

LEADERS GUIDE

CAMP CEDARS 2026



Welcome to Camp Cedars!

For many Scouts, summer camp is the highlight of their year in scouting. Camp Cedars, Scouts BSA Summer Camp is proud to provide that opportunity for many youth. Camp Cedars is the crown jewel of the Mid America Council, Scouting America. Sitting on the bluffs overlooking the Platte River, Camp Cedars is home to the Resident Scouts BSA Camp and Camp Amikaro Cub Camp. Camp Cedars is accredited by the National Camp Accreditation Program of the Scouting America. In operation since 1937, Camp Cedars has been providing fun and exciting programs for Scouts for over 88 years. Camp Cedars sits on 700 acres of forest area with 15 campsites for campers to stay in. During the summer hundreds of Scouts call camp home for a week as they enjoy everything camp has to offer. Camp has tons of activities for all ages including swimming, hiking, fishing, boating, rock climbing, and range sports. It provides numerous opportunities for Scouts to earn merit badges along their advancement trail and many other fun programs for Scouts to enjoy.

This Leaders Guide will help leaders and their units prepare for the summer ahead. Please take the time to look through what Camp Cedars has to offer and we look forward to seeing you on the scouting trail this summer at Camp Cedars!

Dear Scouts, Scouters and Parents,

Are you ready for an OUTSTANDING week at summer camp? We are so excited that you will be joining us this summer and can't wait to see you at camp! It is the vision of the Mid-America Council to provide unparalleled experiences for more youth. Where do these experiences happen? Much of the time, it's in a summer camp environment!

At Camp Cedars, we promise to offer Scouts of all ages fun and adventurous things to do in the outdoors. Opportunities are plentiful for the newest Scout to the oldest Scout. Quality advancement, nature study, swimming, climbing, fishing, range sports and equestrian are just a few of the exciting programs offered at Camp Cedars.

These experiences will help Scouts develop leadership skills and values that are important to good citizenship and service to others. We hope each Scout accomplishes the following at camp:

1. The youth choose their programs to participate in.
2. Camp provides a safe learning environment.
3. Each Scout will learn a new outdoor skill or gain confidence in a current skill.
4. Scouts complete merit badges during camp that are able to be completed.
5. All participants have fun at camp and get to know others in their group and themselves better.

We promise to provide memories to last a lifetime while upholding a safe and positive outdoor experience. We strive to recognize every individual's uniqueness and potential to grow. In addition, Scouts will leave with valuable new skills, abilities, and interests.

This guide and the Camp Cedars website at www.GoScoutCamping.org are designed to help you and your Troop **be prepared** for a great summer camp experience. Explore the Facebook page at www.facebook.com/campcedars regularly for exciting updates leading up to and throughout the summer. Additionally, please share your camp photos and experiences with others on the Facebook page.

Thank you for joining us at Camp Cedars this summer! Please let any one of us know what assistance we can provide. The fun and adventure of camping for a week with friends is a priceless experience for a Scout. We look forward to seeing you on the trail this summer at Camp Cedars!

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2026 Highlights

NEW Merit Badges in 2026

Have you heard about the Scouts BSA Test Lab? The Test lab is an exciting way for scouts to help develop new Merit Badges. This summer, Camp Cedars will be offering 5 potential merit badges for Scouts to try out. Scouts at Camp Cedars can be some of the first to work on these new potential badges. In the Handicraft area, Scouts can try Sewing and Needlework and Dance. In the STEM area Scouts can try Physics and Life Skills. In the Scoutcraft area Scouts can try Wildland Fire Management. Along with these new classes, program areas such as Health, Nature, Scoutcraft, and STEM rotate merit badges from year to year. Check out Section 3: Programs at Camp in this guide for all programs offered this summer.

NEW Programs to Camp

The Lakefront Inflatables have been a big hit since adding them in 2019. Each year, we add in new elements to change up the course. A new permanent Orienteering course will aid our Scoutcraft and Kit Fox classes, as well as offer an additional activity for Scouts and Leaders during free times. A Disc Golf Course has also been added for Scouts to use during open times. Thursday Night is Late Night at camp. Scouts can catch a movie at the pool or try out Neon Night Climbing at the climbing tower. Patch trading was added in 2025, and our Scouts loved bring their collection to show off and trade with other scouts from all over the country! Scouts coming during week 3 can participate in Halloween in June. For those scouts coming week 5, they can enjoy a Christmas in July.

Signing up for Programs in March

Programs will open March 3 at 10:00 am CST for **Scouts ages 14+** to select their programs. Programs will open to **ALL Scouts** on March 17 at 10:00 am CST. All Scouts must pay the \$100 deposit in order to select programs. This deposit is non-refundable, but transferable between Scouts. **Programs are selected on a first-come, first-serve basis.**

Week 5 July 12-18, 2026

The schedule for week 5 (July 12-18) will be adjusted slightly to plan for lower attendance due to the National Jamboree. All programs will be offered but in fewer quantity; i.e. Swimming may only be offered 2 times instead of 5 times. The meals will be served in one shift instead of two shifts. Expect small adjustments, but we look forward to providing a great experience for all scouts. Schedule adjustments will be communicated by May 31 to Scout leaders via email.

Medication Storage & Administration

In 2026, Camp Cedars will no longer collect medications from Scouts and leaders. Units will be responsible for providing a locked container to store all medications and must document medication usage within their campsite and units. A limited number of locked containers will be available to borrow if a unit needs. OTC medications given by the Camp Medic will be documented in the camp first aid log book. It's encouraged for parents to complete the Prescription Medication Record to be reviewed by the unit leadership administering the medications at camp. See more in Section 6: Health & Safety.

Up-to-date Information

Visit www.GoScoutCamping.org for the most recent updates or check out the Camp Cedars Facebook page to see what is happening out at camp. Please contact us if you have any questions, comments, concerns, etc

Section 1: Pre-Camp Information

Reservations

Troops may place a reservation with a \$150 deposit to hold their spot in their week of choice. Enter the estimated number of youth and adult attendees, as space is limited each week. A Troop's reservation is not secured until a \$150 reservation deposit has been received. This non-refundable deposit will be applied to your Troop's total fee. Make a reservation online at www.GoScoutCamping.org

Camp Summer Schedule

Please select your week at Camp Cedars from the following sessions:

Male and Female Troops are welcome all weeks

Week 1: June 7-13

Week 2: June 14-20

Week 3: June 21-27 (Halloween in June) 🎃

Week 4: July 5-11

Week 5: July 12-18 (Christmas in July) 🎄

Week 3-Halloween in June

Troops coming to camp during week 3 are invited to participate in Halloween in June with the Staff. Decorate your campsite, bring your costumes (Scout appropriate) and have a spooktacular time.

Week 5- Christmas in July

Troops coming to camp during week 5 are invited to participate in Christmas in July with the staff. Have fun decorating your campsite and spreading the Christmas cheer.

Choose a Campsite

Troops can enter their top three preferences for campsites upon registration. Campsites will be assigned to follow Safeguarding Youth guidelines. **Male and Female units cannot share a campsite unless they are registered with the same chartered organization.** This is referred to as a linked troop. All Campsites on camp are able to accommodate male/female units or linked units. When selecting a campsite, please take into consideration Safeguarding Youth Guidelines that require youth sharing tents to be no more than two years apart in age.



The minimum size of a troop to camp independently is 2 youth and 2 adults. If a troop only has 1 youth of that gender, they are a provisional Scout and must camp with a troop of their same gender that is not linked to another troop of the opposite gender.

To aid in conservation efforts and continue routine maintenance on campsites, 1-2 campsites will rest each year. These campsites will not be available for units that summer. **In 2026, Saline, O'Dell, Doc R, and Mandan will be rested. (Different than previously communicated due to camp-wide strategic & long term planning.)**

The Camp Commissioner will assign units to specific tents in each campsite prior to your arrival. **Canvas tents with wooden platforms are provided** for the maximum capacity of campers in each campsite. All canvas tents are 2-person tents. Due to the potential of an odd number of youth and/or adults with mixed genders, it may not be possible for canvas tents to be provided for all participants in your unit. Troops will be notified prior to their week of camp if they may need to bring additional tents to supplement the canvas tents. If a campsite has more campers than the canvas tents will house, it is the responsibility of the Troop to provide its own tents to house the remaining campers. If another campsite can accommodate the entire unit, the unit may choose to move campsites. Most campsite's sloped terrain limit the number of additional tents that can be setup. **Camp Cedars does not provide cots or personal sleeping gear.**

All campsites have a latrine (except for Berek and Boyer), a message board, trash can, and water spigot. Berek and Boyer are close by to the South Shower house.

There are two campsites that do not have permanent platforms with tents: Getzschman-Heckman and Strom. The Troop must provide all tents in these campsites.

Campsites with person capacity:

Rock (42), Four Eagles (46), Three Feathers (22), Armstrong-McDonald (14), Gratton (46), Haddix (46), Boyer (32), (Hayes (48), Miller (24), Berek (48), Strom (50), and Getzschman Heckman (26).

Who can attend Camp?

Scouts

- Youth must be 11-17 years old and have completed the 5th grade
- Youth must be registered BSA members in a Scout Troop, Venture Crew, or Ship

Adults

- Age 18+
- Registered BSA member with the unit they are attending camp with
- Completed S.A.F.E Guarding Youth Training

2026 Fee Schedule

Scouts

\$460 per Scout

- \$100 deposit per Scout starting March 3 to enter programs. This is non-refundable, but transferable between Scouts.
- Scouts paid in full by May 5th will receive a FREE camp t-shirt.



Youth Cancellation fees are as follows:

March 1 – May 4: \$100 per Scout who paid program deposit

May 5 – June 1: \$100 per Scout canceled from registration.

After June 1: \$460 per Scout canceled from registration.

Leaders

\$200 per weekly leader or \$40 per daily leader

- Daily leaders will select their specific days in camp. All adults spending the night **MUST** be registered with the Troop they are attending camp with in an adult leader or adult participant position.



Scouts will receive a **FREE shirt** when they pay the full camper fee by May 5. Shirt sizes can be selected for each participant during the online registration process. **If no shirt size is entered by May 5, the Scout forfeits the shirt.**

Adults can purchase a t-shirt for \$15 through May 5 via the online registration. A limited supply of shirts will be available at the Haddix Trading Post for those that did not pre-purchase.

To meet the camp fee deadlines, the fees must be 1) paid online, 2) received in-person in the Durham Scout Center or Sioux City Scout Center, 3) or be postmarked on or before May 5.

Payments must also indicate who the fees are being applied to by name.

Discounts to SAVE \$\$

The following discounts are available for Mid-America Council families and are applied per individual in the online reservation system:

- \$15 off per Scout who sells \$50 or more in popcorn in 2025 and/or camp cards in 2026
- \$15 off per Scout whose family contributes \$15 or more to Investment in Character Campaign
- \$10 off per adult whose family contributes \$15 or more to Investment in Character Campaign
- \$10 off per adult who has completed all position specific training for their primary BSA registered position
 - Position Trained Requirements found online [here](#).

Refunds

Outside of the above cancellation fee schedule, partial refunds will be granted per the Mid-America Council's Refund Request Form that can be found online at

www.GoScoutCamping.org. Approved refunds may only be granted for up to 80% of the camp fee. Part of a Scout or leader's fee will be refunded only under one of the following circumstances:

- Individual illness or injury with physician's note
- Death or serious illness in the immediate family
- Relocation of the family

The Scoutmaster and family must make such requests in writing using the Refund Request Form. Refunds will not be considered when made more than two weeks after the Troop has left camp. Pre-registration fees for a Scout or Scouter may be transferred to another Scout or Scouter prior to arrival at camp. The \$150 Troop campsite reservation deposit is not refundable and is not transferable to other units.

Camperships

We do not want any Scout to miss out on the opportunity to attend summer camp due to financial need. We have funds available to assist families in need in the Mid-America Council. All campership information is kept confidential. Campership applications will open online on January 1, 2026 and must be completed before April 5, 2026 for consideration. Camperships may cover up to 50% of the camp fee. Apply online at <https://mac-bsa.org/scouting-tools/financialassistance/>.

Pre-Camp Leader Meeting

Saturday, February 21, 2026 at 10:00 am via Zoom - Register [HERE](#)

The purpose of the pre-camp leaders meeting is for Troops to meet the camp staff leadership, review camp schedule, and learn more about upcoming changes in camp. Units will be informed about signing their youth up for programs at this meeting. All Troops are encouraged to have their Senior Patrol Leader and two adult leaders attend.

Scouting America National Standard of Two-Deep Leadership

Each Troop must always have at least two registered adult leaders 21 years of age or over in camp. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Two adult leaders per unit includes "linked troops" meaning the male troop has two leaders and the female troop has two leaders. A ratio of one adult for every 5 Scouts is recommended. If you are concerned about providing enough adult leadership, please contact mac@scouting.org for alternate leadership arrangements.

Scouting America Registration & Safeguarding Youth Training

All youth must be registered members of Scouting America.

All adults staying overnight must be currently registered as an adult volunteer or an adult program participant. Adults must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement.

ALL adults must have current Safeguarding Youth Training to attend camp. To get trained, visit www.My.Scouting.org. You can create a free account and click on the "S.A.F.E. Guarding Youth" logo on the main page.



Provisional Campers

A provisional camper is a Scout who attends camp individually, as some Scouts cannot attend camp with their Troop (i.e. school, family, or other schedule conflicts). We don't want Scouts to miss a summer camp experience. Any Scout may attend Camp Cedars on an individual basis and will be paired up with a host Troop. The Scout and their parents must agree to accept the assigned leader's directions and follow the Scout Oath and Law at all times. Units may only send a max of 2 Scouts from their unit as provisional in a given week. Registration in advance is required. Contact mac@scouting.org for more information.

Insurance

The Mid-America Council has purchased the National Scouting 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 and other groups or individuals attending camp will not be covered by the Mid-America Council plan, but are covered by their local councils plan.



