is only able to provide ONE (1) registered Adult Leader, please contact the Council Office for assistance in making arrangements to combine your unit with another. This will provide 2-deep leadership requirements to be met.

Scouting America allows Cub Scout parents and guardians to camp with their children and share a tent. All adults, including parents, staying overnight must be registered with BSA and complete SAFE guarding youth training. All adults must follow 2-deep leadership protocols. Lion Cub Scouts and Tiger Cub Scouts must have their adult partner present to take part in overnight camping.

HEALTH FORMS

To attend camp, Scouts must have an up to date Scouting America Health Form. Provide them with the form and start reminding them to schedule an appointment with their Doctor sometime in March!

Each Scout and Adult Leader at Camp Arrowhead must turn in a completed Scouting America Health Examination Form at check-in. **Parts A & B are REQUIRED for Cub Resident Camp.**

- You must use the Scouting America Health Forms, available here [Health Form Link](#)
- There are no waivers or exceptions.
- Health forms will be returned to the unit at the end of the session with your check out packet. We advise you to provide us with a copy of the form, while you keep the original.
- We will review the forms at check in to ensure the forms are completed with all required signatures.

CAMP ARROWHEAD RISK ADVISORY

- Camp Arrowhead is a walking camp, with most program areas being centrally located in our main camp area. Some areas require more walking, the shooting range is located about a half a mile walk with a steep incline as is the Council Ring, waterfront area, and some camp sites which are located more than a half a mile away from main camp.
- Everyone should be prepared to walk to these outer locations. Our campsites do not have electricity. Be prepared for the limited amenities. Camp Arrowhead is at least 40 minutes away from regional hospitals via ground transportation (medical staff is on site).
- Please take these factors into consideration when preparing for camp. While Adult Leadership is a key part of Scouting and setting the example for the young Scouts, PLEASE do not push yourself beyond your comfort level, your capability level, and certainly do not risk your health to be at camp.
- If an adult requires special sleeping arrangements, please complete the Special Physical Arrangements Needs Form to allow us to prepare for accommodations, locations, and potential 2-deep leadership coverage

PLANNING CHECKLIST

- Unit Roster (verify roster through My.Scouting.org)
- Adult Leaders (chosen, trained, and committed)
- S.A.F.E. Guarding Youth (Youth Protection Training)
- Scouting America Health Forms (Part A & B)
- Swim Test
- All deposits are paid: Site & Youth

S.A.F.E GUARDING SCOUTING YOUTH PROTECTION/BUDDY SYSTEM

Summer Camp should be a special place for all Scouting youth! All adults **MUST** have completed the S.A.F.E. Guarding Youth Protection Training prior to camp. Protection for leaders and youth are provided by:

- The “buddy system” of two or more Scouts, who stay together, to and from activities. **This is in effect at all times at Camp Arrowhead.**
- One-on-one activities with a youth and adult are not permitted.
- Scouts sharing a tent cannot be more than 2 years apart in age.
- Youth and adults will not share the same tent. (Except for a Cub parent and their Cub Scout).
- Youth privacy is to be maintained in shower and dressing areas (supervision is necessary only to the extent required to ensure safety and discipline).
- Units are encouraged to use a “checkout system” in their campsite. If any Scout is missing, it should be promptly reported to the Camp Director.

Any allegations of child abuse or misconduct should be reported immediately and directly to the Camp Director or Lead Commissioner.

Scouting America policy states one adult may *never* lead Scouting activities and meetings.

At least two registered adult leaders, who are 21 years old, must be present at all times. Packs with female youth members must also have at least 1 female leader over the age of 21 present.

The majority of the instruction, discipline and organization of your unit will come from your own unit leadership. The staff works with you - our purpose is never to take over your job as leader of your unit, rather, it is to assist you in achieving the utmost respect of your Scouts, to work as your special advisers and helpers, and to provide an environment in which your unit can grow and thrive.

SWIM CHECK

The swimming classification of individuals participating in Scouting America activities is a key element of Safe Swim Defense, Safety Afloat and the [Guide to Safe Scouting](#). **Swimming classifications must be renewed annually within the calendar year of summer camp or of the activity swimming will be a part of.**

To help facilitate this requirement, we are happy to help with two options:

- Where appropriate and safe, swimming classification tests can be conducted prior to summer camp.
- All persons (youth and leaders) are required to complete the swimming classification test prior to aquatics activities.

If your unit wants to complete the Scouting America Swim Test prior to camp, great! It will certainly save you some time when checking in.

Failure to follow these instructions will result in nullification of the report and swim tests will be re-administered upon arrival at camp.

SPECIAL NOTE: When swim tests are administered away from camp the aquatics staff reserves the right to review, or retest some or all of the persons listed to assure the safest standards have been maintained.

COUNCIL SWIMMER CLASSIFICATION PROCEDURE

Administration of swimming test options:

Complete the swimming test upon arrival at camp, **OR** complete the swimming test prior to arrival at camp (*within the current year):

- The test must be administered by a certified person (Limited to Scouting America, Red Cross, or YMCA Lifeguard) **AND**
- The results must be reported on the official Ozark Trails Council Form **AND**
- A COPY OF THE LIFEGUARD'S CERTIFICATION CARD MUST ACCOMPANY THE SWIM TEST RECORD.

Swimmer Test – **BLUE SWIMMER**

This swimmer test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The various components of the test evaluate the several skills essential to this minimum level of swimming ability. This is a 1st Class Requirement.

- **Jump feet-first into water over your head in depth.**
 - ⇒ *The swimmer must be able to make an abrupt entry into deep water and begin swimming without any aids. Walking in from shallow water, easing in from the edge or down a ladder, pushing off from side or bottom, and gaining forward momentum by diving do not satisfy this requirement.*
- **Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke.**
 - ⇒ *The swimmer must perform a restful, free-breathing backstroke which can be used to avoid exhaustion during swimming activity. This element of the test necessarily follows the more strenuous swimming activity to show the swimmer is, in fact, able to use the backstroke as a relief from exertion. The change of stroke must be accomplished in deep water without any push-off or other aid. Any variation of the elementary backstroke may suffice if it clearly allows the swimmer to rest and regain wind.*
- **The 100 yards must be swum continuously and include at least one sharp turn.**
 - ⇒ *The total distance is to be covered without rest stops. The sharp turn demonstrates the swimmer's ability to reverse direction in deep water without assistance or push-off from side or bottom.*
- **After completing the swim, rest by floating.**
 - ⇒ *This critically important part of the test evaluates the swimmer's ability to maintain himself in the water indefinitely even though exhausted or otherwise unable to continue swimming. Treading water or swimming in place will further tire the swimmer and therefore is unacceptable. The duration of the float test is not significant, except it must be long enough for the test administrator to determine the swimmer is resting and likely could continue to do so for a prolonged period. Drown proofing may be sufficient if clearly restful, but it is not preferred. If the test is completed except for the floating requirement, the swimmer may be retested on the floating only (after instruction) provided the test administrator is confident the swimmer can initiate the float when exhausted.*

Beginner Test – **RED SWIMMER**

The test demonstrates the beginning swimmer is ready to learn deep-water skills and has the minimum ability required for safe swimming in a confined area in which shallow water, sides, or other support is less than 25 feet from any point in the water. This is a 2nd Class Requirement.

- **Jump feet-first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.**
 - ⇒ *The entry and turn serve the same purpose as in the swimmer test. The swimming can be done with any stroke, but no underwater swimming is permitted. The stop assures the swimmer can regain a stroke if it is interrupted.*

Non-Swimmer Test – **WHITE SWIMMER**

No test is required; however, all are encouraged to get in the water.

- Non-Swimmers do have an approved and supervised section in the Camp Arrowhead pool to get in the water.

SCOUTING AMERICA SWIM TEST REQUIREMENTS (ALSO AVAILABLE ON BLACK PUG)

The Scout uniform builds individual and unit pride. The leaders attitude toward wearing the Scout uniform will be reflected in the dress of their pack. Scouts should wear their uniform to and from camp with pride!

Scouts and Scouters who have their Field Uniform shall wear it upon arrival and departure, to camp-wide (in campsite and dining hall) flag ceremonies, as well as campfires, ceremonies and vespers in campsite and religious services. Those who do not own a complete uniform should wear their Activity Uniform .

Every pack coming to camp should take a few minutes to determine if it has everything necessary for a quality program. Remember that there is no electricity in your campsite. The following is only a suggested list of items to take to camp. Consult the Cubmaster's Guide/Handbook for a more detailed list.

