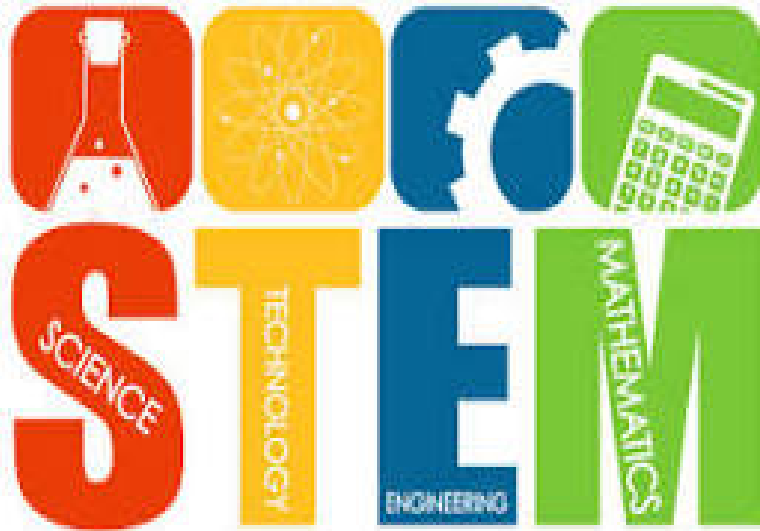


# STEM Winter Camp 2025

January 17-19, 2025

Swan Lake, Carroll, Iowa



## Parent & Leader's Guide

### Important Information

All Policies in this packet should be read thoroughly. They are intended to ensure a safe, fun, and informed weekend.

### Camp Hosts

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# Pre-Camp Information

## Camp Date & Location

Winter camp will be held January 17-19, 2025, at Swan Lake 22676 Swan Lake Dr. Carroll Iowa 51401

## Registration & Fees

Registration is open to all Scouts BSA and Venturers for the entire weekend.

Registration includes the cracker barrel for Leaders and SPL, access to all events, program supplies, camp fees, two meals on Saturday (breakfast and supper). The cost is \$20.00 per Scout and \$5.00 for adults. Registration closes on January 10th at 11:59 pm.

**NO WALK INS** allowed. Pre-register at <https://scoutingevent.com/326-IAWC25> to reserve your spot.

## Refunds

Part of a Scout or Leader's fee will be refunded only under one of the following circumstances:

- ❖ Individual illness or injury
- ❖ Death or serious illness in the immediate family
- ❖ Relocation of the family outside of Mid-America Council
- ❖ Leadership decision to cancel camp

The Unit Leader must make such requests by submitting a completed [Activities Refund Request Form](#).

Refunds may be requested up to two weeks prior to camp. Pre-registration fees for a Scout or Scouter may be transferred to another Scout or Scouter.

## BSA Annual Health Forms

**All campers, including adults, MUST bring a copy** of their BSA Annual Health & Medical Record with parts A & B completed within the past 12 months. ***School physical forms cannot be accepted.*** Please have these filled out for all attendees prior to arrival. You can download a copy of the BSA health form here. [https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf). **There are no waivers or exceptions.**

# What to Bring to Winter Camp

- ☐ Health Form Parts A and B. **Please mark each health form with the unit number on the top right hand corner (or place it in a folder/binder).** You can download form here.  
[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf).
- ☐ Face mask
- ☐ Water Bottle
- ☐ Tent or tarp, poles, and stakes for winter
- ☐ Waterproof ground cloth or plastic sheet
- ☐ Sleeping bag, pillow, air mattress or pad (sub zero sleeping bag and blankets)
- ☐ Scout uniform or Class B (t-shirt)
- ☐ Day pack for carrying gear throughout the day
- ☐ Poncho or raincoat, winter coat, coveralls or snow pants
- ☐ Clothes for sleeping and appropriate for the weather
- ☐ Durable shoes, shoelaces, snow boots (NO cowboy boots as these are not sufficient for warmth)
- ☐ Hat or cap, gloves (bring extra)
- ☐ Extra socks, shoes, and other extra clothes
- ☐ Toothbrush, comb, toiletries as needed
- ☐ First aid kit, pocket knife, sunscreen, insect repellent
- ☐ Flashlight, headlamp, batteries
- ☐ If coming as a troop, please bring an American flag, Troop flags and/or Patrol flags (if you have them)
- ☐ Board games, cards, etc. to share with everyone
- ☐ Snow shoes (made or purchased)
- ☐ Totin' Chip, if earned
- ☐ Firem'n Chit, if earned

# What to Expect at Camp

## **Arrival & Check In Procedures**—Subject to change

Please plan to arrive between 5:00-9:00 pm on Friday. Check in at the East Shelter before proceeding to the camping area. Health Forms will be verified and collected at check in. Identification wristbands will be provided upon arrival. Wristbands must be worn the entire time at camp.