Accommodations

If any of your Scouts or Leaders have disabilities or other special needs, we appreciate timely notification so that camp can work with the unit to meet those needs and avoid surprises upon arrival. Note that the Armstrong-McDonald campsite is our accessible campsite.

CPAP Needs

Electricity is not available in campsites except Armstrong McDonald. A limited supply of portable batteries is available on a first come, first serve basis for individuals who need them for a CPAP machine. These batteries can be rented at the Smith Administration Building for \$20 each. We will charge the batteries throughout the day or swap the battery out for you depending on availability. Please indicate in the online registration if a CPAP battery is needed.

Dietary Needs

Indication of dietary needs should be communicated through online registration at least **two weeks before your arrival at camp**. This includes food allergies or an individual who requires a special diet. A copy of the camp menu will be available at GoScoutCamping.org in March. We can easily accommodate most dietary needs including vegetarian/vegan, gluten free, dairy free, and nut free with proper notice. If a participant has extreme dietary needs, we may ask them to provide their own meals and will offer a discounted rate for their camp fees.

Peanut Allergy: We recognize that the occasional Scout or Scouter may have a peanut allergy. We are not able to create a completely peanut-free environment at camp. However, peanut-free tables can be identified in the dining hall or you may choose to eat outside in the Rotary Pavilion.

2027 Reservation

Reservations for 2027 can be made during your week at camp at the Administration building. The reservation will consist of making a deposit, selecting a campsite, and estimating the number of youth and adults attending. Summer camp dates include:

Week 1: June 13-19 | Week 2: June 20-26 | Week 3: June 27-July 3 | Week 4: July 11-17 | Week 5: July 18-24

Apply to be on Camp Staff!

Camp staff provides opportunities to learn leadership skills, explore outdoor activities, meet new friends, and get paid for the summer! Over 100 staff members are hired each summer to teach Scouts all types of outdoor skills. All staff participate in a one-week training session prior to the start of the first summer camp session. Staff week will be May 31 - June 5, 2026

Did you know that working on camp staff can provide scholarship and internship opportunities for older Scouts? \$15,000 in college scholarships are awarded each year just to MAC Camp Staff!

Camp staff are role models for the Scouts and make a positive influence on young lives. As part of the Scouting community, we expect staff to live out the Scout Oath and Law. Throughout it all we have FUN! Get paid for working at summer camp! Salaries depend on certifications, relevant experience, and job responsibility. Meals and housing are also included. Full time staff (not CITs) can expect to earn over \$1,000 their first summer (if working staff week and all sessions).

Camp Staff Positions

Aquatics Director*^(21+)
Aquatics Instructor (15+)
Archery Director^ (18+)
Archery Instructor (15+)
Asst. Ranger (18+)
ATV Director*^(21+)
ATV Instructor (16+)
Business Management ^ (21+)
Camp Cook (18+)
Chaplain^ (18+)
Dining Hall Steward^ (16+)
Dish Room Crew (15+)
Equestrian Director^ (21+)
Equestrian Asst. Wrangler (16+)
Equestrian Wrangler (18+)

General Staff-Floaters (15+)
Handicraft Director^ (18+)
Handicraft Instructor (15+)
Health Director^ (15+)
Health Instructor (15+)
Kitchen Manager^ (21+)
Kit Fox Director*^ (18+)
Kit Fox Instructor (15+)
Lakefront Coordinator^ (18+)
Metalwork Coordinator^ (18+)
Metalwork Instructor (16+)
Nature Director*^ (18+)
Nature Instructor (15+)
OA Coordinator (15+)
Office Staff (15+)

Quartermaster^ (18+)
Rifle Director^ (21+)
Rifle Instructor (18+)
Ropes Director*^ (21+)
Ropes Instructor (18+)
Scoutcraft Director*^ (18+)
Scoutcraft Instructor (15+)
Shooting Sports Director*^ (21+)
Shotgun Instructor (21+)
STEM Director^ (15+)
STEM Instructor (15+)
Trading Post Management^ (21+)
Trading Post Staff (15+)



*Camp School Required

^ Leadership Position

If you have any Scouts who would like to be a part of the camp staff team, please have them fill out a staff application online. Interviews will be scheduled throughout the winter and early spring. Some Scouting experience is recommended, but not required.

Staff application and more details are online at mac-bsa.org/camp-staff

Apply for Camp Staff TODAY!

Counselors-in-Training Program

Each year, Camp Cedars offers young leaders the opportunity to learn leadership and program skills in the Counselor-in-Training (CIT) program. This program is available for 14-year-olds to learn various program areas and be out at camp for two weeks. CITs are paid a small daily stipend.

CITs choose up to two weeks to come out to work at camp. During this time, CITs will explore the various program areas at camp and see what goes into working in that area. CITs can also earn merit badges and participate in some open program time. During their weeks out at camp CITs will visit 4 areas a week, 8 areas in total.

Here are what areas you would try out and an example of what your week could look like:

Week 1:

- Monday - Tuesday Block A & B: Nature
- Monday - Tuesday Block C: STEM
- Wednesday - Thursday Block D & E: Handicraft
- Wednesday - Thursday Block F: KitFox

Week 2:

- Monday -Tuesday Block A & B- Scoutcraft
- Monday - Tuesday Block C- Health
- Wednesday - Thursday Block D & E- AQ
- Wednesday - Thursday Block F- Option of picking from Ropes or EQ or Range Sports



What to Bring to Camp?

The following list includes personal items that each Scout should bring to camp. All clothing and personal equipment should be clearly marked with the Scout's name and Troop number. Many of the following items are also sold in the Haddix Trading Post. All clothing at Camp Cedars must be Scouting appropriate. Individual Troops may provide guidance on what clothing is acceptable during your stay at camp.

- Full Scout field uniform (*to be worn at evening meals and flag ceremonies*)
- Order of the Arrow sash
- Modest shirts and shorts
- 6-7 pairs of socks
- Sweater or jacket
- Raincoat or poncho
- Extra underwear
- Hiking boots and/or sneakers (must have closed toed shoes)
- Long-sleeved sweatshirt
- Long-sleeved shirt (required for ATVs)
- Swim trunks or swim suit (see below)
- Jeans or long pants (required for ATVs, STRONGLY recommended for equestrian)
- Hat or cap
- Pajamas
- Toothbrush, toothpaste, deodorant
- Bath towel and soap
- Feminine hygiene products
- Mosquito repellent and sunscreen
- Water shoes or closed toed shoes to wear in the shower house and in the lake
- Spending money (consult Troop leaders)
- Water bottle
- Scout handbook
- Program items (see Class Descriptions)
- Merit Badge book
- Pens, pencils and notebook for merit badge work
- Homework/ Prerequisites that need to be seen by counselor
- Sleeping bag or sheet/blanket
- Pillow
- Cot, air mattress, or sleeping pad
- Mosquito netting
- Backpack
- Flashlight or headlamp (extra batteries)

Optional Equipment for Camp

- Sunglasses
- Mosquito netting
- Bible/prayer book
- Sewing kit
- Camera
- Swimming goggles
- Writing paper, envelopes, stamps
- Pocket knife (no sheath knives permitted)

Swimming Attire

Swimsuits must be safe for the activities at camp. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Sports- style two pieces or one-piece swimsuits that will not allow exposure are recommended.

Scout Uniform

Scouts and leaders are expected to wear Scout uniforms at all evening flag ceremonies and evening meals. Order of the Arrow members should wear their sash on Wednesday at camp. Individual Troops may prescribe other appropriate times for the Scout uniform or what is appropriate attire at camp for their Scouts.

Cell Phones and Portable Electronics

Although Camp Cedars does not prohibit the use of cell phones and portable electronics, these devices may distract from the camp experience for the Scout and others around them. Individual Troops may have a policy in place regarding such devices, which the camp will support for their Scouts.

Leave at Home

Possession or use of any of these articles may result in dismissal from camp.

- Pets
- Alcohol and illegal drugs
- Tobacco and vaping products for scouts
- Firearms and ammunition
- Bows and arrows
- Fireworks
- Non-folding sheath knives, throwing stars or other martial arts weapons



Troop Equipment (optional)

- Troop/Patrol and American flags
- Troop first aid kit (well-marked)
- Lock box or locker for valuables & appropriate medications (*required to bring for medications or borrow from Camp if needed*)
- Lanterns (battery type suggested)
- Rope or binder twine
- Alarm clocks
- 2-way radios (for leaders only)
- Ingredients for Troops competing in Dutch oven dessert competition.

All Troop equipment should be clearly marked with your Troop number.

Equipment Provided by Camp

Campsites are occasionally shared by multiple units. The following is provided in each campsite:

- One flag and flagpole per campsite
- One bulletin board per campsite
- Picnic tables (2 per campsite)
- 2-person canvas tents on platforms (except Getzschman-Heckman and Strom campsites)
- Latrines with sink and water (no latrine in Berek and Boyer campsites)
- Water hydrant
- Fire rings
- Trash bags
- Toilet paper
- Hose



Section 2: Camp Arrival / Departure

Check-in Process:

We are excited that you are finally at Camp Cedars and that you are about to enjoy your summer camp experience with us! Here is what a typical check-in day will look like. We are making updates to ensure we have a quick and easy check-in process in place. Plan to arrive between 1:30 and 4:00 pm on Sunday. The Commissioner will be in contact approximately a week before your week to confirm details and assign check-in times. **Check-in will begin no earlier than 1:30 pm.**

Upon arrival, you will be greeted by a member of the camp staff.

Please try to have all your vehicles arrive together. The unit will meet their camp ambassador shortly after arrival to escort your Troop through the check-in process. The following tasks will be completed:

- Move personal and Troop equipment to campsite
- Complete a campsite inspection
- Verify attendees in the administration building
- Park all vehicles in long-term parking
- Medical recheck (youth and adults) and medications
- Swim check (following Medical recheck)
- Receive wristbands
- Waivers (ATV, aviation, and equestrian)
- Bow strength test (Archery MB)
- Shotgun strength test (Shotgun MB)
- Order of the Arrow



Leaders Meeting at 4:30 p.m. at the Rotary Pavilion

Administration Building

One leader will need to verify which participants are arriving to camp with the online registration roster. Please plan to settle any outstanding balance during the check-in process.

Campsite Inspection

The Scoutmaster, SPL, and the camp ambassador will inspect and note the condition of the grounds, tents, and facilities assigned to the unit. The camp ambassador will communicate the condition to the camp office.

Vehicles & Trailers

During check-in, the Scoutmaster, weather permitting, can use one vehicle with or without a trailer to transport personal gear to the trailhead of the Troop's campsite. Troops should consolidate their gear as much as possible to make this a smooth process. Large Troops may have additional vehicles to help transport gear with permission from the Camp Director. All vehicles will park in long-term parking after unloading. All Vehicles on camp property will need a pass from the Smith Administration Building. Passes are to be kept in the window and clearly visible.

Troop trailers can be parked *NEAR* campsites. Berek, Miller, and Hayes campsites can leave their trailers down on the lakefront road for easy access. Boyer can park by the boathouse. Central campsites (Doc R, Mandan, Gratton, and Hayes) can be parked in the parking lot south of the rotary shelter. North camp campsites can park on the east side of the parade field. Park at your own risk. If your vehicle or trailer gets stuck, the camp cannot/does not have the means of pulling you out. All vehicles **MUST** return to long term parking after check in!

Medical Recheck & BSA Health Form

Medical rechecks for each Scout and leader will be conducted in the car prior to entering camp. If a participant (youth or adult) answers yes to any question on the screening, they will be asked to see the medic in the Health Lodge during their check-in process. **Every individual must have an Annual Health & Medical Record (parts A, B, & C) to remain in camp per Mid-America Council policy.** *Leaders who are at camp less than 72 hours and/or are staying overnight must complete parts A, B, and C of the Annual Health and Medical Record. This is different from National BSA expectations.* Due to the physical activity and programs experienced at summer camp, the Mid-America Council finds part C of the medical form important to complete to ensure safety of all participants. Form online at www.GoScoutCamping.org.

The form requires a physical examination by a qualified medical professional within the last 12 months and Tetanus vaccination within the last 10 years. No physicals will be given at camp. An Annual Health and Medical Review is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered June 10, 2025, would be valid until June 30, 2026. There are no waivers or exemptions, the Scouting America Annual Health & Medical Record must be used. The only external part C form accepted is a "Part C camp physical" from a Children's Hospital Physician. Participants will be asked to have their health professional complete the Scouting America part C form if another form is provided.

We strongly recommend leaders review the health forms prior to arrival at camp to ensure the following is completed:

- Scout and Parent/guardian signatures
- Copy of Insurance card
- Tetanus immunization date (within last 10 years)
- Parts A, B, & C (requires physical examination within last 12 months)
- Signed by appropriate medical professional

Failing to attach a copy of a health insurance card or missing signatures are common mistakes that slow check-in.

Troops will be able to turn in medical forms at the Durham Scout Center up to the Wednesday of the week prior to their scheduled week at camp if desired. This will speed up your check-in process at camp. More information regarding this process will be shared at the February Leaders Meeting. We strongly recommend this option, especially for larger troops.

Medications

All medications brought to camp must be in labeled, original containers or in labeled, pharmacy-packaged containers.

NEW IN 2026: No medications will be collected and kept by the Camp Medic unless they are in need of refrigeration. All Troops must either provide a locked box to store all medications in their campsite or request to use a locked box from camp during their week. Units are responsible for ensuring medications are locked and secured at all times and that Scouts receive their medications at appropriate times.

During the check-in process, a unit leader should present their locked box to the Camp Medic for verification. The Medic will confirm which Scouts/ leaders have medication at camp in comparison with what is listed on health forms and make any notes as needed. If a unit needs to borrow a locked box from camp they will receive it at this time. Borrowed boxes and keys should be returned prior to a unit departing camp. During this check-in process, all leaders will be given the opportunity for a brief Unit Health Officer training to aid in their responsibilities for the week.

Medication Administration Records

Units are strongly encouraged to utilize the Individual Medication Record for all youth bringing medications to camp and the Unit Medication Log to document all medications taken within their unit. Medications given by the Camp Medic will be documented in the camp first aid log book. Parents should complete the Individual Medication Record for each Scout attending camp to aid the Unit Health Officer.