EQUIPMENT AND SUPPLIES EVERYONE SHOULD BRING – NO GLASS CONTAINERS

- Annual Health and Medical Record (current year, completed and signed). Scouting America Health Form A & B
- Official Scout Uniform (shirt, neckerchief with slide, shorts or pants, belt, and socks)
- Camp T-Shirt (new ones available at trading post)
- Extra seasonally appropriate shirts (NO SLEEVELESS SHIRTS), shorts, underwear, socks, etc.
- Daypack
- Pajamas
- Toothbrush & Toothpaste
- Sun Screen
- Mess Kit w/Utensils
- Flashlight & Extra Batteries
- Paper & Writing Utensils
- Swim Attire
- Sweater or Light Jacket
- Shampoo, Soap, Comb
- Raingear
- Hat or Cap / Sunglasses
- Scout Handbook
- Water Bottle / Canteen
- Bible or Prayer Book
- Long Pants / Belt
- Sleeping Bag/Blankets, Pillow (Cots Provided)
- Non Aerosol Mosquito / Insect Repellent
- Bath towels / Swim Towel
- Spending Money
- Pocket Knife
- **Hiking boots and tennis shoes (no flip flops or open toe shoes)**
- **Swimming Attire:** Swimsuits must be modest. For adult or youth males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For adult or youth females, bikinis are not allowed. Modest tankinis with no bare midriff or one piece swimsuits are appropriate. Participants are encouraged but not required to wear a swim or T-shirt in the pool for modesty and sun protection. A shirt, shorts & closed toe shoes must be worn to and from the pool.
- **Spending Money** – Souvenirs, snacks, supplies and craft kits are available at the Trading Post. Packs may wish to operate a “bank” to hold money for Scouts while at camp. Only small bills; Ones, Fives and Tens should be brought to camp. The Trading Post cannot easily make change for larger bills.

OPTIONAL EQUIPMENT

- Binoculars
- Musical Instrument
- Sewing Kit
- Clothes Washing Soap (in plastic bottle/biodegradable powder)
- Camera
- Small Rug or Mat
- Stamps and Envelopes
- Small Mirror
- Work Gloves
- Nylon Line, Clothes Pins, Coat Hangers
- Camp Chair
- Fishing Gear
- Mosquito Net

CLEARLY MARK ALL ITEMS WITH FULL NAME AND UNIT NUMBER

All personal items and spending money should be kept in a secure camp box while at camp. Clothing should be clearly marked with your full name and unit number.

The Ozark Trails Council is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp.

—DO NOT BRING VALUABLES TO CAMP—

All clothing and equipment should be clearly marked with your full name and unit number.

ITEMS YOUR UNIT/PACK SHOULD PROVIDE FOR YOUR CAMPSITE

- Unit Flag
- First Aid Kit
- Lock Box for Valuables and Log Book
- Clipboard with Extra Paper
- Program Reference Materials
- Water Containers, Drinking Cups and Ice Cart
- Pitchers/Jugs for Juice Mix
- Water Jug
- Lanterns (Battery Operated or Propane Only)
- Pack Religious Materials
- Clear Plastic Covers for Campsite Bulletin Board (Prayer Books, Bibles, etc. per Faith)
- **ENSURE all members of your unit have the items listed on the equipment and supplies list.**
- Rope and Binding Twine
- Trash Bags
- Unit Roster Sheet
- Bow Saw, Rake, Shovel, Broom, Hose
- Thumbtacks
- Alarm Clock (wind up or battery)
- Cooking Gear
- American Flag

DO NOT BRING ANY OF THE ITEMS LISTED BELOW

- Boxing or Martial Arts Equipment
- Climbing/Rappelling Equipment
- Fireworks
- Immoral Materials
- Personal Firearms / Private Ammunition
- Camouflage Clothing
- Personal Archery Equipment
- Illegal Drugs & Alcohol

TENTING

As stated in the Guide to Safe Scouting, all leaders and youth shall tent in same gender and age appropriate groups. All campers and leaders must be housed in established campsites.

PERSONAL CAMPING EQUIPMENT

No facilities are available for the use of personal camper-type vehicles. Carpets may be used but must be taken home with the unit and not thrown into the camp dumpsters. No decks are to be constructed to tents. **“No Flames in Tent”** must be stenciled on all tents or have a sign with this message, properly affixed, before Scouts can sleep in them, according to Scouting America policy.

TENT PLATFORMS

Tent platforms are not to be moved under any circumstances. Two-person canvas wall tents on wooden or cement platforms are provided for your unit. Tent Platform sizes are 9'6" x 7'6", plan accordingly. The National Camp Standards for tent sleeping requires 30 square feet per camper. Units using their own tents also must meet this size standard.

CHEMICAL FUELS

- Using liquid fuels for starting any type of fire—including lighting damp wood, charcoal, and ceremonial campfires or displays—**IS PROHIBITED.**
- No flames in tents. This includes burning any solid, liquid, gel, or gas fuel—including tents or teepees which feature or support stoves or fires; and any chemical-fueled equipment or catalytic heaters.

“As per guide to safe Scouting- if you have liquid fuels to operate a generator or other machine the fuel must be **DOUBLE LOCKED. If you do not have the ability to accomplish this the camp is happy to store fuel for you in the Quartermaster.”**

CAMPSITE EQUIPMENT PROVIDED BY OZARK TRAILS COUNCIL – CAMP ARROWHEAD

- Campsite Flagpole
- Tent Platforms (wood /concrete)
- Picnic Table*
- Two-Person Canvas Tents
- Bulletin Board
- Latrine or Portable Latrine*
- Rake, Shovel
- Water Bucket (Fire Guard)
- Campfire Area
- Water Supply*
- Trash Barrel
- Toilet Paper

***A latrine and hand washing facility, pavilion or dining fly and picnic table are located in or near each campsite.**

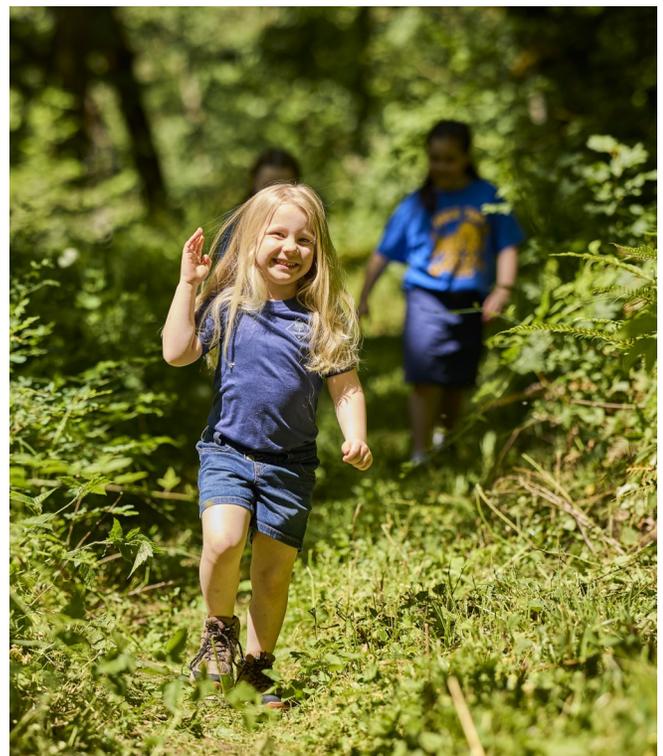
Campsites may be reassigned to best accommodate the number of campers in your unit.

CAMPSITE INSPECTIONS

- All Scouts and Leaders must stay overnight in their established campsites.
- Scouts and leaders are not permitted in Staff housing areas and will be sent home if found in those areas.
- There are no accommodations for non-Scout youth.
- Makeshift showers are not permitted in campsites due to health and environmental concerns.
- Care must be taken to ensure drinking water is clean! Do not use the same hose that is left at latrine for cleaning purposes to fill water containers.
- Campsite cleanliness is the responsibility of the unit and unit leadership. Camp Arrowhead uses a self-evaluation method to maintain campsite sanitation.
- The Camp Cubmaster should complete the campsite inspection checklist before 9:00 a.m. and post it on the bulletin board.
- Commissioners will visit each campsite between 9:00 a.m. and lunch every day to determine the best campsite of the day between the west and east side campsites.

SHARING A CAMPSITE

Units may join, or be joined, together in a campsite to help meet the two-deep leadership requirements or to make efficient use of camp property. It is up to units sharing a campsite to decide if they will participate as one unit or separately in camp activities.



ARRIVAL & DEPARTURE | 2026

4 WEEKS BEFORE CAMP

SPECIAL NEEDS REQUEST –DIETARY &/OR TRANSPORTATION NEEDS WHILE IN CAMP

If a youth has a special dietary need and/or transportation need, a “Special Physical Arrangements Needs Form” and/or a “Special Needs Dietary Need Request Form” must be filled out and filed at xxx a minimum of 4 -weeks prior to attending camp. No forms will be accepted at check-in.

Camp staff will make every effort to accommodate a camper’s needs in a timely manner. The form helps us plan so necessary items and staff are available at the time of need.

TWO WEEKS BEFORE CAMP

- Does the Unit have adequate leadership?
- Make sure parents have information on departure time, return time, and telephone number for emergencies.
- Make sure Scouts have necessary equipment.
- Each Scout and Leader should have filled out a proper health history/physical exam form. Parts A & B.
- All fees collected.
- Transportation arrangements completed.
- Verify all Scouts registered in your unit through My.Scouting.org before you leave for camp.
- Scouts have adequate rain gear to take along.
- Special Needs forms/requests have been submitted.
- Call Ozark Trails Service Center or Camp Arrowhead at least a week in advance if you expect any problems.

THE DAY YOU GO TO CAMP

- All receipts for fees already paid are with you.
- Have adequate money to pay additional and unpaid fees at Camp secured.
- We recommend you bring at least two blank Unit checks. You may need to pay for additional program fees, merit badge and other trading post supplies. Be prepared.
- Pack equipment packed including cooking gear.
- Bring along **2 copies** of each Scout’s and adults medical forms. (1 for us, 1 for you)
- Map on how to get to Camp Arrowhead.

