



# Southwest Iowa Fall Camporee September 19-21-2025 Great Western Park Manning Ia

## Leaders Guide

### Important Information

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

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# Pre-Camp Information

## Camp Date & Location

The fall camporee will be held on Sept. 19-21- 2025- at Great Western Park 31203 Birch Ave Manning Iowa 51455

## Registration & Fees

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

Registration includes the cracker barrel for Leader and SPL, access to all events, program supplies, camp fees, and a patch. The cost is \$20.00 per Scout \$20.00 AOL and adults are \$5.00. Registration closes on Sept 18- 2025 .

## Guidelines for Arrow of Light Scouts Camping Overnight with Scouts BSA

- Arrow of Light Scouts can participate and camp at a unit coordinated campout with a Scouts BSA troop they are eligible to join. They must attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. All Cub Scout camping requirements still apply, including the Arrow of Light den/patrol must have a BALOO trained adult leader in attendance and all of Scouting's Youth Protection policies apply.
- Arrow of Light Scouts may participate at a Scouts BSA "camporee" (council coordinated, short-term camp, see NCAP SA-001) during the day and/or overnight in one of two ways:
  1. **With their Arrow of Light Den/Patrol.** Arrow of Light Scouts can attend as an Arrow of Light den/patrol under the supervision of two deep leadership from their Arrow of Light den/patrol or pack. The Arrow of Light Scout's parent or legal guardian(s) may attend with the Arrow of Light den/patrol and their child, either alongside the two-deep leadership or as part of it if they are registered with the pack. Or
  2. **As an Individual Scout.** Arrow of Light Scouts can attend with their parent(s) or legal guardian(s) if the local council coordinates two deep leadership per NCAP Standard HS-502.

**Source:** <https://www.scouting.org/health-and-safety/gss/gss03/> under "Webelos and AOL Camping Additional Guidelines"

**NO WALK INS** allowed. You must pre-register to reserve a 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. Refunds will not be considered for requests made more than two weeks from the conclusion of the activity/event/camp. There will be no refunds under \$10.00.

## **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 exemptions.**

# What to Bring to Camp

- ☐ Health Form Parts A and B. 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)
- ☐ Water Bottle
- ☐ Medications must be in the original container, clearly marked with name; all medications placed in a baggie with name clearly written on the outside.
- ☐ Tent or tarp, poles, and stakes
- ☐ Waterproof ground cloth or plastic sheet
- ☐ Sleeping bag, pillow, air mattress or pad
- ☐ Scout uniform and Class B (t-shirt)
- ☐ Day pack for carrying gear during the day
- ☐ Poncho or raincoat, warm jacket or coat
- ☐ Clothes for sleeping and appropriate for the weather
- ☐ Durable shoes, shoelaces
- ☐ Hat or cap, gloves
- ☐ Extra socks, shoes, other extra clothes
- ☐ Bring clothes and closed-toed shoes that can get wet
- ☐ Toothbrush, comb, toiletries as needed
- ☐ Personal first aid kit, 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)
- ☐ Bring a skit to perform at Saturday night campfire turn in at lunch
- ☐ Fire Starting kit
- ☐ No out of Cass County Firewood
- ☐ **Excitement for camp!**

# What to Expect at Camp

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

Please plan to arrive between 6:00 - 9:00 pm on Friday. Please stop at Headquarters Park shelter to check in before proceeding to the camping area. Medications and Health Forms will be verified. Identification wristbands will be provided upon arrival. Wristbands must be worn the entire time at camp.

Campsites will be assigned upon check in. Watch for signs for directions around camping areas. When pulling into State Park stay to the right and follow it around to the tent camping area.

*\*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, only one vehicle will be allowed in at a time to unload gear at the campsite. After unloading, 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 Park Shelter. Administrative program, and medical needs will be handled at the 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 and clearly marked with a name to be kept with Scoutmaster in a locked container or vehicle. If a controlled substance, the medication must be kept in a double locked container. All injuries occurring at camp must be reported to the health officer and registered in the camp's first aid log. Upon departure from camp, health forms must be checked out with the medical personnel on site. Emergency shelter is at the Community Center in the city of Anita. Park Ranch will direct us in the Emergency situation.