Swim Check

Unit swim checks can be completed before camp using the Pre-Camp Swim Check form located online at www.GoScoutCamping.org. Swim checks can also be completed at the pool during check-in. The Aquatics Director at camp reserves the right to have any Scout or leader re-tested if they do not feel comfortable with their swimming ability or pre-camp swim check.

Wristbands

Each Scout and leader in camp will be issued at least one wristband that signifies their authorized entrance into camp and swimming ability. The wristbands are required to be worn at all times. Individuals without wristbands will be directed to the Smith Administration Building.

Troop Photos (optional)

Troop photos can be taken Monday after dinner outside the dining hall. Troops will receive an electronic copy of the photo that can be distributed among the group or printed as necessary.

Waivers

Additional waivers are required for the ATV, Cowboy Action, NRA Pistol, and Equestrian (for merit badges and trail rides) programs and will be collected during check-in. These waivers are available online at GoScoutCamping.org. A parent or guardian's signature is required.



Leaders Meeting – Sunday at 4:30 p.m. at the Rotary Pavilion

Each unit must have at least one leader at the meeting, but all leaders and SPLs are invited. Program announcements, staff introductions, and important information will be discussed at this time. This is also a great time to ask any last-minute questions you may have. All leaders will be encouraged to sign up for our texting communication service at this time if they have not done so already. More information about this service will be communicated prior to your arrival at camp and available to sign up for at anytime throughout your week at camp.

Check-out Process

Many units will begin their check-out process on Friday. Trailer/ vehicle movement is only allowed between 8am- 2pm on Friday and after 6pm. There will be absolutely NO vehicles moving between 2pm-6pm to accommodate our Cub Scout campers checking in. Trailers must remain parked in their long term parking (near campsites) until after 6pm. The only exception is to move your trailer to the Heritage Hill parking lot before 2pm. This allows for efficient parking for Cub families and visitors to Camp Cedars family night.

All units must leave camp by Saturday morning at 9:00 a.m. Units will complete the following tasks in the check-out process:

- Move personal and Troop equipment to trailer/vehicle
- Campsite inspection with your camp ambassador on Friday before 5:30pm.
- Collect medical forms as you leave.
- Return all borrowed equipment to Quartermaster
- Turn in camp evaluations
- Check lost and found items
- Pick up check-out packet
- Check-out through the Administration Building

The check-out packet will contain the following:

- Instructions for accessing Merit Badge Completion Record
- Patches (one for each person)
- 2027 Camp Staff Information

Campsite Inspection

The Scoutmaster and camp ambassador will evaluate the campsite and note any damages. Any damages requiring fees can be paid for upon departure. Camp Ambassadors will meet with their unit on Friday to find a time that works best to complete this inspection.

Arrival/Departure Midweek

A departure notice must be completed by the parents, and approved by the Scoutmaster and the Camp Director. A Scout may only leave (during the week) with a parent or guardian, or with a written release from either, by checking out at the Smith Administration Building. In the event of the written release, the name of the individual authorized to transport the camper must be specified (via the Annual Health and Medical Record) and verified by the Scoutmaster. The date and time of expected return must be indicated. Upon their return, the Scout must sign in at the Smith Administration Building. Scouts or Leaders arriving mid week will need to sign in at the Smith Administration Building. Scouts and Leaders arriving midweek will not be allowed to have a vehicle to take personal gear to campsite. Carts are available at the Millard Resource Center (MRC) or Barn.

Visitors

Visitors are welcome anytime during the week. For the safety of the campers, all visitors must check-in at the Smith Administration Building and receive a visitor's badge to be worn while on property. They may also pay for meals at that time (\$10.00 per meal). Program participation is not available for visitors. For more information on the official Family Night, see section 4 of this guide.

Section 3: Programs at Camp

Program Areas and Merit Badge Classes

At Camp Cedars, there are 11 program areas for Scouts to explore. These areas are split up by different skill sets and are spread around camp. Camp Cedars offers a large variety of merit badges and programs. Areas such as Health, Handicraft, Nature, Scoutcraft, and STEM have classes that rotate from year to year. Throughout camp there are also many opportunities besides Merit Badges for Scouts to learn. All fees are included in your overall camp fees. Merit Badge supplies will be ready in the program area. The Trading post will have additional supplies if a Scout wants to purchase additional material. Here is a brief description of each area and what Merit Badges will be offered in 2026. More details can be found on the Program Schedule Document.

PROGRAM COST

Our outlook on fees at camp is very different from most camps. We believe in an all-inclusive camp fee. Meaning, the price you pay to register for camp covers all activities. No extra fees for any programs or supplies!

\$0 Ammunition or Arrows
\$0 COPE & Climbing
\$0 Art supplies, basketry kits, etc.
\$0 Rockets for Space Exploration
\$0 Robotics
\$0 Horsemanship & Trail Rides
\$0 ATV Safety Course
\$0 Metalworking/Blacksmithing

Aquatics:

Nothing beats a trip to the pool or lake on a hot summer day. The Aquatics area provides the opportunity for Scouts to learn safe swimming and boating skills. The teaching area at the lake provides a great place for Scouts to learn different boating skills and techniques. At the pool, Scouts can take a dip while learning everything from basic swimming skills to advanced lifesaving skills. The lake is also a favorite on a hot afternoon where Scouts can have fun on the inflatable playground. All Aquatics Merit Badges do require participants to be a blue swimmer. Scouts that are white or red swimmers can participate in Open Swim and Open Boating (with a blue swimmer buddy). The aquatics area also offers programs during the afternoon Patrol Time and evening Program time. Those programs are open to everyone at camp. Sign ups for activities may be required. Programs in this area include:

Merit Badges Offered:

Canoeing
Kayaking
Lifesaving
Rowing
Swimming

Activity Classes and Program:

BSA Stand up Paddle Board
Instructional Swim
Mile Swim
Open Lakefront
Open Swim
Pool Movie Night
Snorkeling



ATV's:

The ATV Area is a big hit with our older Scouts. The ATV Safety Course is offered to teach Scouts the fundamentals of riding ATV's. This program takes Scouts from beginner riders to out on the trails around camp getting muddy. Scouts will get the opportunity to ride on the training course to practice those beginning riding skills and challenge those skills on the trail course at Camp Eagle. The ATV track is located by the entrance of camp and classes meet at the track for classes. Programs in this area include:

Activity Classes and Program:
ATV Safety Course



Equestrian:

The Equestrian Area is a unique program at Camp Cedars as we are one of just 5 camps in the country to offer an Equestrian program. We offer a variety of classes that explore the many areas of the Equestrian program. From basic riding for those beginners to medieval jousting for those more advanced, there truly is something for everyone. The Equestrian area also offers programs during the evening program time. Programs in this area include:

Merit Badges Offered:
Horsemanship

Activity Classes and Program:
Trail Rides
Advanced Horsemanship



Handicraft:

The Handicraft area is a wonderful place for Scouts to develop their creative talents or build useful items to enhance their camping experience. Scouts can build favorites like a camp stool in Basketry and leather pouch in Leatherwork. Scouts can also have these projects put on display in the Camp Cedars Art Gallery. The Handicraft area has a variety of classes that are great for all Scouts from first years making baskets to more advanced like Painting and Woodworking. The Handicraft area offers programs during the evening Program time. Those programs are open to everyone at camp. Programs in this area include:



Merit Badges Offered:

Art
Basketry
Leatherwork
Metalwork
Painting
Pottery
Sculpture
Theater
Woodcarving
Woodworking

Activity Classes and Program:
Open Handicraft w/Sculpture
Sewing and Needlework-Test Lab
Dance-Test Lab



Health:

In the Health area Scouts learn about the health and safety of everyday living. Scouts will learn basic first aid, not only something they need for rank advancement but also to be prepared in case of an emergency. The Health area also offers basic CPR skills for those Scouts looking for the basic knowledge of CPR. This is not the CPR certification but will count towards any merit badge that requires some basic knowledge. The Health area offers programs during the evening Program time. Those programs are open to everyone at camp. Programs in this area include:

Merit Badges Offered:

Disability Awareness
Emergency Preparation
First Aid
Public Health
Safety

Activity Classes and Program:

CPR Skills
Kit Fox First Aid Requirement



Kit Fox–First Year Camper Program:

This program is designed for campers who have not yet completed the First Class rank. The program is designed to work on core rank requirements for new Scouts. Scouts will be arranged into patrols to work together in a team atmosphere to make for a fun active environment. Kit Fox is only two blocks long and Scouts may choose additional programs or Merit Badge classes to participate in. Requirements worked on in the Kit Fox program:

- Scout: 1a, 1b, 1c, 1d, 1e, 1f, 3a, 3b, 4a, 4b, 5
- Tenderfoot: 1c, 3a, 3b, 3c, 3d, 5a, 5b, 5c, 7a, 8
- Second Class: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3c, 3d, 4, 8a, 8b, 9a, 9b
- First Class: 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d

We also provide additional opportunities to complete rank requirements outside of class time. These requirements can be completed during the evening program or on Friday.

- On Monday Night, for those scouts NOT in the First Aid Merit badge they can complete the First Aid rank requirements in our Health area. (Tenderfoot 4a,4b,4c,4d, Second 6a,6b,6c,6d,6e, and First 7a,7b,7c, 7f)
- On Wednesday Night, for those scouts NOT in the Swimming Merit Badge they can complete the Swimming rank requirements at the Pool. (Second 5a,5b,5c,5d and First 6a,6b,6c,6d,6e)
- On Friday morning, the Kit Fox staff will lead a 5 Mile Hike. (Second Class 3b)
 - The hike will start at the Kit Fox building at 9:00am.
 - Scouts will need to bring a water bottle for the hike.
- We also offer Troop opportunities to complete the One Hour of Service (Tenderfoot 7b) at camp.
 - Sign up for a service project through the Camp Commissioner.



This program is only two blocks, allowing enough time for Scouts to take 4 other merit badges while at camp.



Nature: Animal Year

The Nature area takes advantage of the beautiful natural areas around Camp Cedars including the lake for fishing. With the many merit badges that take place in this area, we rotate classes every other year. Classes like Archaeology, Environmental Science, Fishing, Nature, Forestry, and Weather Merit Badges are typically taught every year. In addition to these classes, one year we will focus on the “plant” related merit badges. The next year the focus is on “animal” related Merit badges. 2026 will be a “animal” year. Unlike many other areas around camp constantly changing with new technology, Nature is stuck in the mud in the best way possible! We focus on the simple wonders that are present at camp and how to identify and protect them. The Nature area offers programs during the evening Program time. Those programs are open to everyone at camp. Programs in this area include:

Merit Badges Offered:

- Animal Science
- Archaeology
- Bird Study
- Insect Study
- Env. Science
- Fishing
- Forestry
- Nature
- Mammal Study
- Reptile & Amphibian Study
- Pulp and Paper
- Weather

Activity Classes and Program:

- Open Nature w/Pulp and Paper
- Open Fishing



Range and Target Activities:

The Range and Target Activities Area is a state of the art facility with modern target and range equipment. Classes are set up for Scouts to learn the basics, but even experienced Scouts are able to challenge themselves and improve their skills. Safety is always the number one priority in this area and all Scouts taking these classes are required to attend the Range Safety briefing Sunday night. Bow strength tests are also done during check-in on Sunday. The Range Activities area offers programs during the evening Program time. Those programs are open to everyone at camp. There will be additional Rifle Range time for **Scouts in the Rifle Merit Badge ONLY** to qualify on Monday through Thursday from 3:45-5:00 PM. Programs in this area include:



Merit Badges Offered:

- Archery
- Rifle
- Shotgun

Activity Classes and Program:

- Black Powder
- Cowboy Action Shoot
- NRA First Step Pistol Orientation
- Open Range Sports
- Flu Flu Archery
- Tomahawk & Knife Throwing



Ropes:

The Ropes Area is a combination of two areas with our 50 foot climbing tower and COPE (Challenging Outdoor Personal Experience) course. At the climbing tower, Scouts can learn to climb starting on the 20 foot platform learning the basics of Climbing and rappelling. Scouts can then work their way up to the 35 foot platform. The 50 ft is a high and mighty challenge every Scout should try. In addition to the Climbing Merit Badge, Scouts can try milk crate stacking, lead climbing (simulation), chimney climbing, ice climbing (simulation), free rappel, and low rappel. The COPE Course is full of team building games and challenges. We have many low events for teams to work their way through on the ground. Then when they have come together as a group they can challenge themselves on our high course which includes our 400 ft zipline, flying squirrel, hamster haven (vertical playground) and the pirates walk. The Ropes area is a great place for older scouts looking for a new way to challenge themselves. The Ropes area offers programs during the evening Program time. Those programs are open to everyone at camp. Programs in this area include:

Merit Badges Offered:
Climbing

Activity Classes and Program:
COPE
Neon Night Climbing
Open Climb



Scoutcraft:

The Scoutcraft Area helps scouts develop knowledge and skills in an outdoor environment. Scouts will get the opportunity to build on their Scouting skills by learning knots and lashings, building fires in different ways, and learning how to navigate using a map and compass. These are only a few of the things Scouts can learn in this area as there are endless skills Scouts can use in the great outdoors. The Scoutcraft area offers programs during the evening Program time. Those programs are open to everyone at camp. Programs in this area include:

Merit Badges Offered:
Camping
Cooking
Fire Safety
Geocaching
Golf
Hiking
Pioneering
Wilderness Survival

Activity Classes and Program:
Open Scoutcraft w/Fire Safety
Wildland Fire Management-Test Lab





STEM:

The STEM Area is constantly evolving with the ever changing technology and has a wide variety of classes that can interest any Scout. Scouts have the chance to try their hand at things like animation, building a rocket, creating their very own invention or game, and using robots to complete large and small tasks. With STEM including such a vast amount of Merit Badges, we rotate classes every other year to incorporate as many as possible. The STEM area also offers programs during the evening Program time. These programs are open to everyone at camp. Programs in this area include:

Merit Badges Offered:

Animation	Fingerprinting
Astronomy	Game Design
Aviation	Inventing
Chemistry	Moviemaking
Chess	Radio
Cit. in the Nation	Robotics
Cit. in the World	Salesmanship
Electricity	Space Exploration
Electronics	

Activity Classes and Program:

Open STEM w/Fingerprinting
Life Skills-Test Lab
Physics-Test Lab



Scouts BSA Test Lab:

The Scouts BSA Test Lab is an exciting way to help in the development of fun and interesting new topics unique to the Scouts BSA program. Camp Cedars is excited to be offering 5 this summer. Each class does have a set of requirements that will be marked off. Scouts will need to complete a short survey which will lead them to a certification of completion. If and when the topic does become a Merit Badge those scouts will be credited with having earned the badge. The Labs are only available for a short time so due to expiration dates of the labs Wildland Fire Management and Life Skills will only be offered weeks 1-3.

