

Leader and Parent Guide

CUB SCOUT FALL

#ADVENTUREON!

FUN DAY

October 10, 2026

Great Western Park
31203 Birch Avenue, Manning, Iowa

Important Information

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

Camp Hosts

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Pre-Camp Information

Camp Date & Location

Cub Scout Fall Outdoor Adventure Day Camp will be October 10, 2026, at Great Western Park, 31203 Birch Avenue, Manning, Iowa.

Registration & Fees

Registration is open to all registered Scouting America Cub Scouts and parents. NOT ALL campers must be registered members of the Scouting America before attending camp. Siblings and friends are welcome as long as they have met the age requirements for Lion through Arrow of Light (in Kindergarten through 5th grade). However, due to safety issues, only registered Scouting America members may participate in the targeting sports activities. Siblings and friends who are not registered Scouting America members will have the option to fill out an application to join Cub Scouts on the day of the event. All registered adults must have taken Safeguarding Youth Training.

The cost is \$30.00 per Scout, sibling, or friend. Registration includes program supplies and a Day Camp patch. Adults and Staff are free; however, registration is required. Lion and Tiger Adults must attend with their Cub Scout. Any additional Day Camp patches are \$5 and must be included on registration.

WALK INS are discouraged due to supplies needed for activities. You must pre-register to reserve your spot. Register at <https://scoutingevent.com/326-117676>

Refunds

In general, fees for district and council activities are transferable to other Scouts within the unit should a scout or adult be unable to attend. Partial refunds may be approved for all activities/events/camping programs based on the type of event and impact to the planning process for that event. If approved, the refundable amount will be returned using the original method of payment, if possible.

There will be no refunds issued for less than \$10.00.

Refund requests must be received no later than 7 days following an event.

Event Type: Single Day (i.e. MBU, Scouts Days with sports teams)

Refund Schedule:

100% refunds available if requested more than 14 days prior to the event.

80% refunds available if requested more than 5 days prior to the event

Event Type: Weekend Events (i.e. Camporee, Day Camp, Lock-in's, AOL and Webelos Woods)

Refund Schedule:

80% refunds available if requested more than 14 days prior to the event.

70% refunds available if requested more than 5 days prior to the event.

Event Type: Resident Events: (i.e. Camp Cedars, Jamboree, High Adventure Contingents, Wood Badge, NYLT)

*Refund schedule will be outlined when registering for these specific events.

We understand extenuating circumstances can lead to a refund request beyond the above timeline or last-minute cancellations. The following circumstances could be eligible for a partial refund when requested.

- Sickness or injury
- Death in immediate family
- Relocation outside Mid-America Council borders

Questions should be directed to the Mid-America Council at mac@scouting.org or 402-431-9272

The Unit Leader must make such requests by submitting a completed Activities Refund Request form to <https://247scouting.com/forms/?OrgKey=BSA326&id=937>.

BSA Annual Health Forms

All those attending the Day Camp, including adults, MUST bring a copy of their Scouting America 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. There are no waivers or exceptions.**

You can download a copy of the Scouting America Health & Medical Record here:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

What to Bring to Day Camp

- ☐ Health Form Parts A and B **for all participants (youth and adults)**. You can download forms here.
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf
- ☐ Water bottle, canteen or hydration pack; must be carried at all times for proper hydration
- ☐ Sack lunch
- ☐ Additional snacks as needed (healthy items such as granola bars recommended)
- ☐ Sweater or light jacket
- ☐ Jeans or long pants
- ☐ Raincoat or poncho
- ☐ Hiking boots or sturdy tennis shoes (no sandals or flip flops)
- ☐ Hat or cap
- ☐ First aid kit/sunscreen/insect repellent
- ☐ Day pack or string bag for carrying gear
- ☐ Tigers and Wolves - bring your 6 Essentials in a backpack or string bag
- ☐ Optional: camera, sunglasses, trash bags, etc.
- ☐ **Excitement for Camp!**

What to Expect at Camp

Arrival & Check In Procedures—Subject to change

Please plan to arrive between 8:00 - 8:45 am on Saturday to check in. Park in the designated area and walk to the Shelter House for check in. Wristbands will be provided upon arrival for each participant (youth, adults, and staff) and must be worn at all times while at camp. Health & Medical Forms will be collected and verified at the shelter house. Adult partners of Lions and Tigers should accompany their child at all times. For other ranks, two-deep registered and trained leadership is required.