TRANSPORTATION TO AND FROM CAMP - Transporting the Scouts, unit equipment, and personal gear is the shared responsibility of the Camp Cubmaster and parents. Parking at camp is limited, therefore carpooling is strongly encouraged to help alleviate parking problems. All vehicles must be parked in designated areas. It is recommended that a member of the unit be appointed to serve as transportation chair for the unit. The primary responsibility of this person is to plan the trip to and from camp.

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CAMP CUBMASTER

At least two registered adult leaders, who are 21 years old, must be present at all times. Packs with female youth members must also have at least 1 female leader over the age of 21 present.

It is desirable for the regular Cubmaster to be the camp leader, but if he or she is unable to attend full-time, the Pack committee should name a “Camp Cubmaster.” The Camp Cubmaster works in developing and scheduling the Pack’s program. He or she should participate in the daily Cubmaster meetings and then assign and coordinate the responsibilities of all adult leadership for the unit. ALL adult leaders should be trained in their registered Scouting America position.

Under the unit system of camping, the Camp Cubmaster is in charge of the Pack at all times. All additional adult Scouters in camp are considered Assistant Cubmasters. The majority of instructing, disciplining and organizing of your Pack is up to you.

The staff works with you and serves as your camp helpers. Our purpose is never to take over your job as leader of your unit, but to aid you in achieving the utmost respect of your Scouts, to work as your special advisors and helpers to provide an environment in which your Pack can grow into a more proficient organization with quality trained leaders and Scouts.



ADULT LEADERSHIP POLICY

“Any adult accompanying a Scout Pack to a resident camp or other Scouting activity lasting overnight must be registered as a leader, including completion of a Criminal Background Check and SAFE Guarding Youth Training, **even if they are a parent of a youth on the trip.**”



LOST & FOUND

Every summer LOTS of items are left behind. If you misplace an item or leave your towel at the swimming pool, you can find it at the Foster Lodge. The Lost and Found collection might have your missing item!

Leaders should encourage each Scout to mark their possessions with their name and unit number. It is highly recommended each camper leave valuables locked in their campsites or in the care of an adult leader when using the pool. Unsecured baskets are available, but lockers are not available. The camp is not responsible for lost or stolen personal items.

CHECK-IN PROCEDURE

- Check in will be at your Scheduled time. (You will be sent a link to select a time slot)
- Arrive at your scheduled time between 1:00 p.m. - 3:00 p.m.
- Registration is at Foster's Lodge.
- Only the Cubmaster is allowed in Foster's Lodge at time of check-in.
- Cubmaster will meet with:
 - ⇒ Camp Business Manager to finalize Camp finances.
 - ⇒ Camp Health Officer to review medical forms.
 - ⇒ After the unit has checked in at Foster's Lodge, the unit will be led by their assigned Pack Ambassador on an exploration tour of Camp Arrowhead.

ITEMS COLLECTED AT CHECK-IN

- Final Camp Payments and Program Fees
- Unit Roster (Youth and Adult) all must be registered with BSA.
- Health Records (reviewed for signatures and checked boxes)
- Unit Swim Checks (if completed prior to camp)

VEHICLES IN CAMP—PARKING & SPEED LIMIT

- **Speed limit while camp is in session: 5 mph**
- ***Scouts will NOT be allowed to ride in vehicles unloading gear. Scouting policies prohibit transporting Scouts at any time in the back of pick-ups or trailers.***
- Only one (1) vehicle will be allowed in campsite during equipment drop off.
- **DO NOT DRIVE TO CAMPSITE WITHOUT CHECKING IN AT FOSTER'S LODGE.**
- Unit trailers may be left in campsites, so long as they are not designated or used for sleeping. Trailers can be parked along the perimeter of the campsite; they may not block any camp roads.
- After check-in, each vehicle will need to be returned to the main parking lot for the duration of camp. **Vehicles are not to be driven or moved beyond the parking lot without permission from the Camp Director. NO personal vehicle will be allowed beyond the parking lot, or in campsites at any other time during the camp session.**
 - ⇒ **If you need additional transportation, check with the Camp Commissioner first. If a vehicle is needed for disability reasons, a Special Needs Request Form must be submitted on Black Pug 4-weeks prior to camp. This must also be accompanied by a Physician's note.**
 - ⇒ If a parent is picking a Scout up early, notify the clerk at Fosters lodge staff for assistance in getting gear from campsite.

When a Pack checks in to Camp Arrowhead, they will be assigned a Pack Ambassador. The Ambassador will take you on a tour of Camp and will make sure your campsite is in order. The same Ambassador will assist you during checkout of your campsite. Ambassadors will be encouraged to visit with you throughout the week to check in on your experience.

During your Camp orientation tour, you will visit the pool for swim checks, medical lodge to turn in prescription medications, and most other areas of camp for a thorough overview of where things are located and what Camp has to offer.

OPENING LEADER MEETING

There will be a Cubmaster meeting held at the council ring, the first evening you are in camp. The purpose of the meeting will be to inform the leaders of new information, introduce the Program Area Directors and finalize camp advancement. This is a great time to have any questions answered before the first big day!

VISITORS & FAMILY AT CAMP

- Visitors are welcome to attend the closing campfire.
- All visitors must check in at Foster's Lodge and **check out by 10:00 p.m.**
- **Visitors and Family will not be allowed to stay overnight.**
- Visitors must stay in campsites or main camp areas.
- Visitors will wear the appropriate wrist band while at Camp.
- Visitors must obey all camp rules (no open toed shoes, no pets, etc.)
- Please make sure Visitors are aware of the key rules before they arrive. Also make sure they are aware they will need to check in and pay for meals.
- Visitors are welcome to dine with their unit in the dining hall, seating space permitted or during in-camp cooking but must purchase meal tickets at the Trading Post in order to eat in the Dining Hall or with units during in-camp cooking. At the time of payment, a meal voucher will be issued. Present the meal voucher at the dining hall when eating. If payment is not made at the Trading Post, the fee will be added to the Unit total cost and must be reconciled at checkout.

Cost: Breakfast \$5.00 | Lunch \$6.00 | Dinner \$7.00

YOUTH/ADULT EARLY CHECK-OUT DURING CAMP

Early check-out sometimes cannot be avoided; however, it is best if everyone can stay for the entire session for the optimum experience. If a camper or adult needs to check out early, the process is as follows:

EARLY CHECK-OUT PROCEDURE

If a camper or adult needs to check out mid-week, the process is as follows:

- ⇒ **Youth:** A "Youth Leave Form" is completed at Foster's Lodge and must be approved by the Cubmaster and Camp Director. A camper may leave only with a parent or guardian, or with a written release form — the written release must specify the name of the individual transporting the youth. A photo ID is required to check a youth out of Camp.
- ⇒ **Adult:** The person must check out at Foster Lodge. The date and time of expected return must be noted, if applicable. Remember, units are always required to have two-deep adult leadership in Camp.

CHECK-OUT PROCEDURE FOR END OF CAMP SESSION

- Check-out at Foster's Lodge begins at 7:00 a.m. the last day of your session.
- Your assigned Pack Ambassador will visit your campsite with you. All Packs must clear campsite by 10 am
- One (1) vehicle per campsite will be allowed in to pack up camp.
- **DO NOT DRIVE TO CAMPSITE WITHOUT CHECKING AT FOSTER'S LODGE.**
- When you have your campsite cleaned and signed off by the Pack Ambassador you can then have the Camp Cubmaster finalize check-out paperwork at Foster's Lodge. Commissioner should note any damaged equipment, necessary repairs, and ensure trash is removed from tents and site.
- Finalize any financial obligations. Leaders settle outstanding financial accounts.
- Leaders pick up all Health Forms for your Pack. *(These are not kept on file by the Council)*
- **Make reservations for next summer.**
- Have a SAFE trip home.

BREAKFAST & DINNER

FAMILY STYLE DINING - BREAKFAST & DINNER—will be served in the Dining Hall, with a flag ceremony prior to meal. During resident camp, we employ a family style set up in the Camp Arrowhead dining hall. Here are some helpful things to know about the system that will be used during breakfast and dinner in the dining hall:

- Your table will be assigned by the Dining Hall Steward during camp check-in.
- Each table seats eight people. This means you might be sitting by folks from other units!
- Each table will receive appropriate portions to feed eight people.
- *A Scout is courteous – don't take more than your serving before all eight diners have been served.*
- Kitchen patrol (KP) will be responsible for setting up the dining hall before meals and cleaning the dining hall after meals with guidance from the Dining Hall Steward.
- We recommend assigning two kitchen patrol (KP) members per table your unit is assigned at camp.
- Campers with special dietary needs will be responsible for picking up their meal from the silver service line outside the kitchen area.
- Seconds may be available on a meal-by-meal basis.
- Drinking cups will *NOT* be provided in the dining hall. Campers should bring something to drink from to dining hall meals.

LUNCH—Lunch will be delivered to your campsite by Camp Staff

The first meal served on check-in day is dinner and the last full meal is dinner on your last full day at camp. A Continental Breakfast will be served the morning of your departure. Packs must bring their own eating utensils, plates, bowls, etc. for lunches in campsite, for the week. Drinking cups will NOT be provided and Scouts will need to bring a cup to the dining hall for meals. Dishwashing will be using the triple wash method. Soapy water, rinse water, bleach water.

One free bag of ice is provided per unit, per day. These can be picked up at the Trading Post. Additional bags can be purchased for a small fee.