More information can be found at <https://www.scouting.org/skills/merit-badges/test-lab/>

Activity Classes and Program Area it's offered in:

Dance-Handicraft
Life Skills-STEM
Physics-STEM
Sewing and Needlework-Handicraft
Wildland Fire Management-Scoutcraft

Camp-wide Programs:

Camp Cedars offers many Camp-wide programs. These programs are open for anyone at camp to participate in. These programs happen in the Activity Period each afternoon, during Evening Programs at night, and on Friday Fun Day. More information on what is available each night will be posted on your campsite bulletin boards and in many areas around camp. Here below are a few to look forward to.



Yard Games Area:

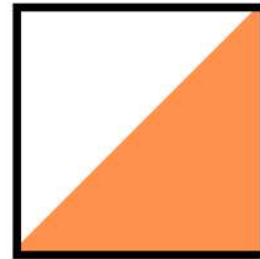
Enjoy yard games outside the Trading Post with your unit or other units including Volleyball, Cornhole, Giant Chess, Giant Jenga, Ladder golf, Giant Connect 4, Bocce ball, and a Disc Golf course. The Games area is open from 3:45 to 9:30 pm each day.

Late Night: Thursday Night

New in 2025. Camp Cedars presents Thursday Night Late Night. All programs will start later in the evening at 9pm. Scouts can enjoy a fun night in the pool along with watching a fun Scout appropriate movie. Scouts and Leaders can enjoy the movie poolside or bring a chair to watch. The Trading Post will have tasty snacks to enjoy while you watch. For those Scouts looking for a new challenge, Neon Night Climbing at the climbing tower is a blast. Climbers will use headlamps and glow sticks to climb up the climbing tower.

Orienteering Course

A camp-wide orienteering course is open for anyone to use. The Orienteering course is great for those looking to compete rank or merit badge requirements. It's also a fun way to pass time while out at camp. Markers can be found throughout camp indicated with an orienteering symbol and a code. Start at the sign in Scoutcraft to get your map and compass and list of points to find.



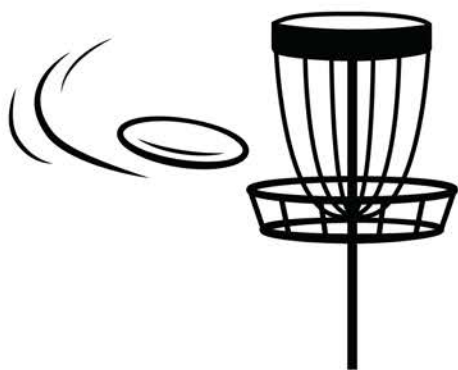
S'mores with Staff

Come hang out by the fire and learn what it's like to be part of the Camp Staff team this summer! Enjoy free s'mores, great conversation, and a relaxed evening with current and former staff members. Whether you're curious about what camp life is like, looking for a fun summer job, or just want to roast a marshmallow (or three), this is the perfect chance to connect and get your questions answered.

Patch Trading: New in 2025

A Scout favorite activity- Patch Trading- at Camp Cedars this summer. Patch Trading is one of Scouting's greatest traditions. It provides the opportunity for scouts to connect with other scouts from all areas of the USA. Its a great way to cultivate new friendships and fun fellowship. Scouts are encouraged to bring their collection out to camp and trade with fellow scouts out their week. The trading post will have patches available for purchase to trade. Mystery Bags will also be available to buy in the Trading Post. While trading Scouts will need to fallow the fallowing rules:

- 1.All Trading is to be done during the trading time
- 2.Scouts can set up on the tables in the dining hall
- 3.Youth should trade with Youth, Adults with Adults. Youth can trade with Adults if their Adult Unit Leader is present to observe and approve the transaction. S.A.F.E Guarding Youth Guidelines are in effect
- 4.Use the Buddy System
- 5.Don't interrupt a trade that is in progress
- 6.Ask before handling someone else's patches
- 7.Shake hands after a trade. Both parties should feel like it was a good trade.
- 8.Do follow the Scout Oath and Law. When trading, be courteous and fair. You shouldn't try to win a trade. Instead, make sure both parties are satisfied with the transaction. You want to build trustworthiness when trading with other Scouts.
- 9.Do trade like for like patches. For example, trade a Council Strip for a Council Strip. Also, think of the monetary value of a patch. Would you trade one of your favorite \$10 patches for another worth only \$1? Would you think that was a fair trade? You should trade patches that are worth the same amount in dollars.
- 10.Be kind and respectful of others' patches.
- 11.Have fun and be kind. Patch trading is about making connections that will last a lifetime.
- 12.Don't trade any awards or rank patches. Scouting knots, religious medals, or badges of office should not be traded. Doing so violates the Rules and Regulations of the Scouting America.



Disc Golf:

The Disc Golf course is new to Camp Cedars for 2024. This will be a fun activity for Scouts to participate in while out at camp. This activity will be open from 3:45-9:30 PM each day. This activity will not be open to the Scouts during Merit Badge class times. Camp has frisbees on hand but units and Scouts are welcome to bring in their own.

Open Range and Target Activities:

Open Range Activities provides a wide variety of programs. Scouts can try their hand at Range sports such as Archery, Rifle, Shotgun, Black Powder, Paintballing, Flu Flu Archery, and Tomahawk/knife throwing. Check the campsite bulletin board in the campsite for more details.



Cardboard Boat Race:

The Cardboard Boat Race is a fun camp wide activity for units to participate in. Each unit can make a Boat to be raced either before camp or at camp. The first boat to cross the finish line will be the winner. This event takes place at Cedars Lake at 4:30 on Fridays. It is a perfect activity for families to come and watch. The boats must hold one or two adults and follow the 4 rules given. Boats can be made before coming to camp. Hint! Hint! It's a great troop project! **(Note: Rules have been updated from years past)** Winner will be awarded the Golden Paddle at Closing Campfire Friday Night.



- Rule One: The boat includes ONLY cardboard and duct tape in the construction.
- Rule Two: Must be captained by an ADULT who is a Blue Swimmer.
- Rule Three: No sharp pointy things
- Rule Four: Oars/ paddles should be handmade. No oars or canoe/kayak paddles.



Open Climbing and Rappelling:

Open climbing and rappelling is a chance for Scouts to explore the sport of climbing. Scouts can test their climbing skills on the 20, 35, and 50 foot climbing walls and then rappel down for a fun time. Scouts looking to complete the requirement for the Camping Merit Badge can complete it during this time. Check the campsite bulletin board in the campsite for more details.

Dutch Oven Cook Off: Using a Secret Ingredient

The Dutch Oven Cook Off is a chance for your unit to show off your cooking skills. Each unit can make one dish for the judges to try. Dishes are to be ready for judging at 2:30 pm on Friday at Scoutcraft. Winner will be awarded the Golden Spatula at Closing Campfire Friday night.

Units will need to bring their own Dutch oven, coals, tools, and ingredients to participate.

The Secret Ingredient will be announced at the February Pre-Camp Leaders Meeting.



Friday Fun Day

Friday is a great day for Scouts to try out any program area around camp. Friday Fun Day all programs around camp are open for Scouts to experience. Each program area will have a fun program set up for the Scouts that is only available on Friday. This is also a day to make up any requirements Scouts weren't able to finish in their class time.

Friday Fun Day Schedule

6:30-7:30 AM Open Breakfast (Flags in Campsite)
9:00-11:45 AM Camp Wide Open Activities
10:45 AM Leaders Meeting
12:00-12:30 PM North Camp Lunch
12:40-1:10 PM South Camp Lunch
2:00-4:00 PM Camp Wide Open Activities
6:00 PM Camp Wide Flags Ceremony and Flag Retirement
6:30-7:00 PM Camp Wide Dinner
8:30 PM Closing Campfire and Awards
10:00 PM Taps and Lights Out



Friday Fun Day Program

Here is a quick view of what Fun Day Friday has to bring. More information will be given at camp. Field trips are only for the Scouts that are in those specific classes throughout the week.

Friday Morning 9:00-11:45 am

Kit Fox 5 Mile Hike (9:00 am)
Open Range Sports
Milk Crate Stacking Competition
Open Boating
Trail Rides (9:00 and 10:00am)
Creative Minds Workshop
Great Pottery Throwdown
Fishing Derby
Chess Merit Badge
Paul Bunyan Award Activity
CPR Skills

***Activities subject to change**

Friday Afternoon 2:00-4:00 pm

Archaeology Field Trip (1:30 pm)
Open Lake Inflatable
Trail Rides (2:00 and 3:00pm)
Branding
Creative Minds Workshop
Painting with Bob Ross
Complete Angler Award Activity
Open High COPE Event
Flu flu Archery
Cowboy Action Shoot
Tomahawk and Knife Throwing
STEM Escape Room



Signing up for Programs

Programs will open March 3 at 10:00 am CST for Scouts ages 14+ to select their programs. Programs will open to ALL Scouts on March 17 at 10:00 am CST. All Scouts must pay the \$100 deposit to select programs. This deposit is non-refundable, but transferable between Scouts. Programs are selected on a first-come, first-serve basis.

After May 5, Scouts who are not paid in full will be removed from programs selected. On May 5, program selections will close to allow us time to arrange schedules and consolidate smaller classes to provide a more productive and engaging experience for the Scouts. Final schedules will be published at least two weeks prior to your week at camp. If you need to add classes for a Scout after May 5, please contact Brittany Jackowiak at lovetoclimb5@gmail.com. Please refer to the Class Catalog (online in February) for any age restrictions or prerequisites.

Pre-requisites and Post-requisites-Update 2026

Some merit badges require pre-requisites to be completed prior to your arrival to camp and post-requisites can be completed following camp. The Program Guide (online in February) will communicate all pre-requisites and post-requisites as the merit badge requirements may adjust from year to year. As Scouts complete pre-requisites, complete an online form prior to arriving to camp to aid us in checking off the requirements. This form will be communicated at the February pre-camp leader meeting. Scout must either submit the pre-requisite form prior to camp, or bring their pre-requisite materials with them to camp in order to be signed off by our staff. Post-requisites are requirement that were not finished at camp and will need to be completed after camp to finish the merit badge. Requirements completed after your week at camp will not be signed off by Camp Cedars staff.

Merit Badge Records

Unit leadership will receive a copy of their Scout's merit badge records on Friday morning at breakfast. Please review this with your Scouts and follow up with staff to ensure accuracy in what requirements are completed. **It is the unit's responsibility to make sure the report is accurate.**

These records are available for the registration contact following camp online. There are various reports available including a Scoutbook export, Unit Advancement Detail, and printable blue cards. At camp you'll receive the Unit Advancement Detail report. Some requirements may not be checked off as the merit badge only requires to "do two of the following". Camp Cedars does not issue physical blue cards.

Scouts with incomplete merit badges can take their records to another merit badge counselor following camp to complete the requirements. Scouts do not need to complete a merit badge with the same counselor they started it with. **Camp Cedars staff will not check off requirements completed after a Scouts week at camp.**



Adult Leader Opportunities

Camp isn't just for the Scouts, there are many other opportunities for Leaders as well!

Adult Trainings

Throughout the week there are opportunities for Adult training. Adult trainings are important for unit leaders and parents to learn how to better serve their units and the youth in them. Leaders that are looking to become a Level 1 Climbing Instructor can do that in the Ropes area. Please work with the Ropes director to schedule that training. Intro to Outdoor Leader Skills training is offered out at camp. Any volunteers who have taken the class before and are interested in teaching this class during your week out at camp please contact the Assistant Camp Director at lovetoclimb5@gmail.com. **This is a volunteer run class, if there is no volunteer of the week the class will not be held.** A few quick trainings leaders can earn at camp are Safe Swim Defense, Safety Afloat, and Climb on Safely. More information can be found on the Program Schedule Document. Interested in renewing an online training while out at camp? Talk with staff in the Administration Building to borrow a computer to stay up to date on online trainings.

Program Volunteer Opportunities

Throughout camp we have many volunteer opportunities. Leaders may want to help a Merit Badge class, speak as a professional in a field of study for a merit badge, or lend a helping hand to the staff during the class. Any leader that helps in a program area can count those hours toward their Scouter Merit Badge. As our Camp Staff is still learning and growing in their life experiences and in some cases not experts in each subject, adult help is always welcomed at camp!

For leaders looking to help in a program area, please work with the area director to coordinate for those classes. We also have field trips throughout the week at camp. These field trips are for specific merit badges. Each of these field trips will need enough drivers to cover the number of Scouts in the class. If you have a Scout participating in these classes we encourage you to drive! Sign up sheets will be in the dining hall for leaders to sign up. Our Kitchen Staff in our Dining Hall could always use a helpful hand. If you volunteer in the kitchen for a minimum of 1 hour, we will thank you with a \$10 voucher to the Trading Post. Volunteering can include helping with meal prep, cooking, dishwashing, and serving.

