

# Merit Badge Camp In or Out

February 20-21, 2026

Walnut Community Center 415 Antique City Drive Walnut, Iowa



## Leader's Guide

### Important Information

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

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# Pre-Camp Information

## Camp Date & Location

The Merit Badge Camp Out (or In) will be February 20-21, 2026, at the Walnut Community Center, 415 Antique City Drive, Walnut, Iowa 51577.

## Registration & Fees

Registration is open to all Scouts BSA and Venturers.

Registration includes the cracker barrel for all participants, breakfast, lunch and snacks on Saturday, and program supplies. The cost is \$30.00 per Scout and \$16 for adults with meals. Registration closes on February 17 at 11:59 pm.

**NO WALK INS** allowed. You must pre-register to reserve your spot and register for classes for each time period. Register at <https://scoutingevent.com/326-WalnutMBC2026>

## Refunds

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

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

The Unit Leader must make such requests by submitting a completed Activities Refund Request form. Refunds may be requested up to two weeks prior to camp. Pre-registration fees for a Scout or Scouter may be transferred to another Scout or Scouter.

## BSA Annual Health Forms

**All campers, including adults, MUST bring a copy** of their BSA Annual Health & Medical Record with parts A & B completed within the past 12 months. ***School physical forms cannot be accepted.*** Please have these filled out for all attendees prior to arrival. You can download a copy of the BSA health form here.

[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf) **There are no waivers or exceptions.**

# What to Bring to Camp

- Health Form Parts A and B. **Please mark each health form with the unit number on the top right hand corner (or place it in a folder/binder).** You can download form here.  
[https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf)
- Medications - all prescriptions must be in their original, labeled container with name. Over-the-counter medications must also have names clearly marked on the outside of the container. Place all medications in a sealed ziplock bag with name clearly written on the outside of the bag.
- Scout Book, Merit Badge booklet and worksheets, paper and pencil/pen
- Prerequisites completed and brought to the event
- 1 item per Scout to make GORP (Good Old Raisins and Pretzels) - trail mix type items
- Water Bottle
- Tent or tarp, poles, and stakes (if sleeping outside)
- Waterproof ground cloth or plastic sheet (if sleeping outside)
- Sleeping bag, pillow, air mattress or pad
- Scout uniform - Class A Required while in class
- Class B t-shirt when not in merit badge classes
- Poncho or raincoat, warm jacket or coat
- Clothes for sleeping and appropriate for the weather
- Durable shoes, shoelaces
- Hat or cap, gloves
- Extra socks, shoes, other extra clothes
- Toothbrush, comb, toiletries
- First aid kit, sunscreen, insect repellent
- Flashlight, headlamp, batteries
- Excitement for camp!

# What to Expect at Camp

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

Please plan to arrive between 5:00-6:30 pm on Friday. Keep in mind that the first Merit Badge Session starts at 6:30 pm. Please check in at the lobby area by the main entrance before proceeding to the camping or sleeping area. Troops will have an assigned area to place their gear until needed. Health Forms will be collected and verified. Identification wristbands will be provided upon arrival. Wristbands must be worn the entire time at camp.

Campsites will be designated upon Check In. Watch for signs for directions around camping areas.

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

## **Parking**

Gear may be unloaded from the rear parking lot. After unloading, please park in the designated areas until the end of camp.

## **Camp Headquarters**

Camp Headquarters will be in the main lobby area by the back parking lot. Administrative, program, and medical needs will be handled at the headquarters. The Medic will also be located in the main lobby area. Headquarters will be staffed 24 hours a day during the event in case of an emergency. All camp staff can be contacted through the camp headquarters. More details at registration.

## **Health & Safety**

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

## **Campsites**

Campsite assignments will be made at check in. Campfires are not allowed at this site.

## **Sleeping Arrangements**

Sleeping assignments will be made upon arrival at the Walnut Community Center. If sleeping inside and you require a separate room, please inform camp staff prior to arrival on your registration. We have access to two gymnasiums, four conference rooms and the lobby area for distant sleeping arrangements. Units should develop sleeping protocols for their group. Sleeping accommodations will be spread out in the community center. If camping outside, areas will be designated for camping beside the community center in the grassy area near the back parking lot.

## Showers and Restrooms

Separate restroom facilities will be provided for male and female adults as well as for male and female youth. Please watch for signage. The buddy system should be used. Restrooms are located throughout the building. There are no shower facilities available during this event.