FLAGS

Morning and evening flag ceremonies will take place at campsites. An all-Camp flag ceremony will be held before dinner each evening.



CAMP ACCREDITATION

Each year Camp Arrowhead and the Ozark Trails Council has maintained Scouting's full accreditation to operate Scout camp.

SAFETY MOMENTS

Unit Leaders are strongly encouraged to incorporate into all activities Safety Moments that are shared with the youth and/or adults, including at regular unit meetings, campouts and daily while attending summer camps. Safety Moments are exactly what the name implies: opportunities to prepare for an activity, review safety measures and report incidents correctly. Scouting has prepared presentations on numerous topics in a new series that includes incident reporting helps, safe use of medication in Scouting, weather-related safety, winter activity, and winter sports. These can be found at <https://www.scouting.org/health-and-safety/safety-moments>. Some Safety Moments are for an Adult Audience Only, which will be indicated at the top of the Safety Moments page.

HEALTH OF CAMPERS

Each Scout and adult leader participant at Camp Arrowhead should be aware of the vigorous nature of camp living. Every effort will be made to meet the special needs of Scouts (youth) attending camp when proper notification is made using the Special Needs Request form. Please understand that electricity and air conditioning are not available at campsites at Camp Arrowhead, and rigorous weather conditions may be too much for some Scouts and adults.

Adults must also be in good condition if they are to effectively fulfill their role of supporting young people. Sometimes the special needs of adults place stress on camp resources and divert from the purpose of Scouting – to serve youth. Therefore we ask that you carefully consider whether your participation will serve the needs of the Scouts or be a distraction.

PHYSICAL EXAMINATIONS | HEALTH FORMS

Each Scout and Adult Leader at Camp Arrowhead must turn in a fully completed Scouting America Health Examination Form at check-in. You must use the latest Scouting America Form only, which can be found Black Pug. There are no waivers or exceptions. They will be returned to the unit at the end of the session with your check out packet. **We advise you to provide us with a copy of the form, while you keep the original.** We will review the forms at check in to ensure the forms are completed with all required signatures. No physicals are given at camp.

Part A & B REQUIRED. The Annual Health and Medical Record require a MD, DO, PA OR NURSE PRACTITIONER SIGNATURE, NO EXCEPTIONS AND BE DATED WITHIN ONE YEAR OF THE LAST DAY OF THE SESSION YOU ATTEND. Older versions of Health forms and sports physicals will NOT be accepted.

FIRST AID | MEDICAL LODGE

Camp Arrowhead is fortunate to have a great medical/health facility staffed with excellent caregivers. The Medical Lodge is located in Arrowhead Health Lodge on the west side of the main parking lot and handles minor accidents and illnesses. Special arrangements for the treatment of more serious cases have been made with local facilities. If a serious illness or injury occurs, outside assistance is requested and may result in treatment at a Springfield Hospital. All medical emergencies, no matter how small, must be reported to the Health Officer immediately for treatment and documentation.

⇒ **All prescription medication and over the counter (OTC) medicine must be submitted to the Medical Lodge for safekeeping and storage at check-in.**

The Health Officer must approve exceptions and include: insect sting kits, heart medication, asthma inhalers, and other medication required immediately in an emergency. The Health Officer may assist the unit leader in insuring prescription medications are taken as scheduled.

All prescriptions and OTC will be returned at the end of the session.

⇒ **Medication should never be administered by anyone other than the Health Officer or an assigned adult member of your Pack. If the adult leader is to administer medication it must be double locked and secured.**

EMERGENCY HEALTH CARE

If a serious illness or injury occurs, outside assistance is requested and may result in treatment at a Springfield Hospital. All medical emergencies, no matter how small, must be reported to the Health Officer immediately for treatment and documentation.

⇒ **INSURANCE COVERAGE:**

The responsible party for all medical services is the family of the injured person. The family insurance must be reported to the hospital for future communication and billing. Insurance information must be reported on each medical form.

⇒ **OZARK TRAILS COUNCIL UNITS:**

The council provides accident and sickness insurance for each registered member.

⇒ **OUT-OF-COUNCIL UNITS:**

Units must provide proof of accident and sickness insurance. You may purchase insurance through your council at re-charter time. Please contact our Council office to make arrangements at least 2 weeks prior to your arrival.

ACCIDENT, HEALTH, AND ILLNESS INSURANCE COVERAGE

The Ozark Trails Council provides a supplemental accident and illness insurance coverage for each registered member and leader of our council. This council-wide policy is an “excess policy” that protects each member all year long while attending official Scouting functions. All claims are to be submitted directly to Council Service Center by the family. Claim forms and limits of the policy may be obtained at the Council Service Center, the Health Lodge or the Council. Contact the Springfield Service Scout center for further details. Non-registered visitors to camp are not covered by this policy.

UNUSUAL BEHAVIOR: If you have a concern for a Scout’s welfare or threats to harm them self or others, TWO leaders should escort the Scout to the Health Lodge and the Camp Director should be notified.

TICK BORNE DISEASE

- Anyone participating in outdoor activities should take steps to prevent exposure to tick bites.
- Wear long-sleeved shirt and long pants. Tuck pants into boots or socks.
- Wear light colored clothing to make it easier to spot ticks.
- Conduct frequent and thorough “tick checks.” Finding and removing the ticks quickly is important. “Tick checks” should be conducted at least every 4-6 hours while in remote areas of camp.
- Insect repellents (Permethrin) can help repel ticks (use non-aerosol).
- Stay on trails and avoid “bush whacking” through high grass and brush.

WILDLIFE

Camp Arrowhead takes great pride in the abundant wildlife the camp supports. One thing to remember, we are guests in their natural environment. Care should be taken to avoid disrupting their natural habitat. No wildflowers, animals or wildlife should be collected.

- Do not attempt to handle snakes, spiders, lizards or other wild critters at camp. No hunting or harming is allowed. In most cases, if you leave them alone, they'll leave you alone. If you have a snake needing to be removed from your campsite, DO NOT KILL IT. Contact a Camp Staff Member and they will see the snake is properly removed and relocated. If you see a venomous snake or poisonous spider, notify a staff member.
- Keep "smellables" in smell-proof containers. Keep your camp area free of garbage.
- Care should be taken to avoid rodents and rodent droppings.

PETS AT CAMP/SERVICE DOGS

Pets are not allowed at Camp Arrowhead. However, Service Animals are allowed. Service Animals are defined as dogs that are individually trained to do work or perform tasks for people with disabilities. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA. In order to bring a service dog to camp you must fill out a an On-line Special Needs Request, upload proof of 1 million dollar policy insurance and proof of training for the Service Dog.

REST AT CAMP

The amount of sleep a Scout gets can make the difference between a great camping experience and a poor one. Each person needs an adequate amount of sleep to function in a cheerful and positive manner. The Camp Cubmaster is responsible to see that each Scout has the opportunity to get at least eight (8) hours of sleep each night. This means each Pack should respect the quiet time from 9:45 pm to 7:00 am.

RUNNING IN CAMP

No running in camp. There are many places which could cause injury to self or others. Each summer, some of the most treated injuries in the Medical Lodge are due to running in camp.

HOMESICKNESS

Camp Arrowhead might be the first time a youth has spent a long fun-filled week away from home. Coming to camp the first time, and occasionally the second time, may be cause for a case of homesickness. We regard homesickness as a normal healthy occurrence for a Scout. The staff is instructed to be aware of the campers' moods and emotional adjustment. They try to help the Scout understand the emotion they are feeling. They also make an effort to involve the camper in all camp activities. Experience tells us that within a few days the camper is busy having fun and feeling secure with the staff, new found friends and the outdoors. **KEEP THE SCOUT BUSY.**

The following points should be kept in mind and passed on to parents for dealing with homesickness:

- Calls home are discouraged. All evidence shows calls home make homesickness worse. The Scout will inevitably ask for someone to come get them. This puts the parent in a no-win situation.
- Parents should not make promises to "try it out" or promise to come get a Scout if they don't like camp. This only encourages the camper to give up, and they arrive at camp with an excuse. It may also give the Scout the impression of a lack of confidence from the Parent.
- Many times, it is the Parent who may actually be 'homesick'. Unit Leaders are encouraged to be the point of contact with the parent and NOT let the parent interfere with their Scout's camp experience.
- No hazing or harassment of any youth suffering from homesickness will be tolerated.
- In extreme situations, a leader will call the parents to discuss the situation.

HYDRATION

Camp Arrowhead has many designated water/hydration stations. Proper amounts of water are important during hot weather. Packs are encouraged to use water coolers but must provide separate cups (disposable/reusable) for each person. Each Scout and Leader should be encouraged to carry drinking water with them.

Always Stay Calm - Do Not Panic.

Your responsibility is the safety of your Scouts.

Camp Administration monitors the weather daily. They will use the best judgment possible to ensure the safety of the Camp. At the discretion of the Camp Director, activities may be postponed, cancelled, or extended (swimming time) due to varying types of weather.

MEDICAL EMERGENCIES: All injuries and illnesses must be reported to the medical lodge for treatment. For insurance purposes, these incidents and their treatment are recorded. We are in contact at all times with a local hospital and physician as well as emergency medical transportation. The Health Officer and Camp Director will make the final decision regarding medical treatment in conference with the Unit Leader.