Campsites will be assigned upon check in. Watch the signs for directions around camping areas.

*\*Campers who plan to depart early must have a signed permission slip and notify their unit leader and the camp director. For those adults who are not registered campers, the individual's name must be included on the BSA Health Form as an approved adult. Any non-registered individual planning to pick up a scout from camp will need to provide a photo id at the time of pick up.*

## **Parking**

Due to the high volume at the camp, vehicles will need to stay in the parking area to unload gear. Gear must be carried to the campsite. After unloading, the vehicle with the trailer can stay on the outer edge of the parking lot. Other vehicles, please park in the designated areas until the end of camp. Please back your vehicles in when parking, if you are able. In case of emergency, this will allow for easy evacuation.

## **Camp Headquarters**

Camp Headquarters will be at the East Shelter. Administrative, program, and medical needs will be handled at headquarters. Headquarters will be staffed 24 hours a day during the event in case of an emergency. All camp staff can be contacted through the camp headquarters. More details at registration.

## **Health & Safety**

Our health station is maintained and staffed with qualified personnel for the health and safety of all campers, at all times. The health officer must check all medications, prescription and non-prescription drugs, brought to camp, in accordance with BSA policy. All medications must be brought in the original container. All injuries occurring at camp must be reported to the health officer and registered in the camp's first aid log. Health forms must be checked out with the medical personnel on site.

## **Campsites**

There will be no early campsite setup prior to 5:00 pm. Campsite assignments will be made at check in. Campfires are only allowed in above ground fire rings. Campfires may never be left unattended. Make sure you put out fire when leaving the area and before going to bed. There will be no roping off of your campsite area due to safety issues. If you lay down straw or other materials for warmth at your campsite, all materials must be picked up and removed from camp prior to leaving. Police your area for any trash, lost items or other materials before checking out of camp.

## Showers and Restrooms

Separate restroom facilities will be provided for male and female adults as well as for male and female youth. Bathrooms are located on the outside of the Easter shelter for youth only and inside restrooms for Adults only.. The buddy system will be used at all times. There are no shower facilities available during this event.

## Food

All Meals: **Troops are on their own** for Friday dinner, Saturday meals and Sunday breakfast.

There will be a leader and SPL meeting on Friday night. A cracker barrel will be provided for that meeting. This is a time-honored tradition where we gather near the end of the day to share snacks, review the day's activities, and make our plans for the coming day.

## Garbage

Please help to keep our camp clean. Please pick up all trash and take it to the designated containers. In some instances, trash may need to be packed out of camp.

## Water

Water is available at the headquarters, either at the drinking fountain or sinks.

## Photos

Many photos are often taken throughout the event. If you or any members of your unit have objections or privacy concerns, please make sure to indicate this on the Medical forms consent page (Part A) and notify the Camp Director so we can honor those wishes. Also, if your unit is willing to share any pictures, please share them on Facebook. To tag our district page, type your description of the event and type **@Ohwahnasee District, Mid-America Council**. We're always looking for photos that capture Scouts and staff in action!

## Valuables and Gear

Leaders should ask Scouts to bring as few valuables as possible to camp. ***All Scout electronic devices should be left at home as these are a distraction from programming.*** Each unit is advised, if possible, to have a leader responsible for their Scout's valuables. **Adult supervision is a MUST.** Scouts should be encouraged to respect their own gear as well as that of all others. Please oversee the behavior of your Scouts to guard against theft or vandalism of camp property.

# Emergency Procedures

While camp is in session, the camp will always have someone on duty to help handle any emergency that may arise; including those that may involve the Camp Health Officer. In the event a scout needs off-site treatment, a staff member (along with the scouts' parent, guardian or leader) will take the scout to Saint Anthony Regional Hospital in Carroll, which is located 2.3 miles to the north of camp. The Carroll Volunteer Fire Department with ambulance service is 3.3 miles to the north of the camp.