Other Opportunities

Leaders looking for a fun challenge can participate in Adult COPE during Block F. Other opportunities for Leaders looking to volunteer some of their time while out at camp are volunteering with the Camp Commissioner, helping with camp site inspection, and small work projects around camp. Our Camp Rangers also welcome any volunteers with knowledge and skills for the bigger projects around camp. Leaders can fill out a Volunteer Skills Evaluation online by Monday at lunch. The Evaluations are given to the Ranger team to see what projects they have for camp that week. The Ranger team can always use volunteers with plumbing, masonry, electrical, equipment operation, mechanics, painting, and carpentry. The Camp Chaplin also is looking for volunteers to help facilitate the "all-faiths" Scouts' Own service on Tuesday Nights. Check the campsite bulletin board in the campsite for more details on all of the adult opportunities.

Section 4: Your Week at Camp

Weekly Schedule:

The Sunday arrival day schedule can be found in the Camp Arrival Section. At Camp, classes are in the block schedule. Scouts will be able to choose up to 6 classes over the course of the week and some bonus classes during the evening program time.

Daily Schedule for Monday-Thursday

6:30-7:30 AM	Open Breakfast (Flags in Campsite)
8:00-9:45 AM	Mon-Tue Block A, Wed-Thur Block D
10:00-11:45 AM	Mon-Tue Block B, Wed-Thur Block E
10:45 AM	Leaders Meeting
12:00-12:30 PM	North Camp Lunch
12:40-1:10 PM	South Camp Lunch
1:15 PM	SPL Meeting Mon-Thur
1:45-3:30 PM	Mon-Tue Block C, Wed-Thur Block F
3:45-6:00 PM	Patrol Activity Period
5:30-6:00 PM	North Camp Dinner
6:15 PM	Camp Wide Flags Ceremony
6:30-7:00 PM	South Camp Dinner
7:30-9:30 PM	Evening Program
10:00 PM	Taps and Lights Out

North Camp vs. South Camp

Camp Cedars has 16 campsites for campers to stay in at camp. The campsites are split by North Camp and South Camp for things like meals and open swim time. Due to variations in attendance each week, the North and South Camp split will be determined in the spring and announced prior to your week at camp.

Meal Times at Camp

Meals at camp will be served three ways.

(1) **Breakfast at camp** will be served from 6:30 to 7:30 am. This is an open meal so Scouts can come and go as they please. Please only take one trip through the line until seconds are called towards the end of this meal period.

(2) **Lunch and dinner** will be served in two shifts with North Camp eating first and South Camp eating second. Lunch will start with North Camp from 12-12:30 and South Camp eating second from 12:40-1:10. Dinner will be served for North Camp from 5:30-6:00 pm and South Camp from 6:30-7:00 pm.

(3) **Saturday Morning Breakfast** will be served from 6:30-7:30 am as a grab and go breakfast for units to take along with them on their travels home. This breakfast will be served outside of the Administration Building. Please do not eat in the Dining Hall on Saturday morning as that meal is prepared for our Cub Scout campers and does not include the Scouts BSA campers numbers.



Opening Campfire

Opening Campfire will be held Sunday night at 8:30 pm at the Bates Amphitheater. Campfire will kick off the start of the week with fun songs and skits put together by the staff. Units are encouraged to sing and play along at this fun night of entertainment.

Leaders Meeting – Daily at 10:45 a.m.

In addition to the Sunday leaders meeting at 4:30 p.m., a leaders meeting will be held at 10:45 a.m. daily at the dining hall. Each unit must have at least one leader at the meeting but all leaders are strongly encouraged to attend. These meetings will be conducted by the Camp Director, Program Director, or Camp Commissioner to keep leaders informed of any program changes, camp updates and special activities. Please come with feedback and suggestions for further improvements.

Senior Patrol Leader Meeting

Senior Patrol Leader meetings occur Monday through Thursday in the Rotary Pavilion at 1:15 pm. The Camp Commissioner and Program Director will conduct the meeting. Senior Patrol Leaders will be presented with available project ideas to complete throughout the week, and staff will be available to answer questions.

Religious Services

Scouts of all religious faiths observe the twelfth part of the Scout Law by worshiping in a manner of their choice. Our “all-faiths” Scouts’ Own service is scheduled for Tuesday, immediately following the evening meal at the Rotary Pavilion. A grace is offered before each meal.

Scoutmaster Coffee & Pastries

Camp Cedars will host a Scoutmaster Coffee on Wednesday morning at 10:15 am to 10:45 am inside the Dining Hall. All adult leaders registered for camp that week are welcome to join. Special guests will be present and important updates from the camp and Mid-America Council will be presented.

Friday Flag Lowering

Camp Cedars’ weekly closing flag ceremony is held at 6:00 p.m. at the Lloyd E. Roitstein Parade Ground. The ceremony is dedicated to the memory of Jim Kirby and all those that have served our country and communities, and is performed by a color guard of current and former members of the armed forces, firemen, policemen and EMT’s—professions that call on its members to live up to the Scout’s duty to other people, regardless of the cost. Adult campers or visitors who are currently serving in one of these fields are encouraged to bring their uniforms with them and participate in the closing flag ceremony.



Family Night

Friday night is Family Night! Families will check in outside the pool, buy meal tickets if needed, and be directed to where the unit is camping. All families **MUST** check in! Families are encouraged to arrive between 4:00 p.m. and 5:30 p.m., join the Troop for flag ceremony at 6:00 p.m., dinner at 6:30 p.m., and enjoy the closing campfire at 8:30 p.m. Troops have the option to have dinner in the dining hall Friday night or plan a potluck in their campsite. Visitor meals in the dining hall are \$10.00 per person. Cash is recommended for payment but cards are also accepted.

Closing Campfire

Friday night Closing Campfire is at 8:30 p.m. at the Bates Amphitheater. This is a fun filled campfire where units put together and perform skits for the rest of camp. Camp staff will hand out any awards that were earned throughout the week such as Honor Unit, Scouters Merit Badge, OA Callout, Dutch Oven Cook Off, Cardboard Boat Race, and Friday Fun Day Activities (**units MUST be present to win**). Units will sign up at the camp administration building before Friday at noon to reserve a performance slot. Skits need to be approved by the Program Director or Commissioner and follow the following guidelines:

Campfire Skits Policy

Scout appropriate skits and camp songs don't include any of the following:

- Name calling, put-downs, hazing
- References to undergarments, nudity or bodily functions
- Cross-gender impersonation (at any point in the skit)
- Derogatory references to or syring of ethnic or cultural backgrounds, economic situations, or disabilities
- Sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc.
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose
- Inside jokes that exclude some of those present
- Cultural exclusion – emphasis on the culture or faith of part of the group while ignoring the rest of the group
- Changing lyrics to patriotic songs ("America", "America the Beautiful", "God Bless America", "The Star-Spangled Banner") or hymns and other spiritual songs
- Embarrassing ANYONE – including staff or audience members (even if they are "in on it")
- Portraying violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. Pointing "guns" at each other)
- Bathroom humor
- Sexual overtones
- Water skits – NO ONE gets wet in any way (includes staff, and even if they are "in on it")
- Including anything that is not in keeping with the ideals of the Scouting America.



Cub Camp Overlap

Sunday:

No vehicles will be allowed to enter the front gate until **1:30 pm**. Cub Scouts will be checking out and to ease the flow of traffic and parking, troops will not be allowed in until check-in officially starts at 1:30pm. If parked outside the gate on the road waiting to enter, please stay to the right of the road to allow vehicles to exit camp.



Friday:

There will be no vehicle or trailer movement from 2:00 pm-6:00 pm. Trailers cannot move to the main parking lot until after 6:00 pm. This is to ensure flow of traffic and parking efficiency. Trailers will remain where they were parked for the week until after 6:00 pm or they can be moved to the parking lot outside of Heritage Lodge before 2:00 pm. There are no exceptions! Please plan accordingly. We want to keep everyone safe!



Historical flag presentation and flag retirement will begin at **6:00**. Dinner in the dining hall begins at **6:30**. Please give the Cubs and their families time to eat and use the dining hall. Cub campfire is at **7:30** in the amphitheater. Scout BSA closing campfire will be at **8:30**.

Saturday:

Hot breakfast in the dining hall is for Camp Amikaro **ONLY!** Grab and go breakfast for Camp Cedars, including coffee for leaders, can be picked up from ADMIN. Health forms will also be in the office along with check out packets.

Troops can pack up equipment before and after breakfast. Your campsite ambassador will be available on Friday to complete the campsite inspections before 5:30pm. Troops should plan to leave camp by 9:00 a.m. on Saturday.

Section 5: Camp Facilities

Smith Administration Building

The Smith Administration Building is a resource center to answer questions, settle any financial differences, check in or out of camp, make a registration for next summer, and receive more information about our camp and other council programs. Business hours during camp operations are as follows:

Sunday: 1:30 pm to 9:30 pm

Monday – Friday: 7:30 am to 9:30 pm

Saturday: 7:00 am to 9:30 am



Camp Communications

Camp Cedars has a telephone line to serve the business functions of the camp. Scouts are not permitted to use the camp's phone except in the case of an emergency. Please be sure to advise parents what your Troop's policy on Scouts using personal phones will be.



During Summer Camp call Camp Cedars at 402-514-3061

All other dates call Durham Scout Center at 402-431-9272

The Camp Cedars mailing address is:

**Scout's Name, Troop #
Camp Cedars
2898 Tom Lee Rd
Cedar Bluffs, NE 68015**

Scouts love to receive mail at camp! Incoming mail will be sorted into campsite mailboxes in the Administration Building. Please check your campsite mailbox daily. Because of our location, it may be necessary to send mail before your Scout leaves for camp to be sure it arrives while he or she is still at camp. A drop box for outgoing mail is in the Smith Administration Building. Mail is often delivered directly to our Camp Ranger residence. Please allow time for mail to be brought to the main camp, especially packages shipped directly from retailers like Amazon. Packages left at camp or delivered after your Scout has left camp will be taken to the Durham Scout Center for pick up or returned to sender.

Personal Deliveries like Walmart and Instacart can be delivered to the Smith Administration Building. For security reasons these delivery drivers will not be allowed past the main parking lot. Please notify the office staff in advance or be at the office when it is delivered. Camp Cedars is not responsible for any lost or stolen deliveries.

Lost and Found

The camp lost and found is located at the Smith Administration Building. We will do our best to return marked items throughout the week. All Scouts should have their personal items clearly marked with their name and Troop number. Leaders should check lost and found throughout the week and on Friday afternoon to claim items belonging to their Scouts. A lost and found table will also be set up outside the pool during Family Night. Please encourage parents to check this table for their Scouts belonging. Found items will be kept at the Durham Scout Center until the end of summer camp at which time unclaimed items will be donated.

Millard Resource Center (The Barn)

The Millard Resource Center (MRC) is home to the Quartermaster and is located directly behind the Smith Administration Building. Toilet paper, trash bags, rakes, shovels, and other tools are available here. All tools are checked out to the Troop and are charged to the Troop if not returned. Contact the Camp Commissioner for project ideas that may be completed around camp.

Scott Health Lodge

While camp is in session, a qualified Health Officer is on duty 24 hours a day. The Scott Health Lodge is located in the lower level of the Haddix Trading Post. All accidents and illnesses must be reported to the Health Officer and recorded in the health log. In the event of serious accident or illness, the individual will be taken to a clinic or hospital in Fremont. Parents will be informed if the Scout needs additional care. Should the condition of the patient require removal to a hospital, home, or placement under the care of the family physician, the related expenses are a family responsibility.

Haddix Trading Post

Water bottles, patches, snacks, camp shirts, hygiene items, and so much more are sold at the camp trading post. Stop in and shop for camp items forgotten at home or souvenirs. Scouts commonly spend \$50-\$100 at the trading post. NEW! Scouts can set up personal spending accounts at the Trading Post with pre-loaded money in order to avoid bringing cash to camp. To add money to a personal account for your Scout, contact the Durham Scout Center.

Open Sunday 1:30 pm - 8:00 pm
Monday-Friday 10:00 am - 9:00 pm



HunTel Systems Dining Hall

Meals will be served buffet-style in an **air-conditioned** dining hall. Each table seats 8 people and assigned table(s) are used throughout the week. Waiters from each Troop will assist in cleaning up after each meal.

Meal Times:
Open Breakfast 6:30-7:30 am

Lunch: North Camp 12:00-12:30 pm
South Camp 12:40-1:10 pm

Dinner: North Camp 5:30-6:00 pm
South Camp 6:30-7:00 pm

Leaders Lounge

The Leaders Lounge is located in the Haddix Trading Post and is a space for leaders to hang out or for leaders needing to work remotely. WiFi is available in this space. Additional space for leaders to work from camp with WiFi access is the Dining Hall and outside the Administration Building.

Shower Houses

North, central, and south shower houses, and Heritage Lodge provide restrooms, showers, washer and dryer, and storm shelter capabilities. Individual stalls will provide flexible shower times for males, females, youth, and adults. All shower houses are available 24 hours a day. Please respect quiet hours and remember to always have a buddy. Washers and Dryers are located in each shower house. Laundry detergent is not provided. **If any concerns are encountered, please report to the Commissioner as soon as possible.**

Pool shower house: The **NEW** pool shower house has individual stalls containing showers, toilets, and sinks. These facilities are open 24 hours a day, please respect quiet hours. This shower house is **NOT** a storm shelter. The pool shower house does **NOT** have lockers for personal items. PLEASE DO NOT BRING MONEY OR VALUABLES TO THE POOL.



Campsites

Most of the campsites at Camp Cedars have 2-person tents (7'x9' for Scouts and limited 10'x12' for leaders) and frames on permanent, wooden platforms. Cots are NOT provided. If a campsite has more campers than the canvas tents will house, it is the responsibility of the Troop to provide its own tents to house the remaining campers. Leaders, male or female, camp with their units in the Troop's assigned campsite. Camping in the parking area and the use of any personal camper-type vehicle/trailer is prohibited.

Accommodations for Scouts or leaders with disabilities to use a personal camper/ trailer may be pre-arranged. Camp Cedars has limited electric capabilities and no water/ sewer hookups. There are two campsites that do not have permanent platforms with tents including Getzschman-Heckman and Strom. The Troop must provide their own tents in good condition.

