



Mid-America Council

Family Weekend

Welcome to First Camp Family Weekend! Whether this is your first time at Camp Cedars or you're a veteran Cub Scout camper, we have a fun filled weekend planned for you. Please read through this guide carefully to help you prepare for the weekend, and if you have any questions please reach out to us at mac@scouting.org.

Address for Camp Cedars
2898 Tom Lee Road, Cedar Bluffs, NE 68015

Check-In

If you are camping Friday night at CWSR, please arrive between 5:30 PM and 8:00 PM. When you get to camp, stop in the Admin Building (the building with the flagpole out front near the parking lot) and check-in with our staff. Dinner will not be provided, so either plan to eat before you leave for camp or bring food to cook. If you need to arrive after 8:00 PM, please communicate with us beforehand so we can be prepared for late arrivals.

If you are coming to camp on Saturday, please arrive between 7:30 AM and 9:00 AM. When you get to camp, stop in the Admin Building (the building with the flagpole out front near the parking lot) and check-in with our staff. Program will begin at 9:00 AM throughout camp.

It is important that all visitors check-in upon arrival to camp so we know who is on property in case of emergencies.

What to Bring

Other than any sleeping/camping gear and meals that may need to be brought for overnight campers, all participants should come prepared to camp with closed toed shoes (like sturdy tennis shoes or hiking boots- NO sandals or flip flops), water bottle, rain jacket/ poncho, hat, sunscreen, bug spray, and a day pack. Each program will have a first aid kit, but you are welcome to bring your own for simple first aid needs. Any major first aid concerns should be reported to Camp Staff immediately. Our Trading Post will be available as well with souvenirs, snacks and other sundries and will accept cash or card.

Meals/ Cooking

Lunch will be served in our Dining Hall on Saturday at 12:00 PM. Lunch is the only meal that will be served. Please plan to bring all other meals that you will be needing while at camp. There are fire rings throughout our campsites, but they do not have grates to cook on. Firewood will be provided free of charge. To aid in the protection of our forest, do not bring outside firewood into camp. We also have a large industrial fridge that can be used to store items that need to be kept cold if you are not able to bring a cooler. Please communicate with our staff upon check-in if you are needing to access the refrigerator.

Program

Program will begin at 9:00 AM on Saturday and will conclude at 3:00 PM. Scouts and families can move freely throughout camp to all program areas at their own pace. Program areas include our climbing wall, shooting sports, fishing, games, STEM/ handicraft, and self-guided nature hikes. See the camp map for program locations and specifics.

Vehicles on Camp

Vehicles at camp must stay on the road at all times. Absolutely no vehicles will be allowed to drive into the campsites to minimize the risk to pedestrians and damage to campsites. Wagons will be available to help shuttle gear from the parking lot to campsites. All vehicles should remain parked in the parking lot for the duration of the event. Please do not drive your vehicle to our program areas. This is for camper safety and conservation efforts. If you are arriving on Saturday morning, please park in our parking lot after checking in. All vehicles should back into their spaces if possible for quicker departure in case of an emergency.

Health & Safety

All campers (youth and adults) must have a BSA Health Form (parts A & B) completed and brought to camp with them. Each camper should keep this form on them at all times. We will not be collecting them during check in.

Emergency Procedures

All campers will be given a wristband upon arrival to camp for easy identification as someone who is supposed to be on camp property. If your wristband breaks or falls off, please see a staff member for a replacement. Please wear the wristband at all times while on property. If an evacuation of camp is necessary, camp staff will guide all campers to a safe location.

Camp staff constantly watches the weather via multiple sources. In the case of a severe weather emergency, a siren will sound throughout camp. All campers should take immediate shelter in the nearest storm shelter. Camp Cedars has five FEMA rated storm shelters. North, Central, and South Shower houses, the basement of the Trading Post, and the basement of Heritage Lodge near the climbing tower. Please see our camp map for exact locations and make sure all campers in your group are aware of the shelter's locations upon arrival to camp. Cell phone service at Cedars is often unreliable in campsites. Camp staff members will have radios that can communicate with each other and medical support in case of an emergency. If you are in need of assistance, please find the nearest camp staff member.

Nature Hike Scavenger Hunt

- 3 different leaves
- 2 different trees
- tree stump
- animal tracks
- bird
- bird nest
- insect

Go on a hike with your family, den or pack. Can you find the items on the list while on the trail?

- rock
- mushroom
- flower
- animal home
- feather
- moss

My Favorite Leaf

Pick up your favorite leaf (off the ground, not off the tree!) and place it underneath your paper in the blank space above. Using a pencil or the side of a crayon, rub over the leaf to create an impression of your leaf on the paper. Be sure to leave the leaf for the next Scout to find!