## Campsites

There will be no early campsite setup. 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. 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. Please watch for signage. The buddy system should be used. There are NO shower facilities available at this camp. Restrooms are located in the middle of our camping area, and Public restrooms to the east of the Camp area.

## Food

All meals will be provided by the troops and eaten in campsites. **NO MEALS PROVIDED.** 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. Saturday night meal will be a Potluck competition for Highland theme foods.

## 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

Hydrants are available throughout camp. Troops can bring additional water as needed.

## 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, @Trailblazer District,** 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.** 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 Manning Regional Healthcare Center 1550 W 6th St Manning Ia 51455, which is .7 miles from camp. Should a scout or leader need emergency services on site, the Manning Volunteer Fire and Rescue Department, with ambulance service, is located in Manning Iowa, .7 miles from 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 Mission Impossible Schedule**

## **Friday, Sept 19**

5:00 - 9:00 pm Check in. Please have each individual check in. Health forms will be collected

9:00 pm Leaders meeting. Leaders and acting SPL should be present to hear announcements and any event or time changes. Cracker barrel will the entire camp

10:30 pm All Quiet in camp. Please ensure all scouts are in camp. Be considerate of others and abide by park rules.

## **Saturday, Sept 20**

6:00 am Reveille

7:00 am Breakfast in Campsites

7:45 am Flags/Announcements at Flag Pole by Headquarters

8:00 am Events - Rotation by (Troops )

11:30am Lunch in campsites —Turn in Skits,

1:00 pm Events - Rotation by (Troops )