Please follow these guidelines for care and use of tents assigned to you.

- Tie the tent to the frame/floor. This will protect the tent and help keep the gear dry.
- Do not put holes, even pinholes, in the tents.
- Do not use aerosols or insect repellents in the tents.
- Do not use open flames in or close to the tents.
- Do not use knives inside the tents.

Tents needing repair should be reported to the Camp Commissioner right away. Units will be charged for deliberate damage to tents.

Section 6: Health and Safety

Communicable Diseases

The leadership of the Mid-America Council has the health and safety of all Scouts, their families, staff, and general public as our highest priority and concern. Each individual and family must make the choice if the safety guidelines implemented make it suitable for them and/or their Scout to participate. The guidelines as outlined below have been developed using recommendations from the CDC, conversations with local health officials and medical professionals, review by our risk management committee, and input from Scoutmasters.

Items are subject to change and will be updated promptly as local guidelines change. Three Rivers Public Health Department is the local guidelines that Camp Cedars abides by.

At this time, Camp Cedars will not be taking temperatures of individuals upon arrival to camp or regularly scheduled times during the camp sessions. If needed, routine temperature taking may be necessary as determined by the camp Health Officer and Camp Leadership in conjunction with the Council's Health Supervisor.

All participants, volunteers, and staff must pass the Pre-Event Medical Screening Checklist during the check-in process.

All participants must be fever free for 24 hours prior to arriving at camp without the use of NSAIDs or other fever-reducing medications (i.e. Tylenol, Advil, etc.)

We understand that some Scouts may become ill while at camp for a number of reasons. In order to limit the spread of communicable and infectious diseases, a Scout may be quarantined/ isolated or sent home at the discretion of the Camp Health Officer if the following symptoms are present: vomiting, diarrhea, sustained fever, sharp or consistent abdominal pains, sustained coughing and/or trouble breathing.

Youth Protection & Safeguarding Youth

Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection policies. Adult leaders are responsible for monitoring behavior and intervening when necessary. All Camp Staff, Adult Leaders, and Volunteers must complete Safe Guarding Youth Training before arriving at camp. This training must be valid through the end of their camp session. If a Youth Protection violation occurs, the Camp Director must be notified immediately.

Buddy System

Following the guidance of Youth Protection, the buddy system between scouts should be used at all times. A buddy pair must be Scouts of the same sex and no more than a three year age difference between scouts. Adult program participants cannot be paired with youth - this includes staff. Tenting buddy pairs must be the same sex and no more than two years apart.

When signing Scouts up for classes try to keep the buddy pair in the same area. Youth siblings of the same gender may serve as buddies, regardless of age, with permission from their parents or legal guardians. When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred. Unit leadership must approve the adult parent/ legal guardian and child buddy pair.

General Camp Policies

- Platte River: The River and its shoreline are off limits to Scouts unless involved with a specific program.
- Ravines: Caution should be exercised when hiking on the remote trails. There are a number of deep ravines.
- Shirts and closed-toed shoes must be worn at all times. The only exception is when in the shower or at the pool. Shirts and closed-toed shoes must be worn when going to/ leaving the pool, shower house, and lakefront.

Security

We suggest that at least one leader remain in your campsite at all times (except during meals) to welcome visitors and provide security for personal and unit property. Each unit can bring a lockable box or storage locker for Scout and leader valuables. Leaders should ensure that Scouts do not take valuables to program areas or leave them unattended around camp.

Security Gates

There are three security gates throughout our camp. The main entrance gate will be open from 6am- 10pm. Vehicles can depart camp between 10pm- 6am, but will not be able to get back in during this time. The gates outside the pool and the entrance to Heritage Hill will remain closed at all times. Only authorized personnel can open these gates. Please make prior arrangements for late or early arrival/departure to camp or if you are needing limited driving privileges due to a documented disability or injury.

Vehicles in Camp

The maximum speed limit on camp roads is 5 mph. No person under 18 may operate a motor vehicle within Camp Cedars. All Troop vehicles must be parked in the long-term parking lot, except as authorized by the Camp Director or the Camp Ranger. Roads beyond the parking lot gate are for the use of camp and authorized vehicles only. Permission to drive beyond the gate must be granted by the Camp Director or approved designee and the vehicle must display a vehicle pass. All occupants of a truck must ride in the cab and must wear seat belts. Vehicle traffic between the main camp parking lot and the Heritage area (Heritage lodge, Equestrian, Ropes, and Campsites) is prohibited unless permission to drive is given by the camp administration.

Alcohol and Drugs

There are absolutely no alcoholic beverages or unapproved drugs allowed, 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 noted on your health form and checked in by the Camp Health Officer. All Nebraska Laws must be followed on camp property.

Use of Tobacco Products

In accordance with Federal law, no one under the age of 21 may use tobacco products of any kind while at Camp Cedars. Scouting America Policy states that leaders should refrain from using tobacco products in the presence of Scouts. This includes Smoking and Vaping. The only smoking/vaping area is in the main parking lot. All Nebraska Laws must be followed on camp property.

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 for any youth or adult at camp.

Personal Range Sports Equipment

All personal firearms, ammunition, and archery equipment must be left at home. Camp will provide all necessary equipment in the Range Sports area.

Pets and Wildlife

Absolutely no pets are allowed at camp. Exceptions may be made for registered service animals. Please contact mac@scouting.org for questions regarding service animals. Emotional support animals are not allowed at camp. Wildlife is a part of camp. Expect to see deer, raccoons, and other creatures. 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.

Liquid Fuels

Not permitted at Camp Cedars.

Flames in Tents/Campfires

There will be no flames or heating elements of any kind in tents. Conditions permitting, campfires or cooking fires are the only open fires allowed in the campsites. These fires must be attended while they are burning. All campfires must have appropriate fire-dousing materials nearby. Units should utilize the Unit Fireguard Chart posted on each campsites bulletin board.

Theft/Lost Items

Camp Cedars is not responsible for lost or stolen items. Campers are encouraged to leave items of high value at home when possible. Leaders are encouraged to closely monitor cell phones, money, and other valuables while at camp. Individual money envelopes should be clearly labeled with the Scouts name and troop number. There is zero tolerance for theft. If a camper is found to have stolen from another camper, disciplinary action will be taken as determined by camp and unit leadership. This may result in dismissal from camp.

Unapproved departure from Camp

All campers will check-in upon arrival to camp. In the case of an individual needing to leave camp early, they must check-out from the Administration building. If/when they return to camp they will need to check back in at the Administration building. If a Scout attempts to leave camp without approval from Unit/ Camp leadership, the Camp Leadership may take disciplinary action as needed including dismissal from camp for the remainder of the camp session.

Yard Games Area General Rules

- One Adult Leader from your unit must be present in the Yard Games area.
- Yard Games are open from 3:45pm- 9:30 pm each day. Games must be returned by 9:30pm.
- There will be no yard games during Merit Badge classes.
- When the Yard Games area opens, you may take out any of the games you'd wish to play.
- When you are done playing with the games, you must return them to the shed.
- There is ZERO tolerance for fighting at Camp Cedars.
- In the event of a physical altercation in the Yard Games area, or anywhere at Camp Cedars, all parties involved may be sent home at the Camp Director's discretion.
- At any time, the Camp Director can remove a game from the Yard Games area.
- No Personal Equipment may be used.

Bicycles in Camp

Bicycles are permitted for youth, camp staff, and adult leaders with the following rules enforced in camp. Failure to follow these rules may result in a bike being removed from the rider's possession. The ability to use bicycles in camp is a privilege and not a right.

- A helmet must be worn (and fastened) by the rider at all times and each bicycle is permitted to have a maximum of one rider.
- Riders are expected to know the rules of the road for bicycles as stated in the Cycling Merit Badge pamphlet (i.e. which side of the road to ride on).
- Bicycles are for use on camp roads only and not permitted to be used on any trails or in campsites.
- When not in use, bicycles are expected to be parked off roadways and trails in such a way as to not impede vehicular or pedestrian traffic.
- Camp Cedars is not responsible for personal bicycles in camp, they are the sole responsibility of the owner

Discipline

The Scoutmaster and his/her assistants are responsible for the discipline and good order of their Troop. The camp staff will not assume the responsibility for, or interfere with, unit discipline unless it directly involves the health and safety of Scouts or affects camp operation. The Camp Director must be informed of any problem encountered by a staff member or adult leader. The Camp Director may refer a Scout's discipline problems to the Scoutmaster for resolution. No initiation or hazing is permitted in camp. If adult leaders of a Troop are unwilling or unable to control their Scouts, the Camp Director may require the entire unit to leave camp.

Dismissal from Camp

If a Scout, leader, or an entire unit is sent home from camp for disciplinary reasons or violation of camp policies, there will be no refund or transfer of any camp fees.

Non-Scout Participants

All attendees of Camp Cedars must be registered members of the BSA. Youth participants must be at least 11 years old and registered in a Troop, Venture Crew, or Sea Scout Ship. Siblings are not allowed to attend Camp Cedars for any reason. Families are welcome to visit camp on Family Night or attend one of our Family Weekend campouts throughout the year.

Section 7: Emergency Procedures

Medical Situations to Contact Parents

Phone contact with parents/guardians is established in an emergency. Each person's health form contains contact information, as well as designates alternate contacts if the parents/guardians cannot be reached. This process is initiated by the Director and/or the lead healthcare provider but can be delegated to an appropriate staff member or unit leader in camp. Since the program has no way of determining what each person considers an emergency, the general camp practice is to contact parents when there is concern about a person's health and/or when a situation is not progressing as expected.

Because many people remotely access their voice mail, it is expected that camp personnel leave voice messages on answering machines that appropriately communicate the need for a given parent to call the camp. All contact, successful and unsuccessful, is documented in the medical log book.

Storm Shelters

We know as a parent and a leader you want your Scout to have a fun and safe camping experience, and yet we can't always plan for perfect weather. There are five (5) FEMA-rated storm shelters throughout camp including the Scott Storm Shelter, North shower house, Central shower house, South shower house, and Heritage Lodge.

Severe Weather

In the event of severe weather, the camp emergency warning siren will sound for 3 minutes, be silent for 1 minute, then sound for 3 minutes and campers should move to a storm shelter. The Camp Leadership team monitors the weather and will make the call for shelters. If the call is made to go to shelter the leadership team will monitor the weather and will sound the sirens when it is all clear to leave shelter. Some weather situations do not call for shelters but may call for all campers to get inside a building. In this situation Scouts will still go to the closest storm shelter.

Fire and Assembly

All Troops must post and use the Fireguard Plan. In the event of fire, the camp emergency warning siren will sound as a modulated wail. All Scouts and leaders must report to the Lloyd E. Roitstein Parade Ground. Unit leaders must take roll and notify the staff of any missing campers. Stay in the field and await further instructions from the camp staff.

Section 8: Advancement & Recognition

Advancement in Camp

Advancement and recognition is a significant part of the Scouting program. It is a measure of the Scout's ability to attain a personal goal and receive tangible recognition.

Role of the Scoutmaster

The Scoutmaster takes the first step in the merit badge process by reviewing a Scout's record. Discuss which merit badge classes the Scout wishes to take at summer camp to ensure that they are age and ability appropriate.

Merit Badge Standards and Requirements

The National Council of Scouting America continually updates merit badge and rank requirements. We will use the most up-to-date requirements which are found in the latest edition of the Scouts BSA Requirements book. Most merit badge classes and activities have limited enrollments. In some merit badges, this may be due to safety concerns or staffing requirements. In others, it is an attempt to give each Scout the individualized attention they need to be successful and to maintain high quality programs.

Merit Badge Reporting

Instructors will have class rosters, take attendance every class period, and check off requirements as each one is passed. Units have continual access to a Scout's merit badge completion record throughout the week and permanent access once camp ends through the online registration system. Each Scoutmaster will receive a report detailing his or her Scouts' attendance, completion and/or progress in the merit badge classes. **It is the unit's responsibility to make sure the report is accurate after their week at camp.** For proper recording of a Scout's advancement, a unit advancement report should be submitted online through Scoutbook.

Merit Badge Counselors

The Council Advancement Committee approves the merit badge counselors at camp. However, if you are a leader attending Camp Cedars and currently registered as merit badge counselor, you are welcome to assist with portions of our merit badge program. Contact the Program Director prior to or upon your arrival at Camp Cedars.

Leader Opportunities

There are various opportunities for adult leaders to get involved throughout the week. Leader training available may include Climb on Safely, Climbing Instructor, and Safety Afloat. More information will be available in the Program Guide released by February 1, 2026.

Scouters Merit Badge

The Scouters Merit Badge program is a great way for adult leaders to be involved during their Troop's time at Camp Cedars. Any adult leader at camp can participate. Those who complete the requirements will be eligible for the Scouters Merit Badge patch, available only at Camp Cedars. Scouters Merit Badge will be handed out at Closing Campfire. The Leaders must be in attendance to receive the award.

Spirit Stick

The camp spirit stick is a cherished tradition that fosters camaraderie and enthusiasm among campers. Awarded during evening flag ceremonies, the spirit stick recognizes a unit's exemplary display of camp and scouting spirit throughout the week. To earn the spirit stick, units must not only deliver an engaging roll call cheer but also demonstrate positive actions and attitudes in various camp activities. This can include teamwork, participation, and support for fellow campers. The process begins when the Senior Patrol Leader (SPL) of the winning unit claims the spirit stick from the camp commissioner. After receiving it, the troop often adds their unique touch—such as decorations or messages that reflect their experiences and achievements. The following day, the SPL returns the spirit stick to the commissioner, ready for the next unit to compete for this symbol of pride and unity. This tradition not only encourages spirited competition but also helps build lasting memories and connections among campers, making it a highlight of the camp experience.



Honor Unit Award

The Honor Unit Award is a way to recognize Troops who attend Camp Cedars for their advanced level of involvement and commitment to the betterment of Camp Cedars. Not every Troop will earn this award, but those who do will be able to call themselves a Camp Cedars Honor Unit. Honor Unit Awards will be handed out at Closing Campfire. Units must be in attendance to receive the award.