## Food

Troops will be responsible for eating prior to arrival at the Merit Badge Camp Out (In). There will be a cracker barrel provided for everyone Friday evening. This is a time-honored tradition where we gather near the end of the day to share snacks, review the day's activities, and make our plans for the coming day. Saturday breakfast, lunch and snacks will be provided.

## Dining Procedures

Meals will be served by staff and a water bottle refill station with hand sanitizer will be provided. Disposable utensils, napkins, cups and plates will be used and cooking gear will be disinfected after use. Hand sanitizer will be provided for use before and after eating.

## Garbage

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

## Water

Sinks and water coolers will be available to refill water bottles as needed.

## Photos

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

## Valuables and Gear

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

# Emergency Procedures

While camp is in session, the camp will always have someone on duty to help handle any emergency that may arise; including those that may involve the Camp Health Officer. In the event a scout needs off site treatment, a staff member (along with the scouts' parent, guardian or leader) will take the scout to Cass County Public Health in Atlantic Iowa which is 22 minutes and 16 miles from camp. Should a scout or leader need emergency services on site, the Walnut Fire and Rescue is located in Walnut 3 blocks from camp.

## Severe Weather/ Storm

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

## Other Hazardous Weather Conditions

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

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

## Personal Accident

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

## Lost Person

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

## Fire or Flood

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

## Active Shooter or Threat to Safety

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

# 2026 Merit Badge Camp Out (or In) Schedule

## Friday, February 20

- 5-6:30 pm Check in. Please have each individual check in.
- 6:30 pm Merit Badge Class - Session 1& 2
- 8:00 pm Break/Snack - cracker barrel
- 8:30 pm Merit Badge Class - Session 1& 2
- 10:00 pm Clean up, gather gear for sleeping, either inside or outside
- 10:30 pm Lights out! All Quiet in camp. Please ensure all scouts are in camp.  
Be considerate of others and abide by facility rules.

## Saturday, February 21

- 6:30 am Reveille & Pack Up
- 7:00 am Breakfast & Pack Up Gear
- 7:45 am Flags/Announcements at Headquarters
- 8:00 am Merit Badge Class - Session 3 & 4
- 9:30 am Break/Snack
- 10:00 am Merit Badge Class - Session 3& 4
- 11:30 am Lunch
- 12:30 pm Merit Badge Class - Session 5 & 6
- 2:00 pm Break/Snack
- 2:30 pm Merit Badge Class - Session 5& 6
- 4:00 pm Retire Flags, Sign Blue Cards, Check Out/Clean Up
- 4:30 pm All campers have vacated the facility

# Merit Badge Camp Out (or In) Classes

*All Scouts must bring their Scout book, Merit Badge booklets, MB worksheets, pen/pencil, notepad, any prerequisites, and blue card to the merit badge class. Please try to fill your schedule as best as possible. If you do have a free session, see the Administrators to see if there is a class to add onto your schedule or consider helping out one of the Merit Badge Counselors in the classroom. All Scouts and Leaders will follow the Scout Oath and Scout Law, remembering to be respectful of the Merit Badge Counselor and other Scouts/Leaders in the class.*

## Merit Badge Offerings

*\*Classes are subject to change*



### Automotive Maintenance

**Maximum number of participants: 24**

**Prerequisites:**

Scouts will learn how to service and what to look for on three different autos.



### Backpacking

**Maximum number of participants: 24**

**Prerequisites:**

Scouts will learn about different types of packs and how to pack them and when to use the different types. Scout will learn about Leave no trace and Backpacking principles to use. Plan out a backpacking trek.



### Chemistry

**Maximum number of participants: 24**

**Prerequisites:**

Scouts about the fundamental principles of chemistry, including how substances react with each other, safety procedures in a lab, basic chemical concepts like states of matter and chemical reactions, and often involves hands-on experiments to explore these concepts; essentially, it aims to provide a foundational understanding of how matter behaves and interacts at the molecular level.



## Citizenship in the Community - Eagle Required

Maximum number of participants: 24

Prerequisites: 7

What citizenship in the community means and what it takes to be a good citizen in your community. Discuss the rights, duties, and obligations of citizenship, and explain how you can demonstrate good citizenship in your community, Scouting unit, place of worship, or school.



## Citizenship in the Nation - Eagle Required

Maximum number of participants: 24

Prerequisites: 3, 4, 7, 8

Scouts will learn about citizenship in the Nation. Learn about what is happening in the world today and how it affects youth of today. Historical landmarks. Discuss Us Congress.