## Severe Weather / Storm

- Check the daily weather report at Headquarters or ask the Camp Director as needed.
- The Camp Director will alert unit leaders of impending weather conditions and procedures to follow.
- Whenever a severe storm occurs, everyone in camp should move into the closest secure building.
- Avoid wide open areas (parking lots, open fields, etc) in an electrical or windstorm and avoid ground contact (assume a lightning position if needed).

## Other Hazardous Weather Conditions

Special consideration must be given to atmospheric conditions that may affect campers' staff. You will be alerted to any changes in schedule and program when the following conditions exist:

- Extreme temperatures or extreme cold— Headquarters will be available to come in and get warm.
- Severe Weather Warnings—Camp Director will monitor weather warnings and notify as needed.

## Personal Accident

- Administer first aid immediately.
- Report the accident to the Headquarters.
- The Camp Health Officer will administer further first aid and/or make contacts for needed assistance.

## Lost Person

- Report the situation to the Camp Director at once who will spearhead operations.

## Fire or Flood

- Mobilize Scouts to a safe area. Send someone to Headquarters and report the location of the fire or flood.
- In the event of fire, no units are to fight the fire. In the event of a flood, move to higher ground, stay safe and in a group.
- Emergency Management Personnel and Camp Directors will spearhead operations, Evacuation, if required, will be led by local authorities.

## Active Shooter or Threat to Safety

- Notify Headquarters immediately (use the radios or phone, as needed). Give all known facts clearly and carefully.
- If in the vicinity of the threat, RUN-HIDE-FIGHT. Review BSA and DHS training aids for more information.
- Law Enforcement and Camp Directors will spearhead operations. Be patient; the event could last a while.

# 2025 Winter Camp Schedule

## Friday, January 17

- |              |  |
|--------------|--|
| 5:00-9:00 pm | Check in. Scoutmasters check in with troop health forms.   |
| 9:00 pm      | All Camp Cracker Barrel Leaders meeting. Leaders and acting SPL should be present to hear announcements and any event or time changes. |
| 10:30 pm     | All Quiet in camp. Please ensure all scouts are in camp. Be considerate of others and abide by park rules.                             |

## Saturday, January 18

- |                     |   |
|---------------------|---|
| 6:00 am             | Reveille  |
| 7:00 am             | Breakfast in campsites  |
| 7:45 am             | Flags and announcements at headquarters<br>Morning Events on Rotations        |
| 8:00 am - 10:00 am  | Merit Badge: Electronics - Group 1<br>Merit Badge : Nuclear Science - Group 2 |
| 10:00 am - 11:30 am | Weather Station NOAH? Parts of Weather MB                                     |
| 12:00 pm            | Lunch - troops on their own<br>Afternoon Events on Rotations                  |
| 1:00-3:00 pm        | Merit Badge: Electronics - Group 2<br>Merit Badge: Nuclear Science Group 1    |
| 3:00- 4:45 pm       | Invention Scouts - Robotics MB  |
| 4:45 pm             | Retire the flags  |
| 5:30 pm             | Supper in campsite  |
| 7:30 pm             | Movie / games in headquarters   |
| 10:30 pm            | All quiet in camp   |

## Sunday, January 19

- |         |  |
|---------|--|
| 7:30 am | Clean up and strike camp                             |
| 8:00 am | Breakfast on your own in camp                        |
| 8:30 am | Scout's Own Interfaith Service (A Scout is Reverent) |
| 9:30 am | Checkout with Camp Staff by 9:30 am                  |



# Camp Map



# Winter Camp Events

All events for the weekend will be based on basic Scouting skills. A scorecard will be given to each patrol listing the order of activities to visit. The score for each event will be recorded on the scorecard. Each patrol must turn in their scorecard to the Camp Director as they finish to be eligible for any awards.