**Camp participants who plan to depart early must have a signed permission slip and notify the Camp Staff at headquarters. For those adults who are not registered camp participants, the individual's name must be included on the Scouting America 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

Please park in the designated areas until the end of camp. **Back into the parking spot** to allow for quick exit in case of severe weather. All vehicles must remain parked until departure from camp. Camp Staff are the only individuals authorized to drive during camp.

Camp Headquarters

Camp Headquarters will be at the Shelter House. Administrative, program, and medical needs will be handled at the headquarters. Headquarters will be staffed 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 Scouting America policy. All medications must be brought in the original container. Prescription medications must be in the prescribed container with name clearly visible. All injuries occurring at camp must be reported to the health officer and registered in the camp's first aid log.

Programming Schedule

The Cub Scout Fall Outdoor Adventure Day Camp is run as a block schedule (see an example of the "2026 Block Schedule" in this guide). Scouts will be placed in their appropriate rank (by grade level) and travel from station to station throughout the day. Schedules may be subject to change at the last minute due to programming availability.

To ensure that your Scout is able to complete all the stations, make sure to arrive at the scheduled time in the morning so the day camp can start on time. Scouts BSA from the local troops will be available to assist with each grade level and/or at each station as needed. *****Schedules will be provided at check-in so there is no need to print one off ahead of time as programming may change at the last minute.***

During the closing activity, door prizes and/or awards will be handed out to participants. Must be present to win.

Garbage

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

Campsites

Overnight camping is available separately from Day Camp programming. You are responsible for registering and paying for your campsite at the self-service kiosk in the park. No reservations can be made ahead of time. Families may have to share the fire rings with 2 or 3 other families. Campfires must abide by current park and county rules (including burn bans) and may never be left unattended. Make sure you put out fire when leaving the area and before going to bed. Tent and RV camping are allowed in the designated areas and are a first come, first served basis. Please visit the following link for more information:

<https://www.mycountyparks.com/County/Carroll/Park/Great-Western-Park.aspx>.

Showers and Restrooms

Per our Safeguarding Youth Policies and the National Camp Accreditation Program, youth and adults must utilize separate restroom facilities. Separate restroom facilities will be provided for male and female adults as well as for male and female youth. The buddy system should be used. Bathrooms are located across from the shelter house and in the campground shower house. There are no shower facilities available during this event. Portable toilets will be available in the targetting sports and obstacle course station areas as needed.

Food

Food is not included in this event. Scouts, parents and leaders will need to provide their own sack lunch as well as any additional snacks desired at camp. It is suggested to bring a small, portable cooler for the event. This may be kept in your vehicle and participants will have access to their vehicles prior to the scheduled lunch time.

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 Health & 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**. Please also tag our Council Facebook page **@Scouting America, Mid-America Council**. We're always looking for photos that capture Scouts and staff in action!

A group photo will be taken before activities start so bring your smiles!

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.** If attending as a unit, it is advised to have a leader responsible for their Scout's valuables. **Adult supervision is a MUST.** Scouts should be encouraged to respect their own gear as well as that of all others. Please oversee the behavior of your Scouts to guard against theft or vandalism of camp property.

Emergency Procedures

While camp is in session, the camp will always have someone on duty to help handle any emergency that may arise; including those that may involve the Camp Health Officer. In the event a scout needs off-site treatment, a staff member (along with the scouts' parent, guardian or leader) will take the scout to Manning Regional Healthcare Center, which is located $\frac{1}{4}$ of a mile to the north of camp. Should a scout or leader need emergency services on site, the Manning Ambulance is located $\frac{1}{4}$ of a mile to the northeast of 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. 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 and the Camp Health Officer.
- The Camp Health Officer will administer further first aid and/or make contacts for needed assistance.

Lost Person

- Immediately report the situation to the Camp Director at once. The Camp Director 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 Scouting America and DHS training aids for more information.
- Law Enforcement and Camp Directors will spearhead operations. Be patient; the event could last a while.