## Citizenship in the World - Eagle Required

Maximum number of participants: 24

Prerequisites: 3, 4, 7, 8

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.



## Communication

Maximum number of participants: 24

Prerequisites:

Scouts how to effectively communicate in various forms, including verbal, written, and non-verbal methods, by completing tasks like delivering speeches, conducting interviews, attending public meetings, planning events, and analyzing different communication channels to ultimately become better Communicators in everyday life; it is considered a vital life skill and is required for achieving Eagle Scout rank.





## Disability Awareness

**Maximum number of participants: 24**

**Prerequisites:**

Aims to educate Scouts about different types of disabilities, how they affect people's lives, the importance of disability etiquette, and how to interact respectfully with individuals with disabilities, encouraging them to understand and advocate for inclusivity within their communities; essentially, it teaches Scouts to see the person first, not the disability.



## Digital Technology

**Maximum number of participants: 24**

**Prerequisites:**

Scouts will view Personal Safety Awareness "Digital Safety"



## Emergency Prep - Eagle Required

**Maximum number of participants: 24**

**Prerequisites:**

Scouts with understanding of emergency preparedness by identifying potential hazards in their home, creating an emergency plan for their family, and listing necessary supplies for an emergency kit, essentially demonstrating their ability to prepare for and respond to various emergency situations.



## Entrepreneurship

**Maximum number of participants: 24**

**Prerequisites:**

Scouts will learn about what Entrepreneurship means and how to be an Entrepreneur. Scouts will learn how to start a business and all the steps it takes to do so.





## Family Life

**Maximum number of participants: 24**

**Prerequisites: 4**

Scouts will tell why families are important to society. Discuss how the actions of one member can affect other members. List reasons why you are important to the family. Family meetings for projects, trips etc.



## First Aid

**Maximum number of participants: 24**

**Prerequisites: 5a**

Scouts will learn how to properly do first aid, how to treat victims. Learn CPR, and how to use an AED, how to set up Triage and be ready for any emergency that may come up in wilderness camping, or in our everyday activities.



## Game Design

**Maximum number of participants: 24**

**Prerequisites:**

Scouts will Analyze four games you have played, each from a different medium. Identify the medium, player format, objectives, rules, resources, and theme (if relevant). Discuss with your counselor the play experience, what you enjoy in each game, and what you dislike. Make a chart to compare and contrast the games. And More games design strategy



## Health Care Professional

**Maximum number of participants**

**Prerequisites**

Scouts to explore various healthcare careers, learning about different types of doctors, nurses, medical technicians, and support staff, understanding their roles, educational requirements, and how they collaborate to provide patient care, potentially sparking interest in a future healthcare profession.



## Home Repairs

**Maximum number of participants**

**Prerequisites**

Scout to learn basic home maintenance and repair skills, including identifying common household problems, using appropriate tools safely, and performing simple fixes like changing light bulbs, fixing leaky faucets, patching walls, and making minor electrical repairs, all while emphasizing safety procedures throughout the process.

## American Indian Culture



**Maximum number of participants**

**Prerequisites 5**

Scouts will learn about different American Indian cultural areas. 10 common terms in an American Indian language and the meanings. Name 5 well-known American Indian leaders. Describe how life might have been different for the early settlers. What did we Adopted by others from the American Indians. Learn Indian Games.



## Inventing

**Maximum number of participants**

**Prerequisites**

Encourages Scouts to develop creative problem-solving skills by identifying real-world issues and designing solutions through invention, essentially learning the process of coming up with new ideas to improve people's lives by applying technological solutions; it involves researching inventors, understanding the invention process, and potentially building a prototype to demonstrate their inventive thinking.



## Law

**Maximum number of participants: 24**

**Prerequisites: 4,6 a,b,7,9- Law**

While working on the requirements for the **Law** merit badge, Scouts learn about the history of law and the difference between civil law and criminal law. They investigate the different areas of law and find out about careers which are related to legal matters.



## Leatherwork

**Maximum number of participants: 24**

**Prerequisites:**

Scouts will learn the hazard of working with leather. Where leather comes from. Make one or more articles of leather that use at least five of the different techniques.



## Movie Making

**Maximum number of participants: 24**

**Prerequisites: 3 a or b**

Scouts will learn proper elements of a good motion picture. Discussion of visual storytelling, rhythm, 180 degree axis rule and camera movement, framing and composition of camera shots and lens selection.