4:00 pm Events end

4:00- 5:00pm Free time

6:00 pm Supper -

7:30pm Retire the flags

8:00 pm Campfire Program

10:30 pm All Quiet in Camp

## **Sunday, Sept 21**

7:30 am Clean Up and Strike Camp

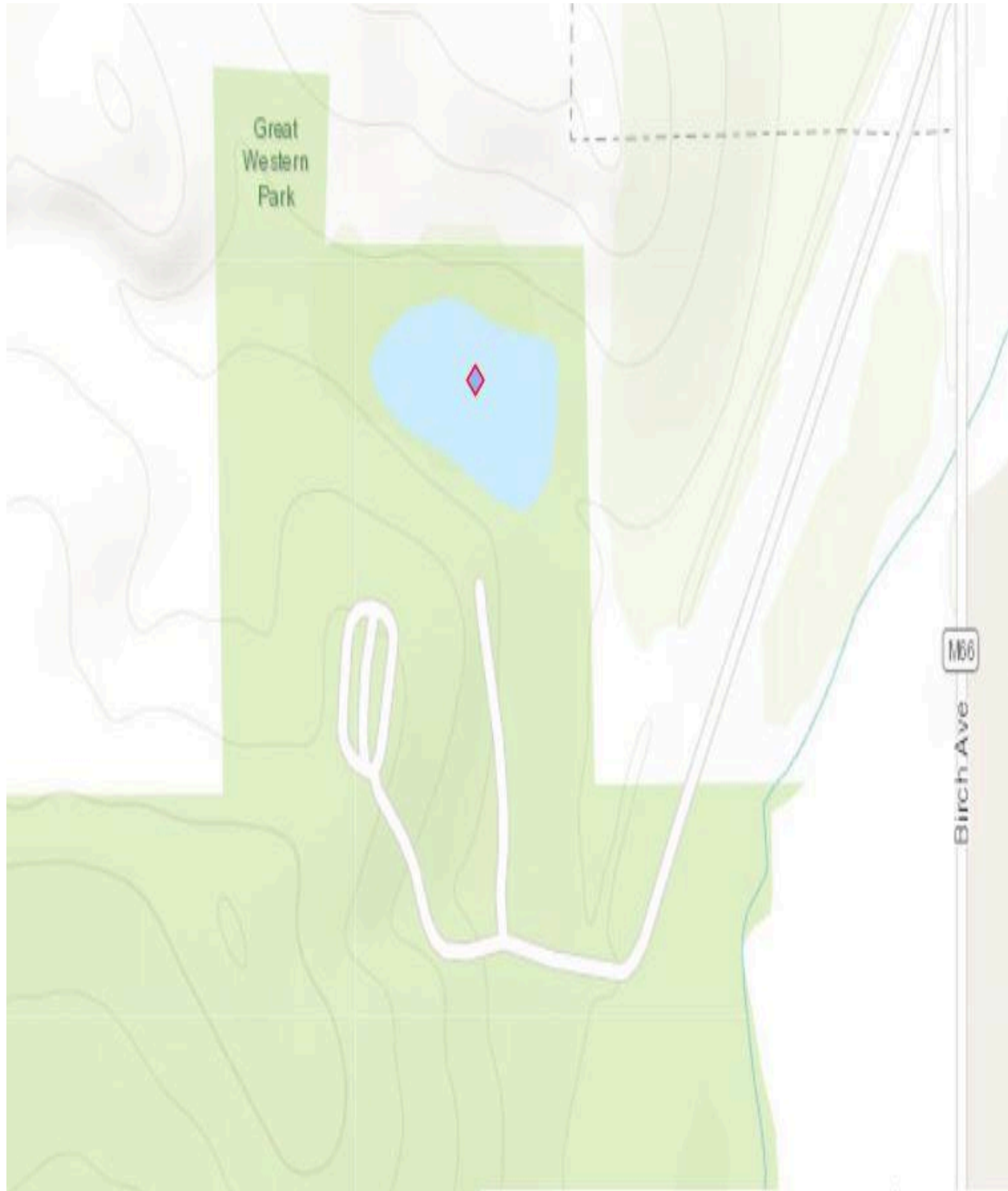
8:00 am Breakfast on Your Own in Troop Campsites

8:30 am Scouts' Own Interfaith Service (A Scout is Reverent) in HQ

9:30 am Checkout with Camp Staff

10:30 am All Troops have Vacated Camp

## Camp Map



# Mission Impossible 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:** Nothing is to be made ahead of time for the following activities - all activities will be completed at camp. Each Troop or Patrol doing the activities around the park will need an Adult with them, this adult not from the same troop. Score cards will be given to that adult to track.*

At this time , a rogue agent known as the Jackal, has stolen royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet. Your group will be entering an area that has been booby trapped by the infamous enemy agent , the Jackal... As always , should you or any of your IM Force be caught, the Secretary will disavow any knowledge of your actions.

Troops will arrange patrols to compete in the events.

AOL are invited!

## Stations

**1) Espionage Adventure - (Geocaching)** The evil agent known as the Jackal, has stolen the royal emeralds. That could create a major international incident if they are not recovered and returned to a small but wealthy kingdom. Luckily directions to where the gems were hidden have been intercepted on the internet. Your group is entering an area that has been booby trapped by the infamous enemy agent, the Jackal. The Jackal has hidden a container with the royal emeralds. There are 7 false containers that contain a poisonous gas. Once loose, it will kill everyone within seconds. If you carefully follow clues and choose the correct container you will avert international crises and probably prevent a disaster war. Patrol members are given the directions to the hidden emeralds. Using a compass and pacing you must find your way to the treasure.

**2) Blind Escape — ( Obstacle course)** An explosive device goes off blinding everyone except one person, he can see but is paralyzed and can't move. He must guide his fellow agents by voice through a dangerous series of obstacles to rescue him and escape to safety. Teamwork and cooperation is your only hope for survival. The Patrol Leader must direct his blindfolded patrol through an obstacle course. This mission stresses teamwork and communications. The Patrol Leader will be tested on how clearly he can give instructions and how well he can keep his patrol together coaching them through a situation. His patrol members will be tested on how well they can understand directions, carry out instructions, support each other, and work together as a team.