**NOTE: Those Scouts participating in the Wood Carving Merit Badge may not be able to participate in some of the challenges due to both activities running at the same time.**



## **Event #1 -Electronic Merit Badge**

**Maximum number of participants:**

**Prerequisites: none**

Scouts will learn the safety precautions of repairing electronic devices. Schematic diagrams, the right way to solder and desolder, avoid heat damage to electronic components. Digital techniques and audio applications. Problems with current, voltage, resistance using the Ohm's law



## **Event #2 - Nuclear Science Merit Badge**

**Maximum number of participants :**

**Prerequisites: a basic understanding of chemistry**

Scouts will learn about the radiation and the difference between ionizing and nonionizing radiation. Explain the ALARA principle and the measures required by law to minimize these risks. Learn how we are exposed to ionizing radiation from outside the earth as well as on earth every day. List four examples of Naturally Occurring Radioactive Materials, NORM, that are in your house or grocery store and explain why they are radioactive. Explain the difference between radiation exposure and contamination. Describe the hazards of radiation to humans, the environment, and wildlife. Calculate your approximate annual radiation dose and compare it to that of someone who works in a nuclear power plant. Tell the meaning of the following: atom, nucleus, proton, neutron, electron, quark, isotope; alpha particle, beta particle, gamma ray, X-ray; ionization, radioactivity, radioisotope, and stability. Element from the periodic table. Make some experiments.



## **Event #3 - Invention Scouts - Robotics Merit Badge**

**Maximum number of participants:**

**Prerequisites: none**

Scouts will learn about the Robotics industry. Have a possible chance to design, build, program, test. Demonstrate your robotic design, and watch competitions.



## **Event #4 - Weather Station Presenting- Parts of the Weather Merit Badge**

Maximum number of participants:

**Prerequisites: none**

Scouts will learn about what the Weather station does in Des Moines. Learn about Winter weather systems and touch parts of the Weather Merit Badge.

## **MERIT BADGE OFFERINGS**

***All interested Scouts must be pre-registered and complete the prerequisites prior to attending camp for the following Merit Badges: (Troops on their own)***

### **Snow Sports**

**Maximum number of participants:** 24 Scouts

**Number of Sessions Available:** 1

**Length of Session:** 1 hour

**Prerequisites:** None

Scouts learn to plan and execute winter sports activities safely while working on the Snow Sports merit badge. The requirements for this merit badge can be completed by doing alpine skiing, cross-country skiing, snowboarding, or snowshoeing.

### **Camping**

Working on the requirements for the Camping merit badge helps Scouts learn how to plan for a safe campout. They consider weather hazards, what to pack, and how to select a camping site. Then they put their knowledge to use by participating in multiple camping trips. ***At this camp, Scouts have the option to do requirement 9b2, snowshoe 4 miles (see below). NOTE: You will be using the snowshoes that you make for this requirement, so make sure they are sturdy and can be used for a long period of time.***

9. Show experience in camping by doing the following:

b. On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision.

2. Backpack, **snowshoe**, or cross-country ski **for at least 4 miles**.

## **EVENING ACTIVITIES FOR TROOPS**

Movie and/or board games in the East shelter house. Please bring games to share with everyone.

# Winter Camping Tips

- ❖ Fail to Plan = Plan to Fail
- ❖ Make sure that you have a good knowledge of the signs of frostbite and hypothermia. You should be able to recognize it in others and in yourself. Tell someone right away if you or another scout is showing signs of cold-related problems.
- ❖ Keep out of the wind if you can. A rain fly for a tent can be pitched to serve as a windbreak. The wind chill factor can often be considerable and can result in effective temperatures being much lower than nominal.

## Food & Water

- ❖ Bring extra water. It's easy to get dehydrated in the winter. You aren't visibly sweating, so you don't think to drink water, but since the air is so dry, you lose a LOT of water through breathing. Drink lots of water!
- ❖ Bring extra food that doesn't need to be heated or cooked. Granola bars, trail mix, etc. Eat lots of carbs.
- ❖ Keep a pot of hot water available for cocoa or Cup-a-soup. These are warm from the inside.
- ❖ Always eat hot meals (breakfast, lunch, & dinner). Dutch ovens are the best because they keep food hot longer. It doesn't need to be complicated; it's hard to do things like chopping onions and carrots in the cold with gloves on. Prep all meals at home in the warmth of your own kitchen.
- ❖ Shelter the cooking area from wind (walls of tarps, etc)
- ❖ Fill coffee/cook pots with water before bed. It's hard to pour frozen water, but easy to thaw it if it's already in the pot.