## Personal Management - Eagle Required

**Maximum number of participants: 12-15**

**Prerequisites: 1, 2, 8, 9**

Scouts learn to manage their time, treasure, and talents while working on the Personal Management merit badge. They investigate different aspects of saving money and investing. And they consider how their talents might lead to a future career and explore those possibilities. Personal Management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.



## Radio

**Maximum number of participants:**

**Prerequisites**

Scouts will learn the difference between broadcast radio and hobby radio. Difference between broadcasting and two-way communication. Radio Station call signs and how they are used in broadcast radio and amateur radio. Radio waves travel. How radios work.



## **Reading**



**Maximum number of participants:** N/A - This is for check off only.

**Prerequisites:** Must bring all completed work with you

Scouts BSA learn about books, libraries, and card catalogs while working on the Reading merit badge. They read some books. They also perform services related to reading, such as reading to children or people with disabilities.



## **Salesmanship**

**Maximum number of participants**

**Prerequisites**

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

## **Scholarship**



**Maximum number of participants:** N/A - This is for check off only.

**Prerequisites:** Must bring all completed work with you

Scouts learn about the skills they need to succeed at school while working on the Scholarship merit badge. They explore different types of study skills and the importance of extracurricular activities. Scouts also investigate how their current education can impact their future career.



## **Space Exploration**

**Maximum number of participants:**

**Prerequisites: 3**

Scouts will learn about space exploration, History, goals, terms benefits, law of actions. Robotic space station, shuttles. Design your own space station.



## **Traffic Safety**

**Maximum number of participants:24**

**Prerequisites:**

Scouts about road safety practices, including proper vehicle maintenance, pedestrian safety, rules of the road, the importance of wearing seatbelts, and how to identify and avoid potential hazards while driving or walking in traffic, ultimately aiming to equip them with knowledge to stay safe on the roads.



## **Truck Transportation**

**Maximum number of participants:24**

**Prerequisites:**

Scouts will Describe the role of truck transportation within commerce (the movement of goods, funds, and information).

Describe how trucks fit into a company's supply chain. This could be a manufacturer, importer, wholesaler, or retailer.



## **Wilderness Survival**

**Maximum number of participants:**

**Prerequisites: 5, 8**

Scouts will learn about survival in the back country and wilderness location. Learn the 7 priorities for survival. Explain the 5 different ways to attract attention when Lost.

**Scout and Adult class being offered :**

## **ILST - Intro to Leadership Skills for Troops - Training**

The purpose of the Introduction to Leadership Skills for Troops(ILST) course is to teach Scouts with leadership positions about their new roles and the organizational and leadership skills needed to most effectively reach success in that role. Completion of ILST is a prerequisite for Scouts to participate in the more advanced leadership courses National Youth Leadership Training(NYLT) and the National Advanced Youth Leadership Experience (NAYLE).

# Departure from Camp

## **Campsite Clean-up**

Time will be allotted for campers to pack up camp and load vehicles. Remember a scout is clean, please police your campsite and leave it better than when you arrived. Remember to please "Leave No Trace."

## **Camper Departure and Check Out Procedures**

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

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

## **Evaluations**

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

# Camp Policies

## Adult Leadership

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

## Youth Protection

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

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

## Insurance

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

## Special Needs

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

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

## **Staff Responsibilities**

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

## **Parking**

All vehicles must be parked in the designated lot. Behind the building next to the playground for check in and then will be directed where to park.

## **Camp Behavior**

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

## **Camper Discipline**

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

## **Alcohol and Drugs**

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

## **Tobacco Usage**

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

## **Knives**

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

## **Pets and Wildlife**

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

## **Electronic Devices**

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

## **Trading Post**

There will be no trading post on site.

## **Dress Code**

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

## **Lost & Found**

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

## **Fires not permitted in City property**

## **Quiet Hours and Bedtime**

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

## **Preventing Unauthorized Intruders**

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

- All leaders and campers are instructed to wear the identification wristband supplied to them upon arrival. Camp staff are identified with appropriate staff brightly colored t-shirts or hoodies.
- Leaders will be instructed to “check in “ at their campsite throughout the day. All units will be encouraged to have a leader remain in the campsite whenever possible.
- All “mobile“ staff members will be trained to watch for unauthorized visitors while traveling throughout camp.
- The buddy system will be emphasized to all scouts and leaders during the welcoming SPL and Leaders meeting.
- All quiet is at 10:00 pm Friday and Saturday nights. After taps, Camp Staff will tour the camp looking for anything out of the ordinary.

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

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