Section 9: Honor Camping Society

Order of the Arrow

The Order of the Arrow (OA) is the national honor society of the Scouting America. The primary purposes of OA are to encourage and train youth leaders for Troops and to provide cheerful service to Scouting and the community. The Prairie Thunder Lodge serves the Mid-America Council by performing numerous service projects for Camp Cedars and its other camps as well as encouraging leadership by its members through the local units. The Order of the Arrow's primary role in Mid-America Council has been, and continues to be, the development of youth leadership. Camp Cedars and the OA maintain a long tradition of honoring youth leaders on special occasions during camp as recognition as part of the summer camp program at Camp Cedars. On OA call outs at campfire Friday, and every Wednesday at Camp Cedars is OA Day. All Arrowmen are encouraged to wear their OA sash that day when in their field uniform.



OA Call Out and Brotherhood Journey ceremonies are offered every week to all eligible candidates at camp. After a minimum of six months as an Ordeal Member in the OA, a Scout or Scouter may seal his membership to the principles of the Order. In order to participate in the brotherhood ceremony, the candidate must be a dues-paid member, pay the brotherhood fee (covers the sash cost), write a letter to the Lodge Secretary on "What the obligation means to them", and go through a brotherhood review. According to National Order of the Arrow Policy (found in the guide for Officers and Advisers 1995 Printing), brotherhood membership can only be conferred by the home lodge/council. If you have any questions concerning the Order of the Arrow please contact the OA Coordinator at camp.

OA Program happening at camp

- Monday 4:45-5:30 Brotherhood Journey online for those wishing to get Brotherhood at camp.
- Wednesday is OA day! Wear your sash.
- Wednesday 3:45-6:00pm there will be an OA Ice Cream Social and Games
- Wednesday night at 7:30pm there will be their Brotherhood Ceremony
- Friday night at closing campfire will be OA call outs for your newly elected members

Section 10: Post Camp

Merit Badge Records

Merit Badge records can be found in your online registration portal. For instructions on accessing these reports see the tutorial at www.goscoutcamping.org. Please look over each Scout's report following your week at camp. If you see any discrepancies please email Brittany Jackowiak, the Assistant Camp Director, at lovetoclimb5@gmail.com. It is the unit's responsibility to make sure the report is accurate once they leave camp. Merit badge records can be downloaded to Scoutbook after the following Tuesday after your week at camp.

Lost and Found Items

Throughout your busy week at camp it is easy to lose an item or two. At the end of each week those Lost and Found items are collected and sent to the Durham Scout Center in Omaha, NE. Oftentimes, lost items are found in the weeks after you are at camp. Weekly and at the end of the summer, pictures of found items will be posted in a google folder online. Please check the folder regularly for items you may have lost and reach out to Scouter Services to arrange pick-up of your items. Items that are clearly labeled with a name, unit number, and phone number are easier to return to their owners. All unclaimed items will be donated by August 14th.

Register for Camp 2027

It's never too early to be thinking about Summer Camp next year. Registration will open to reserve your spot starting June 1, 2025. Go to www.goscoutcamping.org to get registered. Here are the weeks camp is offered:

Week 1: June 13-19 | Week 2: June 20-26 | Week 3: June 27-July 3 | Week 4: July 11-17 | Week 5: July 18-24

Camp Staff Opportunities

There are many opportunities to work on camp staff each year. Apply today at www.goscoutcamping.org

More fun all year round!

Did you know your troop can take advantage of our camp all year round? Plan a fall, spring, or even winter campout at one of our camp facilities to enjoy camp in the off season. Activities like hiking, fishing, orienteering and more can be done on your own all year long. We can even arrange for your troop to participate in COPE/ climbing, range sports, or boating. Visit mac-bsa.org/council-facilities for the full list of rentable facilities and to book your next campout.

The Mid-America Council also hosts several outdoor programs throughout the year that give your Scouts the chance to learn something new, challenge their outdoor skills, and continue the fellowship and friendships made in the summer all year. Check out the MAC calendar for upcoming camporees, merit badge colleges, and OA events throughout the year.

Appendix

Important Dates to Remember

upon registration	\$150 reservation fee due to secure spot at camp
Dec 1, 2025	Program Schedule available online
February 1	Program Guide available online
February 21	Pre-Camp Leaders Meeting via Zoom
March 3	Programs open for Scouts 14+ who have paid \$100 deposit
March 17	Programs open for all scouts who have paid \$100 deposit
April 5	Campership Request Form deadline
May 5	Early bird Scout fee deadline If Scout's fee is paid in full, they will receive a free shirt Scouts not paid in full will be removed from class selections
June or July	EXCITING WEEK AT CAMP!!!

Pre-Camp Checklist

This list will be helpful in assisting unit leaders prior to leaving for camp.

- Annual Scouting America Health & Medical Record for all Scouts and Adults including the following:
 - Parent/guardian signatures
 - Copy of Insurance card
 - Tetanus immunization date (within last 10 years)
 - Parts A, B, & C (requires physical examination within last 12 months)
 - Signed by appropriate medical professional
- Waivers (ATV, aviation, and equestrian programs)
- Know how many people will eat Friday night in the dining hall.
- Troop checkbook (if fees are outstanding, or to make 2027 reservation)
- Transportation arranged and equipment consolidated in minimal vehicles
- Each Scout with proper equipment (List available on page 12).
- Troop Equipment (Flags, dining flies, etc. that are listed on page 12).
- Scouts have completed "pre-camp" requirements for merit badges.
- Sufficient emergency funds
- Emergency phone numbers for all Scouts
- Distribute Family Night Information (next page)
- Communicate Camp Cedar's phone number to all parents (402) 514-3061

Family Night Information

Make copies of this page for your parents who plan on attending Family Night.

We are excited that you are planning on coming out to Camp Cedars for Family Night! Your Scout has enjoyed a full week of adventures. This probably includes making new friends, learning new outdoor skills and earning some merit badges. Family Night is an opportunity for you to experience a small part of camp life and to share in the experience with your Scout. *Program participation for family members is not available.*

Friday night is Family Night where families are welcome to eat dinner with the Troop and enjoy the Closing Campfire. The night's schedule is as follows:

- 4:00 pm – 5:30 pm Families arrive and check in at the **Pool**
- 6:00 pm Flags (Lloyd Roitstein Parade Ground)
- 6:30 pm Dinner (In the dining hall or at Troop's campsite)
- 8:00 pm Haddix Trading Post Closes
- 8:30 pm Campfire (Bates Amphitheater)

Some Troops will eat dinner in the dining hall and other Troops will plan a picnic at the campsite. Meals in the dining hall are \$10 per person. Please communicate with your Troop's unit leader to confirm your attendance for Family Night by Thursday night. We want to be sure that we have a meal prepared for you. **Vehicles will not be allowed past the parking lot, and Camp Cedars does not have the ability to transport food or coolers for families.** Please plan accordingly when bringing in food and consider packing a wagon or items that are easier to carry.

In order to ensure that your Scout gets the full Camp Cedars experience, it is encouraged that they not leave on Friday, but stay until Saturday to travel home with the Troop. Family Night is often when homesickness settles in, and Leaders and parents should be prepared to deal with this. Parents will park in the main camp parking lot and walk to meet up with their units and scouts. *Note: Pets are not permitted at camp, and all guests must wear closed toed shoes.*

Where is Camp Cedars?

Our address is:
2989 Tom Lee Rd.,
Cedars Bluffs, NE 68015.

Check the MAC website as your camp date approaches for any detours or construction notice.

Contact Camp Cedars at 402-514-3061

Reminders for families:

- Pets are not permitted at camp
- Smoking (including tobacco and vapes) & alcohol are not allowed at camp
- All visitors must wear **closed-toed shoes**. You will not be able to drive around camp so be prepared to walk to your Scout's campsite, the dining hall, amphitheater, etc.
- To help keep our camp clean and assist our Camp Rangers, please consider taking any trash from meals brought into camp to the trash trailer outside the dining hall

Camp Cedars Honor Unit Award

SPL Name: _____

Troop # _____

The Camp Cedars Honor Unit Award provides recognition for units who attend Camp Cedars and show an advanced level of involvement towards self and camp improvement. Not everyone will earn the Honor Unit Award but those who do will be able to hang the pennant from their troop flag and call themselves a Camp Cedars Honor Unit.

Cedars Admin will sign off on all completed requirements.

Required:

1. Complete all assigned duty roster duties _____
2. Attend all camp-wide flag ceremonies _____
3. Representation at all leaders meetings AND SPL meetings _____
4. Completion of an approved service project _____
5. Every Scout completes at least 2 merit badges or activities while at camp _____
6. Attend closing campfire _____
7. Talk to your ambassador one time every day. _____

Do 8 of the following:

1. Completion of the Scouters Merit Badge _____
2. Earn the Spirit Stick _____
3. Invite another unit to join you for a campfire in your campsite _____
4. Build your a leader a cardboard boat to participate in the cardboard boat race _____
5. Volunteer your troop for color guard at flag ceremonies _____
6. Turn in both Youth and Adult Evaluations by noon on Friday _____
7. Have a Scout complete an activity badge (mile swim, stand up paddle board, ATV, etc.) _____
8. Submit a camp staff application for 2027 _____
9. Challenge a staff member to a game of rock, paper, scissors. Win two out of three games _____
10. Tell a joke to the Program Director or Camp Director _____
11. Celebrate a Scout's birthday with your troop or in the Dining Hall _____
12. Make a Troop display in your campsite (Including Troop/Patrol Flags, Camp Gadgets, Filled out Duty Roster, ETC.) _____
13. Participate in yard games with Camp Staff _____
14. Have 5 Scouts learn all of the Camp Staff Dances (Cotton Eye Joe, Jump Style, Fishin' in the Dark, Footloose) _____

Honor Unit Award applications are provided in your unit check-in packet and must be submitted by noon on Friday.

Scouter Merit Badge Form

Name: _____ Troop # _____

The Scout Leader Merit Badge program encourages adult leader involvement in a unit's time at Camp Cedars. Any adult leader at camp can participate. You do not have to be a registered Scoutmaster.

Those who complete the requirements will receive a unique patch only available at Camp Cedars and help their youth achieve Honor Unit.

Complete 8 of 15 requirements and receive a signature by staff.

1. Schedule 1 hour of service with the commissioner or ranger _____
2. Help out in at least 2 program areas or program activities.
 - a. Driving for a field trip _____
 - b. Lakefront assistance _____
 - c. Pool Assistance _____
 - d. Nature - Fishing Merit Badge, Forester, Archeology field trip _____
 - e. STEM - Chemist or Veteran _____
 - f. COPE/Climbing _____
 - g. Equestrian _____
 - h. Target and Range activities _____
 - i. Scoutcraft - Wilderness Survival Overnight _____
 - j. Health- public health sector _____
 - k. Handicraft _____
 - l. Kitfox _____
3. Participate in at least one adult training at camp. _____
4. Take a nap in any public place on camp of your choice (with photo proof). _____
5. Submit an Adult Evaluation before checking out. _____
6. Submit a Volunteer Skills Inventory by Monday leaders meeting. _____
7. Write a Thank You Letter to an outstanding area or staff member! _____
8. Hold a current Youth Protection Card/SafeGuarding Youth Training- FREEBIE! _____
9. Attend Scouts' own service _____
10. Attend the leader coffee hour. _____
11. Attend Opening Campfire on Sunday Night _____
12. Submit the photos you have taken throughout the week to the Camp Cedars Facebook/DropBox _____
13. Take a Selfie with three of the Area Directors _____
14. Participate in Cardboard Boat Race _____
15. Volunteer for two meals to help in the kitchen _____

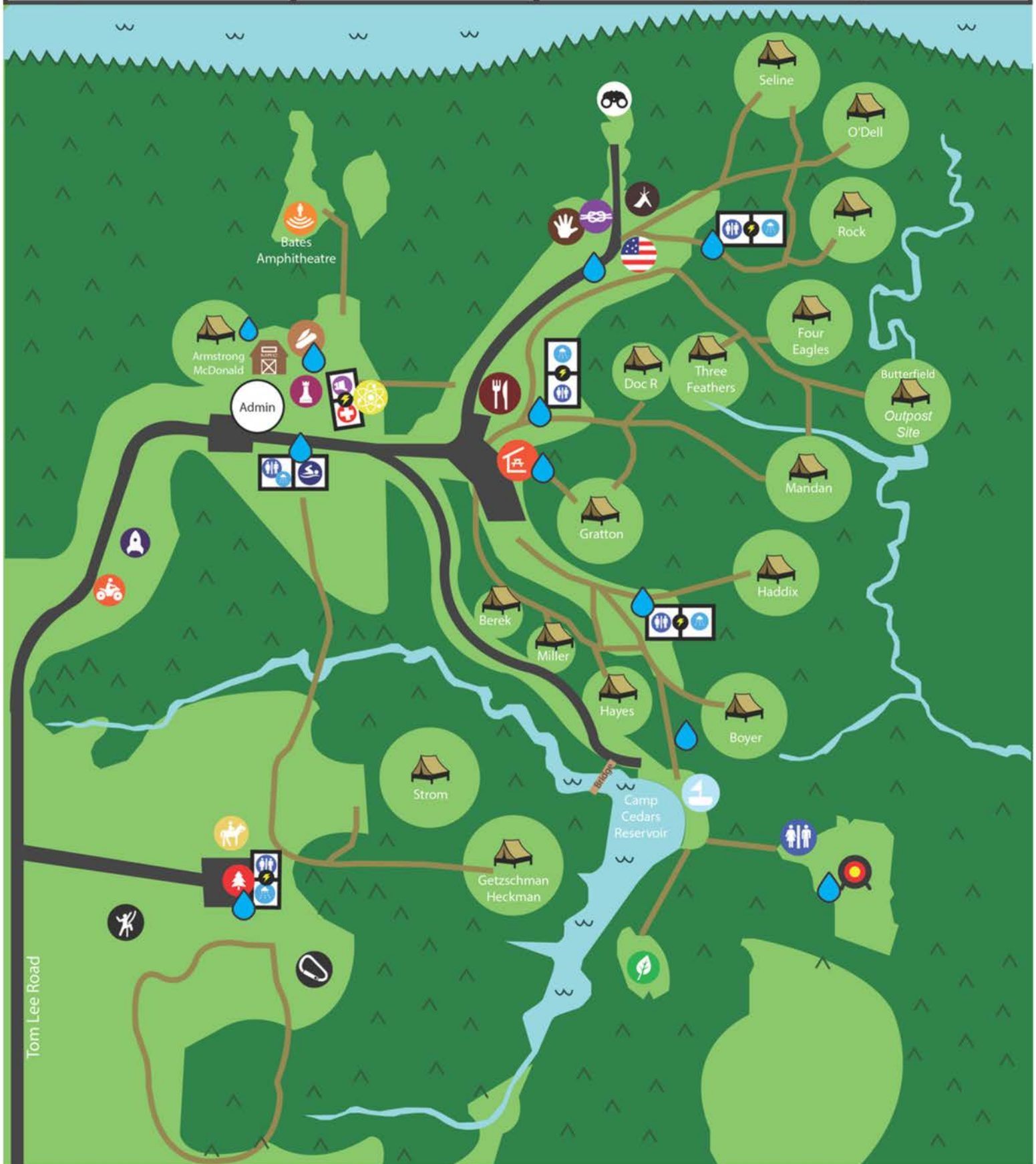
Scouter Merit Badge applications are provided in your unit check-in packet (extras can be found in Admin) and must be submitted by noon on Friday to the Commissioner.