3. **Agent Rescue** —( Search and Rescue ) This is a quick search & rescue event. The situation is that a plane has gone down. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. The pilot is a high level intelligence officer who has knowledge of covert operations that are currently underway. The patrol must act as a search & rescue team to find him and treat him for injuries if necessary. You must find him quickly before someone else does.

4. **Laser Gauntlet** – (flashlight tag) Patrols take turns being the invaders and defenders. Defenders choose two people from their patrol who are then blindfolded and stand with lasers (flashlights) ready for action. Invaders must approach quietly; they are not allowed to run. If they make a noise and are “flashed” with a laser, they’re dead and must sit down. Defenders win by killing off all invaders. Invaders win if they can tag defenders without being killed. There is a time limit for each round.

5. **Opening the Vault –( signs, signals, code)** You are now in front of the vault door in the enemy’s lair. In order to open it you must decipher the code you found. Decipher the code and you will have the password to open the vault. Be aware, there is a time limit to solving the cipher before the chamber fills with poisonous gases.

6. **Mystery Challenge** – There is a final challenge to be found inside of the vault that will be critical for saving the free world. Intelligence has no clue what the challenge might be. Be aware, even though you are a spy, you are also a Scout. “Be Prepared” for anything!

7. **Knife and Hawks Throwing competition** - this is a best 2 out of 3 throwing for precision or fact of being exact and accurate.

## Fun Extra Activities

**Master of Disguise** Jim Phelps is the head of a super-secret government agency, the I.M.F. (Impossible Missions Force), and is often given secret anonymous covert missions to attempt. Quite ten of them are unmasking criminals or rescuing hostages. He picks his team depending on which tasks need to be done. One thing is vital on an Impossible Mission: the mission must be carried out in complete secrecy, often relying on high-tech equipment, elaborate deceptions and master of disguises. The Leader of the wealthy kingdom is hosting an international party.

Representatives from many countries around the world will be attending. The rogue agent Jackal is thought to be attending this party. Your patrol will need to disguise one of your patrols to attend this party and see if they can determine who the Jackal is without revealing that they are a spy. Patrols can select one member to disguise to attend the party. The Rules Costume must be PG rated. This is a craftsmanship-based contest. Store bought costumes are not eligible. Costume masks are not permitted, but use of wigs, hats, mustaches, makeup, fake eyebrows, and other accessories are allowed. To enter the contest please send a photo of the Scout before the disguise and one in disguise. Emailed to [Sherryfrazier2@yahoo.com](mailto:Sherryfrazier2@yahoo.com) by September 12 2025. A parent of the Scout and a leader must be copied in the email with the photos. Who is the Jackal? A rogue agent known as the Jackal, has stolen royal emeralds. No one knows for sure what the Jackal looks like. It could be a man or woman. Master of Disguise Costume Contest 1st, 2nd, 3rd Award Trophies Judging based on “before and after” photos emailed by September 18. Creativeness of the character developed for the story line.

\*\*\*\*\*

**ARE YOU HAVING FUN? ADULT RECOGNITION** Adults should be having fun. Earn the button to prove it.

- ☐ Working through the Scoutmaster and SPL help organize and run this event. Ask for an assignment.
- ☐ Complete your Youth Protection Training for the 2025 new charter year.
- ☐ Form a “Over The Hill Gang” Patrol and (do two below): Compete in 3 of the stations — please alter stations if you know the solution or make 3 stations for adults.
- ☐ Participate in the Master of Disguise Contest.

**CHEERFUL SERVICE** This a unit self administered award. See Troop Score Sheet for ordering buttons.

# 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. 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.

*\*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. **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.

## **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.



## **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 on Friday and 10:00 pm on Saturday night. 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.