## Dressing for Cold Weather

- ❖ Always bring more than what you think you'll need— clothes.
- ❖ Remember **COLD**
  - Clean - dirty clothes lose their loft and get you cold.
  - Overheat- never get sweaty! Strip off layers to stay warm and not be too hot.
  - Layers - Dress in synthetic layers for easy temperature control.
  - Dry - wet clothes (and sleeping bags) also lose their insulation.
- ❖ **Do not bring cotton.** Staying dry is the key to staying warm. Air is an excellent insulator and by wearing several layers of clothes you will keep warm.
- ❖ Remember the 2 W's of layering: Wicking inside layer, Warmth middle layer(s) and Wind/Water outer layer. Wicking should be a polypropylene material as long underwear and also a sock liner. Warmth layer(s) should be fleece or wool. The Wind/ Water layer should be Gore-Tex or at least 60/40 nylon.
- ❖ If you're camping in the snow, wear snow pants over your regular clothing
- ❖ Bring extra hand coverings. Mittens are warmer than gloves.
- ❖ Bring 4 pairs of socks per day.
- ❖ Keep your hands and feet warm. Your body will always protect the core, so if your hands and feet are warm, your core will also likely be warm. If your hands or feet are cold, put on more layers, and put on a hat!

## Sleeping

- ❖ Go to the bathroom before you go to bed. Having to go in the middle of the night when it is 5 degrees out chills your entire body. Drink all day but stop one hour before bed.
- ❖ Dress right while sleeping. Change into clean, dry clothes before bed. Your body makes moisture and your clothes hold it in. You will stay warmer and it will help keep the inside of your sleeping bag dry.
- ❖ Put on tomorrow's underwear at bedtime and put tomorrow's clothes in the bag with you so you won't be starting with everything cold next to your skin in the morning. Wearing wool socks and long underwear (top and bottoms) in the sleeping bag is ok.
- ❖ Wear a stocking cap to bed. Even if you have a mummy bag.
- ❖ Put long-lasting hand warmers into your boots after you take them off so your boots will dry during the night.
- ❖ Fill a couple of Nalgene water bottles with warm water and sleep with one between your legs( warms the femoral artery) and with one at your feet. You can also put toe/hand warmers in your sleeping bag before you get in. Some of the toe/hand warmers will last 8 hours.
- ❖ Eat a high-energy snack before bed. The extra fuel will help your body stay warm. Take a snack bar to bed and eat it if you wake up chilly in the night.
- ❖ Use a sleeping bag that is appropriate for the conditions. i.e. A zero degree bag, or two +20F sleeping bags, one inside the other, will work to lower the rating of both bags.
- ❖ Use a sleeping bag liner. There are silk and fleece liners that go inside the sleeping bag. They will lower your sleeping bag's rating by up to 10 degrees. Or buy an inexpensive fleece throw or blanket and wrap yourself in it inside the sleeping bag.
- ❖ Most cold weather bags are designed to trap heat. The proper way to do this is to pull the drawstring until the sleeping bag is around your face, not around your neck. If the bag also has a draft harness make sure to use it above the shoulders. It snugs up to your neck to keep cold air from coming in and warm air from going out.
- ❖ Don't burrow in—keep your mouth and nose outside the bag. Moisture from your breath collecting in your bag is a quick way to get cold. Keep the inside of the bag dry.
- ❖ Put a trash bag over the bottom half of your sleeping bag to help hold in the heat. A zipped up coat pulled over the foot of a sleeping bag makes an extra layer of insulation.
- ❖ Don't sleep directly on the ground. Get a closed cell foam pad to provide insulation between your sleeping bag and the ground. The air pockets are excellent in providing good insulation properties. Use more than one insulating layer below you because it's easy to slide off the first one. In an emergency, cardboard makes a great insulator. Old newspapers are also good insulation. A layer of foam insulation works too.
- ❖ Bring a piece of cardboard to stand on when changing clothes. This will keep any snow on your clothes off your sleeping bag, and help keep your feet warmer than standing on the cold ground.
- ❖ A space blanket or silver lined tarp on the floor of the tent or under your sleeping bag will reflect your heat back to you.
- ❖ No cots or air mattresses! Better to lay on 30 degree earth instead of -10 degree air.
- ❖ Sleep in quinzees or igloos if possible. These are warmer than tents since you've got an insulation layer of snow between you and the outside air, instead of just a thin nylon layer. If in tents, leave tent flaps/zippers vented as it cuts down on interior frost.