EMERGENCIES REQUIRING CAMP MOBILIZATION: Upon hearing horns, sirens or notification from Camp Staff, the entire camp is to assemble in unit formation for more information at the dining hall for further instruction. Attendance at camp-wide mobilization is mandatory. Roll will be taken.

FIRE: DO NOT ATTEMPT TO FIGHT FIRES YOURSELF- Notify the Camp Director immediately if a fire gets out of control. The camp will mobilize, and the Camp Staff, under leadership of the Ranger, will fight the fire.

LIGHTNING: All aquatic activities will be suspended for 30 minutes after seeing lightning or hearing thunder. If lightning or thunder continues it will reset the time until the danger potential has passed. During this time Staff will ensure Campers have activities to occupy their time.

SEVERE WEATHER: Upon notification of severe weather in the area, the Senior Camp Staff will mobilize the camp to take shelter in the Dining Hall until the severe weather passes. If you are near another building during a severe storm, it is permissible to take shelter there until it is safe to travel.

HEAT: Hot summer weather is a fact of camp. Make sure your campers have hats, use sunscreen and drink plenty of water, then drink some more. Ensure your Scouts get sufficient shade and rest during their stay. The Staff will advise you of any other precautions which may be necessary during extreme heat. The camp administration will notify the camp of heat alerts, which are as follows:

- Category I Normal activity, Continue water intake.
- Category II Reduce activity, Increase water intake.
- Category III/IV Sharply reduce activity / Increase water / Beware of Heat Stroke
- Category V Stop activity / Seek cool areas / Increase water intake.

LOST PERSONS: Treat all reports of lost or missing persons seriously. Notify the Camp Director of the missing person, including who is missing, where they were last seen, when they were last seen, what unit they are from, etc. The Camp Director will institute the Camp Action Plan.

AQUATICS INJURIES (LOST BATHER): The camp will mobilize in the event of a missing boater or swimmer when the staff member in charge of the area determines reasonable doubt as to the whereabouts of the person in question. The staff will conduct all search efforts until success or termination of those efforts by the Camp Director.

FATALITIES AND SERIOUS INJURIES: The Camp Director will notify the Scout Executive immediately. The Scout Executive, Council President and the family's religious leader will visit the next of kin personally as soon as possible. *The family is not telephoned; a personal visit is required.*

The Scout Executive is only individual who will make statements to media.

-SECURITY- CAMP INTRUSION EMERGENCY

Any suspicious individual, group or vehicle should be reported immediately to the Camp Director.

- When exploring remote areas of camp always have a buddy and tell Unit leaders of location.
- Do not enter other campsites without permission.
- Camp Arrowhead and the Ozark Trails Council are not responsible for any personal loss while at camp.
- Even though a Scout is Trustworthy, it is a good idea to lock vehicles and store personal items in a secure location.
- All Camp Arrowhead staff members are instructed in the procedures of noticing and notifying the Camp Director, Camp Commissioner of any person not wearing an appropriate wrist band.
- Individuals not wearing the wristband are known as possible unauthorized persons (UAP). Any person on camp property who is not wearing a wristband and is not a staff member shall be considered a UAP until proven otherwise.
- Campers, leaders and staff are asked not to leave the camp property unless they have checked-out at Foster's Lodge.

The Camp Commissioner Staff helps to enforce Camp Arrowhead's intrusion policy. If a Camp Commissioner discovers the presence of a UAP, the commissioner will determine if the person is unauthorized. If the person is unauthorized, the Camp Director will be notified to determine if the person should be asked to leave camp. At their discretion, the Camp Director may choose to call the sheriff to have the UAP escorted from camp.

ACTIVE SHOOTER EMERGENCY

Active Shooter situations can occur at any time and are defined as "Any individual or group actively intending physical harm against one or more people located on council property." The individual or group intending harm must be identified as soon as the situation is recognized by staff or campers. Senior staff must be notified as soon as a threat is recognized. Senior staff have procedures that will be executed. Part of that procedure will be to notify all staff and campers via intercom and radio of an active shooter situation. All individuals are to remain in their current locations, move to the nearest woods and spread out and protect themselves by hiding behind trees, rocks etc. Do not remain in buildings or head to gathering spots when this event is declared. All individuals should remain 50 feet apart and stay there until The Camp Director announces an "ALL CLEAR." No one else can issue the "ALL CLEAR".

The Scout Executive is only individual who will make statements to media.



S.A.F.E GUARDING YOUTH PROTECTION GUIDELINES

Our nation's greatest asset is our youth, and Scouting is pledged to protecting and nurturing our children. Abuse can be physical, emotional, sexual, or consist of hazing, bullying or harassment. Any unit adult leader, Commissioner or Staff member who suspects, knows of, or witnesses a child being abused at camp, or at a unit meeting or activity, is mandated by the states of Kansas and Missouri to notify proper officials. While at camp, all suspected child abuse incidents (i.e. physical, emotional, and sexual) must be reported to the Camp Director immediately. All reports are confidential.

To attend Scout camp within the Ozark Trails Council, all persons (youth and adults) must be registered with the Scouting America prior to arrival at camp. Scouting America requires that adult leaders must have completed **Youth Protection | S.A.F.E Guarding Youth Training** which also includes a background investigation. Youth Protection Training is provided at www.my.scouting.org (online only, in-person courses are no longer authorized by Scouting America). The process is simple, self-explanatory and when you have successfully completed the training, print out your certificate for your records. If you entered your Scouting America registration number, your training automatically will be updated on the council's records.

Each camp and activity area will follow Scouting America requirements for Youth Protection and the appropriate safety guidelines for the specific activity (such as water activities, climbing, shooting sports). The Camp Staff and Commissioners are highly trained in these safety measures, and in most cases camp leadership, lodge directors and senior Staff are Scouting America Camp School trained for their activities.

The Staff and Commissioners will uniformly enforce these safety and Youth Protection rules.

1. SCOUT OATH, SCOUT LAW, OUTDOOR CODE, and THE GUIDE TO SAFE SCOUTING

All youth and adult participants are expected to act in accordance with the Scout Oath, Scout Law, Outdoor Code and follow the current edition of The Guide to Safe Scouting. Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.

2. ACTIVITIES TO PROTECT YOUTH AND ADULTS

National Scouting America Youth Protection Standards must always be followed at all times by every person on the Reservation – Scouts, Pack Leaders, Commissioners, Staff and Visitors – NO EXCEPTIONS. Anyone caught or suspected of abusing a camper will be required to immediately leave camp property pending outcome of the investigation by the local law enforcement. All forms of bullying, hazing and harassment including verbal, physical, sexual, emotional and cyberbullying are prohibited as forms of Scout abuse and will be prosecuted.

A. All adult Scouters age 18 or older must be registered with Scouting America and have a valid S.A.F.E Guarding Youth Protection Certificate for every day they are present at the camp session.

B. Every Adult Leader, Commissioner and Staff member is a mandatory reporter of violations of youth protection laws which requires you to report any actual or suspected incident of abuse. Youth protection incidents are not to be investigated by Packs or Ozark Trails Council Staff. The person discovering the suspected abuse should personally inform the Camp Director immediately, but should not discuss the incident with others nor attempt to investigate any alleged incident. It is extremely important that you not discuss any suspected or known abuse that you have reported with any camper, leader, or Staff member other than the Camp Director to whom you have reported. The reporter has legal protection from being revealed as the source of the report, but that protection is negated if he or she discusses the matter with other people.

- C.** Scout-appropriate language is the standard for all persons at camp. Sexual conversations of any nature including “jokes” are prohibited. Racial, ethnic, religious, sexist (including sexual orientation and gender identity) comments, jokes and slurs are prohibited. All youth and adults must follow SAFE Guarding Youth Protection Standards for language and behavior.
- D.** Visitors – All visitors must check in at Foster’s Lodge before entering camp and must wear the designated wristband at all times while on the Reservation. This includes everyone arriving to attend Tribe of Lone Bear and/or Order of the Arrow ceremonies, counseling or related activities, regardless of whether or not they intend to remain on the property after the activity. **Visitors wear a designated color wristbands and may not participate in camp programs, including use of the pool. Staff members and Commissioners will wear a current year camp-issued identification badge that is visible during all activities. Anyone found not wearing a wristband or name badge will be directed to the camp office.**
- E.** Identifying registered campers is a safety measure to help prevent unauthorized access to the youth and the property. Each youth camper will wear a wristband reflecting their swim test: BLUE for Swimmers; RED for Beginners and WHITE for Non-swimmers. Full-time or part-time leaders wishing to swim must have a leader’s band. Colored wristbands will be issued for full-time and part-time leaders. Broken wristbands should be replaced as soon as possible at Foster’s Lodge and the Pool.
- F.** Youth tent partners must be the same gender and not more than two years (24 months) in age difference. Ideally there are two youth per tent, but to prevent lone tenters, three may tent together – again provided they meet the gender and age requirements.
- G.** Adults must not stay in tents nor shower with youth members. Restrooms at the pools are designated for use by gender and age groups, and campsite latrines are for individual use only – including the urinal area. The only exception to this rule is if the Scout is registered as Special Needs, the parent may apply to the Scout Executive or his designee for consideration of the Scout’s circumstances.
- H.** Abiding by the “two deep” leadership policy that governs all Scouting activities also applies to use of social media, which means there should be no private messages and no one-on-one direct contact through email, Facebook messages, and direct messaging, chats, instant messaging (Google Messenger, Snap Chat, TikTok, etc.), or other similar messaging features provided through social media sites. All communication between adults and youth should take place in a public forum (e.g. the Facebook wall). Email communication between adults and youth should always include one or more authorized adults openly “copied” (included) on the message or message thread.
- I.** Social media and other electronic communications may not be used to harass, bully or demean another person, nor to engage in any commentary that is racial, ethnic, religious, sexual or sexist (to include sexual orientation or gender identity). These restrictions include communications between adults and youth as well as youth with other youth, All social media channels are, by nature, designed to be social, that is, shared with members of the public. As such, whatever social media activities you engage in should be completed with the understanding that the public will see them and may engage in an online dialogue with you as a result. You should not do anything on a social media channel that reflects poorly on you, other individuals in your council or unit, Scouting America, or anyone else. Before posting any content on any social media channel, you should first ask yourself if that content is in keeping with the precepts of the Scout Oath and Law.
- J.** Inappropriate public displays of affection and sexual activities are prohibited during Scouting.