Leave No Trace



Plan ahead and prepare



Travel & camp on durable surfaces



Dispose of waster properly



Leave what you find



Minimize campfire impacts



Respect wildlife



Be considerate of other visitors

The Outdoor Code

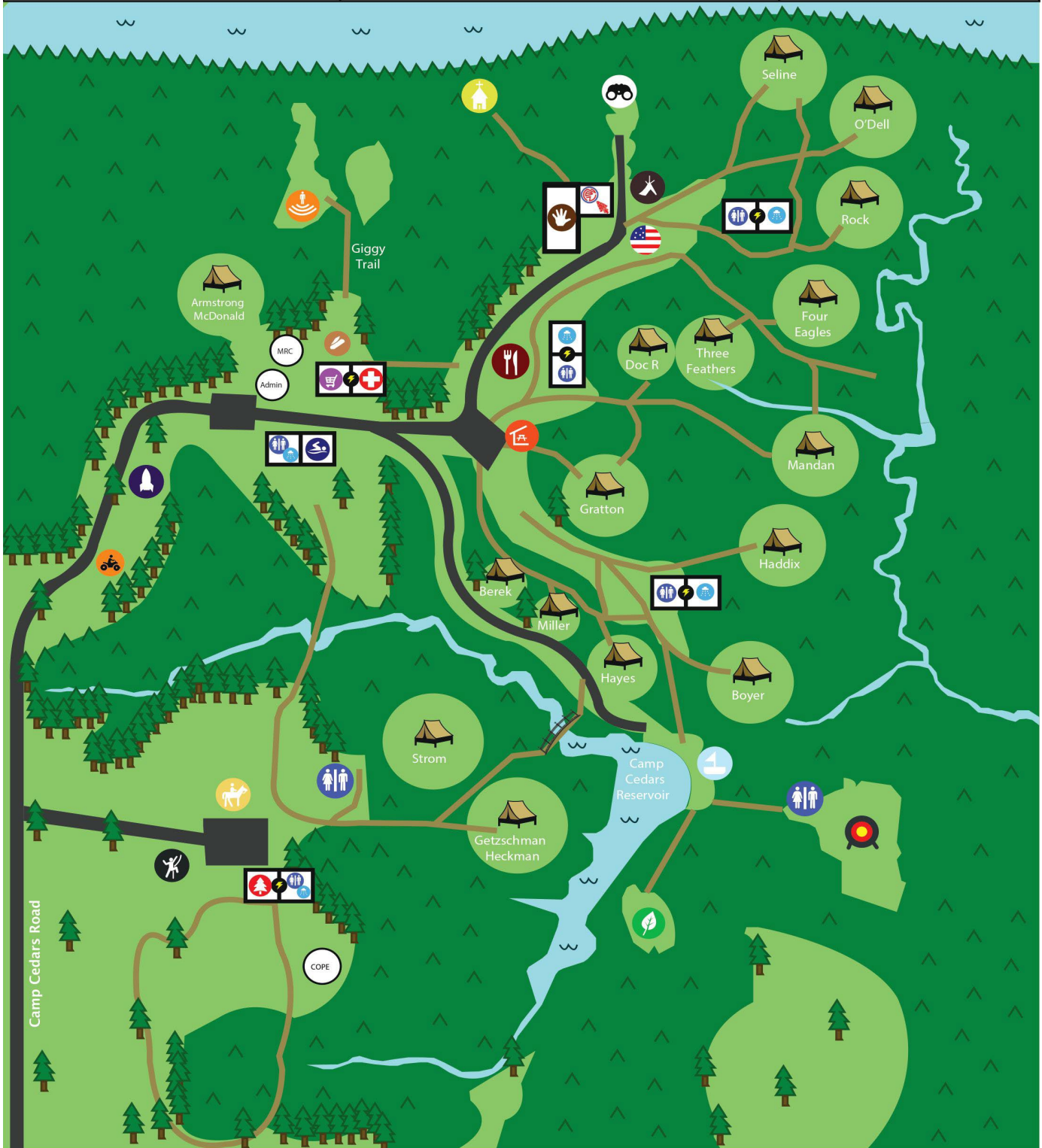
As an American, I will do my best to -
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.



BOY SCOUTS OF AMERICA®
MID-AMERICA COUNCIL

CAMP CEDARS

Scouts BSA Resident Camp
www.GoScoutCamping.org
Cedar Bluffs, NE



Smith Admin	Millard Resource Ctr	Protzman Arena	Haddix Trading Post	Chapel	Boat House	Storz Tower	Trails
Scott Health	Scoutcraft	HunTel Dining Hall	Roitstein Parade Ground	Pohuk Point	Dixon Nature Ctr	Rotary Pavilion	Roads
Bekins Pool	Bates Amphitheatre	Karp Handicraft	Eastman Teepee	Scott Cope Course	Thomas Equestrian Center	Dreiling Rocket Pads	
Campsite	Shower House	Bathroom	Heritage Lodge	Honor Camping	ATV training	Storm Shelter	