# Departure from Camp

## Campsite Clean-up

Time will be allotted for campers to pack up camp and load vehicles. Remember a scout is clean, please police your campsite and leave it better than when you arrived. If you lay down straw or other materials for warmth at your campsite, all materials must be picked up and removed from camp prior to leaving. Remember to please "Leave No Trace."

## Camper Departure and Check Out Procedures

Campers must sign in and out at the Headquarters. Campers must notify their unit leader and the camp Director prior to leaving camp. For campers to be released or picked up, permission must be indicated on the medical form and signed by the parent. At the time of departure, an in-camp adult leader must be present to verify all records and that all adults involved are approved. Health forms will need to be picked up from the Medical Staff on site.

*\*Campers who plan to depart early must have a signed permission slip and notify their unit leader and the camp director. For those adults who are not registered campers, the individual's name must be included on the BSA Health Form as an approved adult. Any non-registered individual planning to pick up a scout from camp will need to provide a photo id at the time of pick up.*

## Evaluations

Each adult will receive an emailed survey with an evaluation following the conclusion of camp. Please take the opportunity to fill out the evaluation form and return it before you leave camp. Your feedback is valuable to our camp staff. We appreciate your comments, concerns, and opinions.

# Camp Policies

## Adult Leadership

It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. Two registered adult leaders OR one registered adult leader AND a parent or guardian of a scout (one of whom must be 21 years of age) are required for all trips and outings. Adults must have current Youth Protection Training. If you do not have two deep leadership, please contact any of the camp directors and we will combine your units.

## Youth Protection

BSA Youth Protection rules are in effect for camp. Refer to the Guide to Safe Scouting.

- Two deep leadership is required in the campsite any time there are youth present.
- One adult leader must be a BSA registered volunteer.
- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately. ([Youth Protection and Barriers to Abuse FAQs](#))
- Spouses may share tents.

## Insurance

All adult leaders and Scouts must be registered members of the Boy Scouts of America. The Mid-America Council has purchased the National Boy Scouts of America Council Accident & Sickness Insurance Plan, which will cover all registered Mid-America Council Pack, Troop, and/or Crew members for both accidents and illnesses that manifest during participation in Scouting activities. All out-of-council units will not be covered by the Mid-American Council plan and should bring proof of insurance from their council (BSA Annual Health & Medical parts A & B). **All other non-Registered BSA Members (siblings and/or friends of scouts) attending camp will not be covered by the Mid-America Council insurance plan** and the parent or adult will assume responsibility for any accidents and illnesses at camp for their non-Registered BSA youth.

## Special Needs

We work hard to make our camp comfortable and accessible to those with special needs. If anyone in your unit has special dietary, health, or mobility needs, we ask that you please make your needs known as soon as possible to allow time for reasonable accommodations for your requests. This information can be included when you register for the event. **To allow adequate time for arrangements to be made, please email the camp director two weeks before the camp session.**

**Peanut Allergy:** We recognize that the occasional Scout or Scouter may have a peanut allergy. We are not able to create a peanut-free environment in camp. However, peanut-free tables will be identified in the dining pavilion if needed. It is your responsibility to let camp staff be aware of this need.

## **Staff Responsibilities**

Each activity area will have an assigned camp staff member that is familiar with the program, camp layout, and camp policies. He or she will be a registered member of the BSA and will be your group's primary resource for a quality camp experience. This person is to be your support for your program, not to provide adult leadership and discipline. The same holds true for all staff members.

## **Parking**

All vehicles must be parked in the designated lot. Unapproved vehicles will not be allowed beyond the parking area. Please back your vehicles in when parking, if you are able. In case of an emergency, this will allow for easy evacuation.

## **Camp Behavior**

The Scout Oath and Law will govern the behavior of all participants during the weekend. Any form of bullying, hazing, ridicule, or fighting is unacceptable and may result in expulsion from camp. Profanity is unbecoming of a Scout or Scouter and is not tolerated at camp.

## **Camper Discipline**

Discipline is the responsibility of the adult leadership attending with the unit. The camp staff is available to help with, but not take over, any discipline problem. Under no circumstances is corporal punishment allowed. Take all serious discipline problems to the Camp Director. The Camp Director reserves the right to remove any person from camp who may present a threat to any camp staff or attendees, or to camp property.