Camp Schedule

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
6:00 AM	1:30 to 4:00PM Check- In Medical Check Swim Check Campsite Setup Troop Pictures 4:30 PM Leaders Meeting			Mile Swim	Mile Swim	Mile Swim	To-Go breakfast at Admin Troops should depart camp by 9:00 AM	
6:30 AM		Mile Swim	Mile Swim					
6:30 -7:30 AM		Open Breakfast **Flags in Campsite**						
8:00 - 9:45 AM		Block A		Block D		Camp Wide Open Activities 9:00-11:45 AM		
10:00 - 11:45 AM		Block B		Block E				
10:45 AM		Leaders Meeting						
12:00 - 12:30 PM		North Camp Lunch						
12:40- 1:10 PM		South Camp Lunch						
1:15 PM		SPL Meeting					Camp Wide Open Activities 2:00-4:00 PM	
1:45 - 3:30 PM		Block C		Block F				
3:45 - 6:00 PM		Patrol Activity Period						
		North Camp Open Swim (4:00-4:45 Mon, Tue, Thur) South Camp Open Swim (5:00-5:45 Mon, Tue, Thur) Open Lake Front (Wed) Brotherhood Testing (Mon) OA Ice Cream Social and Games (Wed) Wilderness Survival Outpost (Thur)						
5:30 - 6:00 PM		North Camp Dinner					Flag Retirement Ceremony (6:00)	
6:15 PM		Camp Wide Flag Ceremony						
6:30 - 7:00 PM	South Camp Dinner					All Camp Dinner		
7:30 - 9:30 PM	7:15 Range Sports Safety Meeting 8:30 Opening Campfire	Evening Program				8:30 PM Closing Campfire		
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out		



Camp Cedars



Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____ Date of Swim Test _____

	Full Name (Print)	Swim Classification		
		Nonswimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

NAME OF PERSON CONDUCTING THE TEST:

UNIT LEADER:

Print Name

Print Name

Signature

Signature

Qualification: (circle one)

Aquatics Instructor, BSA
BSA Lifeguard
Certified Lifeguard
Swim Coach
Swimming Instructor

**UPLOAD FORM ONLINE PRIOR TO CAMP
OR TAKE TO POOL DURING CHECK IN**

(OVER)

Revised: Feb. 2020

Please provide a copy of your certification.

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. **The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season.** Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day by camp aquatics personnel.

OPTION B (Council conducted/council controlled):

The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

OPTION C (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: **Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc.** When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. **Each step of the test is important and should be followed as listed below:**

SWIMMER'S TEST:

Jump feetfirst into water over the head in depth, level off, and begin swimming. 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 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feetfirst 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.



Boy Scouts ASI ATV *RiderCourseSM* Waiver & Indemnification Agreement

IMPORTANT INFORMATION – YOU MUST READ AND SIGN THIS WAIVER & INDEMNIFICATION PRIOR TO CLASS

ASI ATV *RiderCourseSM* Waiver & Indemnification Agreement

Participation in this course requires physical stamina, motor coordination, and mental alertness. The undersigned hereby attests that he/she has no known physical or mental limitations and has not used any form of alcohol, prescription, or non-prescription drugs that could impair his/her performance in this course. Participants under 18 years of age must have this form signed by a parent or guardian.

I. READ CAREFULLY: THIS SECTION IS A LEGAL RELEASE, ASSUMPTION OF RISK, WAIVER, AND COVENANT NOT TO SUE AGREEMENT

In consideration of the ATV Safety Institute, the Specialty Vehicle Institute of America, the owner of the training ATV, and the owner of the land upon which training occurs, including all of the aforementioned parties' members, employees, officers, instructors and/or agents (the *RiderCourse* Providers"), furnishing services, vehicles, equipment, and/or curriculum to enable me to participate in the ATV *RiderCourse*, I agree as follows:

I fully understand and acknowledge that: (a) there are DANGERS AND RISKS OR INJURY, DAMAGE, OR DEATH that exist in my use of ATV's and ATV equipment and my participation in the ATV *RiderCourse* activities; (b) my participation in such activities and/or use of such equipment may result in injury or illness including, but not limited to, BODILY INJURY, DISEASE, STRAINS, FRACTURES, PARTIAL OR TOTAL PARALYSIS, OTHER AILMENTS THAT COULD CAUSE SERIOUS DISABILITY, OR DEATH; (c) these risks and dangers may be caused by the negligence of the *RiderCourse* participants, and may arise from foreseeable or unforeseeable causes; and (d) by participating in these activities and/or using the vehicles and equipment, I, on behalf of myself, my personal representatives and my heirs, hereby assume all risks and all responsibility, and agree to release the *RiderCourse* Providers or any other person. If I have brought an ATV to use in the ATV *RiderCourse*, I also agree that this release applies to any damage that occurs to the ATV during the ATV *RiderCourse*.

I agree and understand that, on behalf of myself, my personal representatives and my heirs, I am relinquishing any and all rights I now have or may have in the future to sue the *RiderCourse* Providers for any and all injury, damage, or death I may suffer arising from my participation in the ATV *RiderCourse*, including claims based on the *RiderCourse* Providers' negligence.

I HAVE READ THIS RELEASE AGREEMENT AND BY SIGNING BELOW I AGREE IT IS MY INTENTION TO ASSUME ALL RISKS AND RELEASE THE ABOVE-NAMED *RIDERCOURSE* PROVIDERS FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE AND ARISING FROM PARTICIPATING IN THE ATV *RIDERCOURSE*. I have had the opportunity to ask any questions about the above and I understand it's terms and meaning.

II. READ CAREFULLY: THIS SECTION IS AN INDEMNIFICATION AND HOLD HARMLESS AGREEMENT

In consideration of the ATV Safety Institute, the Specialty Vehicle Institute of America, the owner of the training ATV, and the owner of the land upon which training occurs, including all of the aforementioned parties' members, employees, officers, instructors and/or agents (the "*RiderCourse* Providers"), furnishing services, vehicles, equipment, and/or curriculum to enable me to participate in the ATV *RiderCourse*, I agree as follows:

I, on behalf of myself, my personal representatives and my heirs, agree to hold harmless, defend, and indemnify the *RiderCourse* Providers from any and all claims, suits, or causes of action for bodily injury, property damage, or



Boy Scouts ASI ATV *RiderCourse*SM Waiver & Indemnification Agreement

other damages which may arise out of my use of ATVs and ATV equipment or my participation in the ATV *RiderCourse* activities, including claims arising from the *RiderCourse* Providers' or any other party's negligence.

I HAVE READ THIS INDEMNIFICATION AND HOLD HARMLESS AGREEMENT AND BY SIGNING BELOW I AGREE IT IS MY INTENTION TO ACCEPT LEGAL RESPONSIBILITY AND PAY FOR ANY LOSS FOR CLAIMS OR LAWSUITS AGAINST THE ABOVE-NAMED *RIDERCOURSE* PROVIDERS ARISING FROM MY PARTICIPATION IN THE ATV *RIDERCOURSE*. I have had the opportunity to ask any questions about the above and I understand its terms and meaning.

THE SIGNATURES ON THE ATTACHED FORMS INDICATE THAT THE PERSONS LISTED HAVE READ, UNDERSTAND AND AGREE TO THE ABOVE ALL-TERRAIN VEHICLE ATV *RIDERCOURSE* WAIVER & INDEMNIFICATION AGREEMENT.

I have read and agree with the ATV *RiderCourse* Waiver & Indemnification Agreement. I certify the information entered below is true.

Last Name: _____ First: _____ MI: _____ Date of Birth: ____ / ____ / ____
(Please print) (Required)

Address: _____ City: _____ State: _____ ZIP: _____

Phone: () _____ Email: _____ Sex: M F

Have you had any previous ATV experience? (circle) YES or NO

Student Signature (parent or guardian if under 18): _____

EQUESTRIAN WAIVER OF LIABILITY

WARNING

Under Nebraska Law, neither an equine activity sponsor nor an equine professional is liable for an injury to or a death of a participant in equine activities resulting from the inherent risks of equine activities, pursuant to sections 25-21,249 to 25-21,253.

This is a waiver of rights and an agreement not to sue. You are giving up legal rights by signing this document. The Boy Scouts of America, Mid-America Council is an equine activity sponsor as that term is defined in Nebraska law. Execution of this document is a condition to participating in horseback riding activities organized by or associated with the Boy Scouts of America Mid-America Council Program.

1. I acknowledge that trail rides and any and all events and activities associated with the Mid-America Council Equestrian Program ("Activities") are dangerous activities and that participation in the Activities as a participant, individual contractor, volunteer, or in any other capacity, without limitation (collectively "Participant"), exposes the Participant to a substantial and serious risk of property damage and/or personal injury.

2. I hereby agree to assume the risks associated with horses and to release and hold harmless any and all of the persons and/or entities mentioned herein who might otherwise be liable to me, my legal representatives, heirs, successors or assigns.

3. Being fully aware that participation in the Activities will expose me to substantial and serious risk of property damage and/or personal injury, and in consideration for having been given permission to participate in horseback riding activities organized by or associated with the Mid-America Council Program, I hereby release Shady Lanes Ranch, the Mid-America Council Boy Scout Trust, Inc., and the Boy Scouts of America, their respective officers, directors, employees, volunteers and agents ("Releasees") from liability for any and all claims for property damage, personal injury and/or death which I may have or which may hereafter accrue to me as a result of my participation in the Activities, including any claims that are known or unknown, foreseen or unforeseen, future or contingent.

4. I shall not at any time, directly or indirectly, commence or prosecute any action, suit or other proceeding against the Releasees arising out of or related to the actions, claims and/or demands hereby waived, released and discharged by me. This Waiver of Liability shall be binding upon me, my legal representatives, heirs, successors and assigns.

PLEASE PRINT CLEARLY

Name of Participant _____ Pack / Troop / Team / Crew # _____

Address _____ District _____

City: _____ State: _____ Zip : _____ Council _____

Phone #: _____

Participant Signature: _____ Date _____

Parent Signature: _____ Date: _____

(Both participant and parent must sign if participant is not yet 19 years of age at time of activity.)

Youth Name: _____ Youth Troop _____ Youth Birthday: ____/____/____

Camp Cedars, located in the Mid-America Council, conducts the *NRA First Steps Pistol Program* and *Cowboy Action Shooting*. Scouts will be instructed on how to handle, maintain, and shoot a firearm safely and be provided instruction on how to increase their marksmanship skills. Scouts will have classroom instruction and range instruction on Camp Cedars property where they will fire a firearm under the supervision of a trained Range Safety Officer and Instructors. Scouts will be required to wear eye protection and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officers and Instructors.

I, the undersigned, give my child, _____, permission to participate in these programs. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in these activities is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release Scouting America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims for liability arising out of this participation.

For safety, my child and I agree that my child will do the following or my child will be removed from the program. If a child is removed from the program, any additional cost associated with participation in this program will not be refunded and is considered forfeit.

NRA First Steps Pistol Program	CowboyActionShooting
<ol style="list-style-type: none"> 1. Complete the First Steps Class taught at Camp Cedars. 2. Wear all safety gear at all times while on the range. 3. Follow all safety rules provided in the safety briefing. 4. Follow the instructions of the Range Safety Officers and Pistol Instructors at all times. 5. Do not handle the firearms until instructed to do so by the Pistol Instructor. 6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards. 	<ol style="list-style-type: none"> 1. Complete a range safety briefing. 2. Wear all safety gear at all times while on the range. 3. Follow all safety rules provided in the briefing. 4. Follow the instructions of the Range Safety Officers and Instructors. 5. Do not handle the firearms until instructed to do so by the Instructors. 6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant's Signature _____ Date: _____

Parent/ Guardian Signature _____ Date: _____

Parent/ Guardian Print Name _____

Parent/ Guardian Phone Number _____

OFFICE USE ONLY

24/7 ☐

Year/ Week _____



Anti-Discrimination Notice:

In accordance with Federal law and U.S. Department of Agriculture policy, this institution is prohibited from discriminating on the basis of race, color, national origin, sex, age or disability.

To file a complaint of discrimination, write USDA, Director, Office of Civil Rights, 1400 Independence Avenue, S.W., Washington, D.C. 20250-9410 or call toll free (866) 632-9992 (voice). Individuals who are hearing impaired or have speech disabilities may contact USDA through the Federal Relay Service at (800) 877-8339 or (800) 845-6136 (Spanish). USDA is an equal opportunity provider and employer.