3. UNIT LEADER YOUTH SAFETY RESPONSIBILITIES

Camp Arrowhead is an open campus for SAFE Guarding Youth Protection purposes. This means that although the camp operates with procedures and policies designed to prevent abuses of all types, Unit Leaders remain fully responsible for the safety and behavior of the Scouts at all times both on and off Camp property. The Scout Staff and Commissioners are responsible for providing the facilities and environment for the Scouts to enjoy various programs and activities. Please refer to The Guide to Safe Scouting for the most current information on safety in Scout programs.

4. BUDDY SYSTEM

ALL ACTIVITIES ON CAMP PROPERTY REQUIRE THE USE OF THE BUDDY SYSTEM, whereby campers engage in activities with at least one other Scout of the same gender and within two years of age so that they can monitor and help each other. The Buddy System is a requirement for Unit Leaders to enforce any time a Scout leaves your campsite, to include attending merit badge classes; going to the showers, pool or trading post; or any other activity where the adult unit leaders are not providing direct contact supervision. When Scouts are enrolling in Merit Badge classes, the unit should ensure that they are including at least one other Scout who qualifies as a Buddy.

5. YOUTH SAFETY IS EVERYONE'S RESPONSIBILITY AND OUR TOP PRIORITY AT CAMP

There never is a case where a youth or adult should argue with the Staff about camp rules. Belligerence and abuse of Staff will not be tolerated. We ask that youth and adults cheerfully follow the direction of Staff for everyone's safety and enjoyment. If you feel that a rule is not being enforced or not being enforced fairly, you should comply with the direction of the Staff and then ask your Unit Leader to discuss the issue with the Camp Director following a meal or after the next leaders meeting.

Likewise, we would never ask anyone to continue participation if they do not feel safe. If you feel unsafe, please report that to the Staff member in charge of the activity and they will excuse you from the program area. We are aware of "unwritten" camp rules and do not condone them. If you feel we are enforcing an unwritten rule follow the procedure noted above to speak with the Camp Director.

If you have questions or concerns about SAFE Guarding Youth Protection, please contact **XXX**

SUGGESTIONS | CONCERNS | COMPLAINTS

The Camp Arrowhead administration maintains an *open-door policy*. Please follow the proper channel, and address *all* complaints, concerns and suggestions to the Camp Director, Program Director, Business Director or Camp Commissioner. It is the duty of the camp administration to manage the staff and the camp.

OZARK TRAILS COUNCIL GENERAL CAMP RULES

Each camp and activity area will follow Scouting guidelines for safety and youth protection for any given activity. Our staff and Commissioners are highly trained and in most cases camp leadership, lodge directors and senior staff are Camp School trained for their activities.

1. SCOUT OATH, SCOUT LAW, OUTDOOR CODE, and THE GUIDE TO SAFE SCOUTING

All youth and adult participants are expected to act in accordance with the Scout Oath, Scout Law, Outdoor Code and follow the current edition of the Guide to Safe Scouting.

2. SAFE GUARDING YOUTH PROTECTION

National Youth Protection standards must always be followed. All adult Scouters must have a current Youth Protection Certificate.

A. You may be a mandatory reporter of violations of State youth protection laws, as such you are required to report any incident or report of an incident directly to Law Enforcement. Youth protection incidents involving State Law are not to be investigated by Packs or Ozark Trails Council staff. Please inform the Reservation Director local law enforcement are likely to arrive in camp, but no details should be shared. Youth Protection incidents that do not involve a violation of State Law should be reported per Council Policy to : xxx

B. All Scouts are expected to follow all SAFE GUARDING Youth Protection Rules at all times – NO EXCEPTIONS

C. Scout appropriate language - Sexual conversations of any nature including “jokes” are prohibited. Racial, ethnic, religious, sexist and sexual orientation comments, jokes and slurs are prohibited. All youth and Adults must follow Youth Protection Standards for language and behavior.

D. Visitors - All visitors must check in at Camp Arrowhead’s office located in Foster Lodge before entering camp.

3. SMOKING, ALCOHOL, MARIJUANA and ILLEGAL SUBSTANCES

A. Use of tobacco products and vaping is only permitted in designated areas. (Over 21) . Smoking areas will be determined and strictly enforced by the Camp Director.

B. There is no place in Scouting for the possession or use of alcohol or illegal substances. As outlined in the [Scouter Code of Conduct](#), Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana. Violators will be asked to leave camp. Possession of controlled substances is a violation of state law and may be subject to criminal prosecution. Anyone found in violation of this policy will be required to leave Council property and may be reported to local law enforcement and their local council. If the unit is unable to provide proper leadership to satisfy Scouting America Youth Protection standards, the Council will assist the unit in securing additional leadership.

C. While some states have provisions for medical use of Marijuana, it is still illegal at the federal level and is not allowed on any Scouting America property.

4. CLOTHING, UNIFORM, ATTIRE and FOOTWARE

A. UNIFORM - All participants are expected to arrive in field uniform. Field uniform is also required for formal flag raising, flag lowering and religious services.

B. CAMP ATTIRE - Clothing worn by participants must not promote illegal drugs, alcohol, violence, sexual activity, racism, sexism or bigotry. Clothing must cover all private parts and undergarments completely. Generally, it is hot at camp. Loose fitting and light-colored clothing is more comfortable.

C. SWIMMING ATTIRE - Swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis and tight-fitting swimsuits that allow exposure are not allowed. Modest tankinis or one-piece swimsuits are appropriate. Participants are encouraged but not required to wear a swim or T-shirt in the pool for modesty and sun protection. T-shirts AND closed toe shoes must be worn to and from the pool.

D. FOOTWEAR: Footwear is required by all participants while at camp. Shoes or boots are most appropriate for safety reasons. When at the pool or shower house, flip flops or slides may be worn. Closed toed footwear should be worn to the pool. Socks are not required to be worn with shoes.

E. TRIBESMEN/ARROW MEN and called Tribesmen/Arrow men will follow the direction of the Tribe of Lone Bear or the Order of the Arrow as to their dress.

5. EQUIPMENT and FACILITIES

A. SHOWERS - SAFE GUARDING Youth Protection Guidelines must always be observed in this area.

Showers are available at the pool. Warm water shower and flush toilets are located in the bathhouse at the pool. Separate facilities are provided for adult men [18 & over], adult women (18 & older), female youth (under 18), and male youth [under 18].

- **“Makeshift” showers are NOT allowed in campsites.**
- Female showers are always off limits to both male Scouts and adult males and visa-versa.
- **Showers for Women are located on the south side of the pool house.**
- **Single stall shower units are located on the North side of the Pool House.** These can be used by anyone at any time as they are single units.
- If at any time you notice the shower facility needs to be cleaned or resupplied, please notify the Pool Staff. It is also helpful if Unit Leaders monitor the area during shower times to help minimize horseplay and potential bullying which might occur.

B. DINING HALL

- Scouts should wash their hands prior to entering the dining hall. If their hands are visibly dirty, they will be asked to go wash them.
- As a courtesy, we offer and encourage the use of antibacterial gel as Scouts and adults enter the dining hall.
- Hats are to be removed upon entering the dining hall.
- Scouts and adults are expected to follow the directions given by the staff while in the dining hall and to use proper table manners during the meal.
- All Scouts and adults should attend meals in the dining hall. If for some reason they are not able to attend, Youth Protection practices must be maintained.

C. PACK EQUIPMENT - Unless otherwise noted, packs are free to bring their typical equipment to camp with them. This includes canopy’s, stoves and other equipment. You must respect the conservation areas when placing your equipment. Packs may use dry cell batteries of any type that are in good working condition. The camp does not offer charging facilities beyond cell phones and C-Pap Machines.

D. CARE OF EQUIPMENT AND FACILITIES - It is expected that all participants will care for and protect camp equipment and facilities. In most cases if damage occurs, the Pack is expected to make any necessary repairs. If camp equipment cannot be repaired, the Pack will be charged the replacement cost of the item. Tent platforms and other camp facilities are not to be moved. There are to be no flames in tents or cabins. This would include charcoal, mosquito coils and similar items.

E. LIQUID FUELS - The use of liquid or jellied fuels, gasoline, or oil lighting and/or cooking equipment, petroleum-powered motors and generators are prohibited at camp. The storage of any type of liquid fuel (excluding propane or isobutane compressed gas used for stoves grills and lanterns) in the Pack campsite is strictly prohibited. Motors or generators run by battery or other means are not acceptable at camp due to the potential fire hazard and noise pollution they create. Small solar panels are allowed.