## **Alcohol and Drugs**

There are absolutely no alcoholic beverages or unapproved drugs allowed in, or to be consumed at camp. Anyone violating this policy will be asked to leave immediately and, if applicable, the appropriate law enforcement agency will be contacted. Prescription drugs need to be checked in by the camp's health officer and noted on your health form. Drugs will be dispensed by the camp health officer.

## **Tobacco Usage**

Tobacco usage is not allowed at camp. If it is legal for you to use tobacco and you must do so, you must secure permission from the Camp Director and follow strict directions on where and when it is appropriate to use.

## **Knives**

Scouts must have a "Whittling Chip" or "Totin' Chip" card to use a knife at camp. This card can be earned at camp, so the knife must not be used until it is earned. Blades may not be longer than four inches and must fold. Sheath knives are not permitted.



## **Pets and Wildlife**

No pets are allowed. Do not attempt to touch or feed any wildlife. Report any wildlife that behaves in a strange manner to a staff member. This includes showing no fear of humans, biting, scratching, etc.

## **Electronic Devices**

These devices are not needed in camp. If a radio is needed, it must have headphones. Hand-held video game devices and cell phones are discouraged due to their significant program distraction.

## **Trading Post**

There will be no trading post on site.

## **Dress Code**

Clothing should be appropriate for the weather for all attendees. Scouts can be in either Class A uniform or Class B t-shirts. Open-toe sandals and flip flops are not permitted in camp. This is for your safety and protection.

## **Lost & Found**

Please mark all belongings with name, city, and troop number. Lost and found items can be found in the main shelter during camp. Items not claimed after the completion of the event will be posted on the district Facebook page and brought to the next roundtable meeting.

## **Fishing Licenses**

All bodies of water are subject to Iowa rules and laws regulating fishing. Anyone wishing to fish who is 16 years of age and older is required to possess an IA Fishing License. Licenses are NOT available at camp. It is the angler's responsibility to understand and adhere to all applicable IA fish and game laws.

## **Fire Wood**

In order to control invasive species, NO Firewood may be brought into county or state parks from off-site. Firewood may be gathered from downed trees and the ground in the park. Please do not cut anything out of living trees.

## **Quiet Hours and Bedtime**

A Scout is Courteous. Quiet hours are from 10:30pm - 7:00am. All is quiet at 10:30 pm each evening. These hours are in effect both in the main camp and throughout the park. There should be no loud noises or other noisy events to disturb others. All scouts should remain in their own campsite until reveille. Leaders are responsible for their unit's conduct. We also have to abide by the County or State Park guidelines on noise.

## **Preventing Unauthorized Intruders**

Camp Staff and volunteer leaders play a primary role in preventing the intrusion of unauthorized volunteers or guests at camp. The following procedures will be implemented at camp to prevent intrusions of unauthorized visitors from escalating to the youth protection issues.

- All leaders and campers are instructed to wear the identification wristband supplied to them upon arrival. Camp staff are identified with appropriate staff brightly colored t-shirts or hoodies.
- Leaders will be instructed to “check in “ at their campsite throughout the day. All units will be encouraged to have a leader remain in the campsite whenever possible.
- All “mobile“ staff members will be trained to watch for unauthorized visitors while traveling throughout camp.
- The buddy system will be emphasized to all scouts and leaders during the welcoming SPL and Leaders meeting.
- All quiet is at 10:30 pm Friday and Saturday nights. After taps, Camp Staff will tour the camp looking for anything out of the ordinary.

### **The following procedures will be shared at the SPL and Leaders meeting:**

- All visitors must report to Camp Headquarters to sign in and out. The Camp Director keeps a log book of who is in camp at all times.
- If an unauthorized visitor is suspected, notify the nearest program area or volunteer leader. All program area directors will be made aware of the best communication methods available. The program area director should report the suspected intrusion to Headquarters. The program area director should remain available to provide more information. Do not allow the suspected intruder to roam free without supervision or monitoring.
- The Camp Director will proceed to the area with another adult member of the camp staff to question the suspected intruder.
- If the suspected intruder flees, the Camp Director and Camp Staff will determine the best course of action moving forward.
- Program areas should continue as usual unless the Camp Director determines the situation warrants a return of all Scouts and leaders to their campsites. If necessary, the camp will implement the lost scout Emergency procedures.
- The Scout Executive will be notified. An assessment of the situation will be made and, if warranted, the local law enforcement agency will be notified.