F. BATTERY CHARGING - Summer Camp should be a special time to bond with other Scouts and enjoy the outdoors. Leaders should have a cell phone for emergency contact and communication. Internet service is available at Fosters Lodge. The Ozark Trails Council is not responsible for items left unattended. Battery charging stations are limited. Please turn your phone off while charging. Phones not turned off may be put into a quiet place, so they do not disturb the area.

G. WET CELL BATTERIES (CAR BATTERIES) - Due to the dangerous chemicals in car batteries, they aren't allowed.

H. HAMMOCKS - Hammocks are allowed. Must be used safely according to Safe Scouting rules and guidelines.

I. BIKES - Camp Arrowhead has mountain bikes which can be reserved for patrol use, or class instruction. If you would like to ride a bicycle while at camp, see the High Adventure Director and they will make sure you have a safe, fun ride.

- Scouts and leaders can bring their own bikes. At the beginning of the week, bikes must be inspected by the bike program staff. If a Scout or leader bike rider is deemed a hazard in camp, they will not be allowed to ride during their week of camp. There will be a designated bike parking areas in main camp.
- **HELMETS ARE REQUIRED AT ALL TIMES!!**

L. AEROSOL PRODUCTS BANNED - Aerosol spray used inside tents WILL remove waterproofing from tents. **If waterproofing is destroyed, the replacement cost is charged to the Pack.**

6. EMERGENCY and SAFETY PROCEDURES AT CAMP

A. EMERGENCY PROCEDURES - Emergency procedures are discussed in detail at the first leaders meeting; please make sure that a representative is available at this meeting! In the event of an emergency, each Unit Leader should account for their youth and adults (keep a roster with you) reporting any missing persons to camp leadership immediately. All Youth and adults must follow the direction of the camp staff during emergencies.

i. FIRE: In case of fire, report it to the camp office IMMEDIATELY. The camp staff is organized to help in firefighting, and the Marshfield Fire Department will respond. Stay out of their way so no one gets hurt. DO NOT ATTEMPT TO FIGHT THE FIRE.

ii. LOST CAMPER: Report a lost camper to the commissioners immediately.

iii. SEVERE WEATHER: In case of severe weather, the Senior Camp Staff will mobilize the camp to take shelter in the Dining Hall until the severe weather passes. If you are near another building during a severe storm, it is permissible to take shelter there until it is safe to travel.

C. VEHICLE SAFETY - Do not ride in truck beds or on tailgates – NO EXCEPTIONS - Scouting regulations prohibit using the cargo area of trucks (including pick-ups with camper shells) and trailers for transportation of passengers, or persons riding on the tailgate of station wagons. Each occupant should have and use a seat belt. Please cooperate by keeping your Scouts off such equipment. Drivers of vehicles must be at least 18 years of age with current driver's license. Anyone driving with passengers must be at least 21 years of age with a current Driver's license. All vehicles must have seat belts for the number of occupants. This is a state law.

D. CAMP SPEED LIMIT - The maximum speed limit for all vehicles in camp is 10 miles per hour (5 miles per hour inside camp during session). Driving off-road is not permitted.

E. PIONEERING AND ROPE PROJECTS - Any rope or pioneering projects must comply with the current edition of the Guide to Safe Scouting. Check with Camp Director before erecting any projects.

F. RUNNING IN CAMP - We do not run in camp for safety reasons.

7. CLEANLINESS

- A. Please keep yourself and your campsites clean and help us keep your campsite looking nice. Your Pack is responsible for keeping your campsite clean.
- B. The Commissioner can give you information for proper procedures to clean and maintain your latrine.
- C. Trash should be taken to the dumpster daily and when leaving your campsite. All items must be removed at the end of camping session. Do not leave chairs, rugs, etc., when you depart.
- D. Your pack can help keep trash picked up along paths and roads. All participants should maintain a high level of personal cleanliness including regular hand washing and daily showers.
- E. Cleaning the Pool Shower House is the responsibility of the leaders under the direction of the Pool Staff. Please see the Pool Staff for direction, scheduling and procedures.
- F. Please remind everyone that a good Scout takes only pictures and leaves only footprints. Please do not litter.

8. CONSERVATION PRACTICES

- A. Follow the Outdoor Code
- B. Do not cut down any trees.
- C. Do not hike trails that are marked “Closed” and do not cut across switchbacks.
- D. Only conduct conservation projects that have approval of the Camp Management.
- E. Never leave a fire unattended! Make sure to put it “dead out” with water and dirt.
- F. Please leave your campsite cleaner than you found it.
- G. Please pick-up any trash you find along camp trails.
- H. Wildlife - Camp Arrowhead is home to many types of wild animals. Hunting, harming or collecting wildlife is not permitted. Only your Camp Ecology Director is authorized to collect and display wild animals.
- I. **ENDANGERED SPECIES** - Remember that Federal Law protects birds of prey, and possession is punishable by fines or imprisonment. The use of endangered species claws, feathers, and/or parts from being used for OA or Tribe of Lone Bear attire is inappropriate.

9. PERSONAL FIREARMS

Camp Arrowhead will have firearms, ammunition, bow and arrows, needed for use as part of Camp Program. Personal firearms, archery equipment and sheath knives are not allowed at camp, or on camp archery or firing ranges. If brought to camp, such personal equipment must be turned in to the camp administration until checkout at the end of the camp session. Tell your Scouts to leave them at home.

Scouters may NOT carry firearms at Scouting Activities. While various state laws may have authorized individual Scouters to legally carry or conceal firearms, they are NOT permitted to carry them while involved in Scouting activities.

10. VANDALISM AND PRANKS - Vandalism and pranks are PROHIBITED at Camp Arrowhead. Vandalism and pranks causing damage and/or require labor necessary to restore the camp property to its original condition will not be tolerated. Scouts and leaders making unauthorized entry into buildings and/or program areas or not in their campsite after taps may be asked to leave Camp. Anyone observing vandalism should report it immediately to the Camp Director of the Commissioner Staff.

11. HAZING- Initiations or hazing of any kind are not permitted in Scouting. It is mandatory for any Scout or Leader to report to the Camp Director immediately any actual or suspected case of child abuse or neglect. No one shall be deprived of food or sleep, be placed alone without supervision, observation or interaction, or be subjected to ridicule, threat, corporal punishment or excessive physical exercise. Each staff member and adult camper must be alert to each camper’s physical state. Any observed change should be reported to the Camp Director for appropriate action. When an individual is suspected of having committed an act of an unacceptable nature, the Camp Director should be notified immediately in order for appropriate action to be taken.

12. DISCIPLINE- The twelve points of the Scout Law are the basic guide for proper conduct at camp. The unit leader and his assistants are responsible for the discipline and order of their Pack. The Camp Staff will not assume responsibility for, nor interfere with units unless it directly involves the health and safety of Scouts. The Camp Commissioner will be apprised of any problem and notify the Camp Director. They will then refer the problem back to the Leader of the Unit. **No arrangements will be made to send a Scout home before informing the Camp Director.** Scouting is designed to provide a safe and healthy environment for your youth. Please review the Code of Conduct with your Scouts.

13. SECURITY AT CAMP ARROWHEAD- Any suspicious individual, group or vehicle should be reported immediately to the Camp Director. Campers, leaders and staff are asked not to leave the camp property unless they have checked-out at Foster Lodge.

- When exploring remote areas of camp always have a buddy and tell Unit leaders of location.
 - Do not enter other campsites without permission.
 - Camp Arrowhead and the Ozark Trails Council are not responsible for any personal loss while at camp.
 - Even though a Scout is Trustworthy, it is a good idea to lock vehicles and store personal items in a secure location.
- All Camp Arrowhead staff members are instructed in the procedures of noticing and notifying the Camp Director, Camp Commissioner of any person not wearing an appropriate wrist band.

Individuals not wearing the wristband are known as possible unauthorized persons (UAP). Any person on camp property who is not wearing a wristband and is not a staff member shall be considered a UAP until proven otherwise.

The Camp Commissioner Staff helps to enforce Camp Arrowhead's intrusion policy. If a Camp Commissioner discovers the presence of a UAP, the commissioner will determine if the person is unauthorized. If the person is unauthorized, the Camp Director will be notified to determine if the person should be asked to leave camp. At their discretion, the Camp Director may choose to call the sheriff to have the UAP escorted from camp.

14. VEHICLE STORAGE—All vehicles must be parked in designated parking areas with proper ID tags displayed. Absolutely no cars/vehicles will be allowed in campsites. Pack trailers may stay in the campsite for storage purposes only. The owner of each vehicle is the person solely responsible for its security. The Ozark Trails Council is not responsible for loss or damage caused by fire, storm, theft or vandalism to any person, vehicle, and trailers or for any loss or damage to articles left in vehicles.

15. TAPS - All youth should be in their bunks with lights out at taps. Adults should turn lights down and remain quiet for the rest of the evening. Please do not disturb other campsites.

16. STAFF HOUSING- Campers and Pack leaders are not permitted in the Staff Housing Areas. Remember, this is their camp home. Just as you deserve privacy in your Packs site, the staff also deserves their privacy.

17. SELLING POLICY—The sale of merchandise to campers, leaders, or staff for personal or unit profit is not permitted. The use of Ozark Trails Council, camping properties and program logos are protected, and written permission is required.

“The Ozark Trails Council, Scouting America, by signature of the Scout Executive shall have the sole right to authorize the use of insignia, words, phrases, designation marks, pictorial representation and descriptive remarks related to the program of the corporation, including the Tribe of Lone Bear and Order of the Arrow on commercial products, promotional efforts and/or sale and distribution to members of Scouting America and/or the general public. The use of same shall be only as authorized and approved by the Scout Executive.”

18. DRONE (sUAS) POLICY—The general use of Drones (sUAS) on Camp Arrowhead property is strictly prohibited. Do not bring any Drones to camp.

SUGGESTIONS | CONCERNS | COMPLAINTS

The Camp Arrowhead administration maintains an *open-door policy*. Please follow the proper channel, and address *all* complaints, concerns and suggestions to the Camp Director, Program Director, Business Director or Camp Commissioner. It is the duty of the camp administration to manage the staff and the camp.

ICE AVAILABLE - One free bag of ice is provided per unit, per day. These can be picked up at the Trading Post. Additional bags can be purchased in the Trading Post for a small fee.

QUARTERMASTER— Many types of equipment are available for checkout from the Quartermaster building across from the Trading Post. Persons receiving equipment must sign for it. Please return equipment as soon as possible so others may use it. The cost of any equipment lost or damaged will be charged to the unit using it. The Quartermaster building is open when staff is available. If the Quartermaster is unavailable, all requests should be made to the Lead Commissioner or Camp Director.

MAIL - Mail is picked up and delivered Monday-Saturday to camp. Outgoing mail should be placed in the mailbox at Foster Lodge before 9:00 a.m. Incoming mail will be available for pickup after 2:00 p.m. in Foster's Lodge. Mail received after a unit has departed camp will be returned to sender. Mail should be addressed:

Your Scout—Scouts FULL NAME

Unit #

Camp Arrowhead | 4202 State Highway DD | Marshfield, MO 65706

TELEPHONE | CELL PHONE- Summer Camp should be a special time to bond with other Scouts and enjoy the outdoors. Leaders should have a cell phone for emergency contact and communication. Internet service is available at Foster's Lodge.

SECURITY - LOST & FOUND- Occasionally belongings are misplaced, lost, or even stolen. Scouts should not bring valuables to camp and should mark all belongings with their name and Pack number. Many items remain in the camp lost and found each session because the owner cannot be identified. Rings, watches, etc. should never be taken to the Pool or Lakefront. The Ozark Trails Council is not responsible for lost or stolen items.

VISITORS - All visitors, MUST check in at Foster's Lodge and have a visitor wristband. Guidelines for Visitors in the check-in and check-out procedures section.

CAMP COMMISSIONERS - Camp Commissioners are on hand to assist units to become stronger, better organized, and to learn how to program their own activities. The commissioner's job is to help units and individuals have a program of fun and adventure. They are experts in the use of the patrol method and are more than happy to assist your junior leaders. Unit leaders should consult the Camp Commissioner with all problems related to program or administration, as they are the link to the Program Director and Camp Director

Camp Arrowhead is always interested in finding individuals who are willing to volunteer their time (usually one week) and serve Scouting as a Camp Commissioner. If you are interested contact Tom Rouse at (417) 299-0627 or email: mizzoudvm85@gmail.com.

Some of the duties of the Camp Commissioners:

- Visit with unit leaders to discuss Camp program or issues.
- Conduct daily campsite inspections.
- Provide support to Program Areas when necessary.

CAMP VESPERS- Vespers will be held at the camp chapel. Date and time will be announced in the general camp schedule.

TRADING POST- CAMP ARROWHEAD TRADING POST is your one-stop location in camp to take care of camp business or purchase needed supplies. The Camp Arrowhead Trading Post is stocked with items necessary to assist Scouts in the successful pursuit of skills and merit badge work. Merit badge supplies, craft supplies, as well as snacks, toiletries, T-shirts, patches, and limited camping gear are available. Plan to spend according to your Scouts' needs. Trading Post hours will be posted and strictly adhered to.

GATE CLOSURE - Gates at the entrance to Camp Arrowhead will be closed from 11:00 pm to 6:00 am daily. Contact the Ranger if arrangements are needed during locked hours.

Pre-Camp Checklist (Available at Black Pug)

Check off this list as you complete each task as part of your planning.

PRIOR TO CAMP

- Special needs request submitted to Council Office 4 weeks prior to camp, if necessary.
- Parents night scheduled and presentation ready.
- 2-Deep leadership: 2 (21) year old adults. Both registered and SAFE GUARDING Youth Protection.
- Payment schedule made and communicated to parents and Scouts.
- Parent contact information secured: names, addresses, phone number for emergency.
- Transportation arrangements made.
- All personal and unit equipment secured, packed and ready to go.
- All Scouts and Scouters have Official Uniform.
- Unit First Aid kit in good condition and ready to go.
- Tent assignments made.
- Fee balances paid or check ready to pay at Camp office.
- Prescription medications for Scouts secured as needed.
- Check Scouting America Membership ID #'s in My.Scouting.org roster and compare in Scoutbook if membership numbers don't match, please contact Service Center. (My.Scouting.org is the official roster.)

BRING TO CAMP

- Health forms: A/B and signed by parents and physician.
- Unit Roster
- Visitor Roster
- Insurance information
- Copy of special needs request
- Extra sun block
- Extra bug spray
- Leader's guide

NOTES:



SPECIAL PHYSICAL ARRANGEMENT NEEDS REQUEST

This form needs to be submitted to Black Pug four weeks before your scheduled arrival.

Unit Type / Number: _____ Council / District: _____

Scouts BSA Resident Camp Session: 1) ___ 2) ___ 3) ___

Cub Resident Camp: 1) ___ 2) ___

Campsite (if known): _____

Name: _____ (Name) _____ (Rank) _____ (Age)

Phone #: (____) _____ Email: _____

Request: ___ Transportation Request ___ Accessible Camping Tent Site

Explanation of Limitations and Needs: _____

Transportation Locations:

- | | |
|--------------------------------------------|--------------------------------------------|
| <input type="checkbox"/> Main Council Ring | <input type="checkbox"/> Shooting Sports |
| <input type="checkbox"/> Lake Front | <input type="checkbox"/> TOLB Council Ring |

Every effort will be made to accommodate needs, but we cannot make guarantees.

Over the past few years Camp Arrowhead has been inundated with ride requests for adult leaders. While we make every effort to transport adults, the sheer volume of ride requests has put a strain on our resources and our ability to fully support the Scouting Program for the Youth. Please keep in mind the Scouts and the Scout Program will take priority during camp.

<p>For Office Use Only:</p> <p>Date Received @ Council: _____</p> <p>Copy to Camp Director: _____</p> <p>Date Response Sent: _____</p>	<p>Status:</p> <p>Approved: ___ Conditional Approval: ___ Rejected: ___</p> <p>Reason: _____</p> <p>_____</p>
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SPECIAL DIETARY NEEDS REQUEST



*****This form needs to be submitted to Black Pug four weeks before your scheduled arrival.*****

Unit Type / Number: _____ Council / District: _____

Scouts BSA Resident Camp Session: 1) ___ 2) ___ 3) ___

Cub Resident Camp: 1) ___ 2) ___

Campsite (if known): _____

Request Made For: Youth ___ Adult ___ Name: _____

Adult/Parent Name: _____

Adult/Parent Phone #: _____

Adult/Parent Phone / Email: _____

Type of Special Dietary Request:

- | | | |
|---------------------------------------------|---------------------------------------------|----------------------------------|
| <input type="checkbox"/> Gluten Free | <input type="checkbox"/> Lactose Free | <input type="checkbox"/> No Beef |
| <input type="checkbox"/> Vegetarian / Vegan | <input type="checkbox"/> No Peanut/Tree Nut | <input type="checkbox"/> No Pork |

Specific Details and Explanation of Needs: _____

*Every effort will be made to accommodate needs, but we cannot make guarantees.
If we have question or concerns about the details or explanation, we will contact you to clarify.*

For Office Use Only:

Date Received @ Council: _____

Copy to Kitchen Manager: _____

Date Response Sent: _____

Status:

Approved: ___ Conditional Approval: ___ Rejected: ___

Reason: _____



Ozark Trails Council Unit Swimming Classification Record

(Please bring at least 2 copies to camp: 1 copy to aquatics, 1 copy to camp office)

This is the individual's swimming classification as of this date. Any change in the status after this date (e.g., beginner to swimmer) will require a re-test by the aquatics staff.

Unit Type & Number: _____ Date of test: _____

Location test was conducted at:

Name: _____ Address: _____

City, State, Zip: _____ Phone: () _____

Lifeguard conducting the test: _____

These results are accurate as of this date: _____ Signed: _____

(Lifeguard)

Certifying agency: Scouting America Red Cross YMCA Date certificate expires: _____

	Full Name (Please print) (Strike Out any Unused Names)	Swimming Classification		
		Swimmer (Blue)	Beginner (Red)	Non-Swimmer (White)
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

Unit Leader Name: _____ Signature: _____

A COPY OF THE LIFEGUARD'S CERTIFICATION CARD MUST ACCOMPANY THE SWIM TEST RECORD.

This form should be uploaded to Black Pug prior to your arrival in camp.