Day Camp Schedule

Saturday, October 10

8:00-8:45 am	Check in
8:45-9:00 am	Welcome / Flags
9:00-9:50 am	1st Period
9:50-10:40 am	2nd Period
10:40 am-11:30 pm	3rd Period
12:30-1:30 pm	LUNCH
1:30-1:20 pm	4th Period
1:20:2:10 pm	5th Period
2:10-3:00 pm	6th Period
3:00-3:15 pm	Prizes & Closing Ceremonies
3:15-3:30 pm	Dismissed from Camp

SAMPLE SCHEDULE (*SUBJECT TO CHANGE)
Order and type of events may change prior to event



**2026 DAY CAMP
SCHEDULE**
 OCTOBER 10, 2026
 GREAT WESTERN PARK, MANNING, IOWA

	LION	TIGER	WOLF	BEAR	WEBELOS	AOL
8:00 - 8:45	Arrival / Check-In					
8:45 - 8:55	Welcome / Flags					
1st Period 9:00 - 9:50	Alternate Activity	Archery	Fishing	STEM Activity	Conservation	Obstacle Course
2nd Period 9:50 - 10:40	Archery	BB Guns	STEM Activity	Fishing	Obstacle Course	Conservation
3rd Period 10:40 - 11:30	Obstacle Course	Conservation	BB Guns	Archery	Fishing	STEM Activity
Lunch 11:30 - 12:30	LUNCH BREAK					
4th Period 12:30 - 1:20	Conservation	Obstacle Course	Archery	BB Guns	STEM Activity	Fishing
5th Period 1:20 - 2:10	Fishing	STEM Activity	Obstacle Course	Conservation	BB Guns	Archery
6th Period 2:10 - 3:00	STEM Activity	Fishing	Conservation	Obstacle Course	Archery	BB Guns
Closing 3:00 - 3:30	DOOR PRIZES, CLOSING CEREMONY & CAMP DISMISSAL					

We are so excited to have you here the Fall Adventure Day! We hope you have a GREAT day experiencing all things Scouting! Remember to stay in your station so you can try things many times at each location. And don't forget to stay for the closing - there are DOOR PRIZES! If you have an emergency while you are here, please report to the Shelter House.

Enjoy this GREAT DAY FOR SCOUTING!

Day Camp Map



Scout Adventure Requirements

(to be completed at Day Camp)

Program activities are subject to change without notice. Each Scout will be given a passport to mark off the requirements that were completed at camp. Leaders can use these to enter into Scoutbook when the Scout returns from day camp.

LION REQUIREMENTS

Build It Up, Knock It Down - Requirements 1 and 3 will be completed at this event.

Supplies and instructions will be available at the Shooting Sports Station.

1. With your Lion adult partner, build a structure.
2. - not doing at this event
3. Build something that is designed to be knocked down.

Go Fish - Requirements 1 -3 will be completed at this event.

Supplies will be available at the Fishing Station.

1. With your Lion Adult Partner, learn the rules of fishing safety.
2. Draw a picture of the type of fish you think lives in the water where you are going fishing.
3. Go fishing with your Lion Adult Partner.

Champions for Nature Lion - Requirement 4 will be completed at this event.

Supplies will be available at the Conservation Station.

1. - not doing at this event.
2. - not doing at this event.
3. - not doing at this event.
4. Participate in a conservation service project.

On Your Mark - Requirement 2 will be completed at this event.

Supplies will be available at the Obstacle Course Station.

1. - not doing at this event.
2. Participate in an obstacle course relay.
3. - not doing at this event.

TIGER REQUIREMENTS

Champions for Nature Tiger - Requirement 4 will be completed at this event.

Instructions will be available at the Conservation Station.

1. - not doing at this event.
2. - not doing at this event.
3. - not doing at this event.
4. Participate in a conservation project.

Fish On - Requirements 1-4 will be completed at this event.

Supplies and instructions will be available at the Fishing Station.

1. With your den or Tiger Adult Partner, identify the body of water where you will go fishing.
2. With your Tiger Adult Partner, learn the rules of fishing safety.
3. Draw a picture of the type of fish you think lives in the water where you are going fishing.
4. Go fishing with your Tiger Adult Partner

Tiger Tag - Requirements 1 - 3 will be completed at this event.

Supplies and instructions will be available at the Shooting Sports Station.

1. Plan an active game with your den. Share with your Tiger Adult Partner or your den why you like this game.
2. Play a relay game with your den. Share with your Tiger Adult Partner or your den why you like this game.
3. Discuss what it means to be a good sport in a game with your Tiger Adult Partner or other Tigers.
4. - not doing at this event

Tiger-iffic - Requirements 3 and 4 will be completed at this event.

Supplies and instructions will be available at the Shooting Sports Station.

1. - not doing at this event.
2. - not doing at this event.
3. With other members of your den or family, invent a game, or change the rules of a game you know, and play the game.
4. Play a team game with your den or family.

Archery Tiger

Supplies and instructions will be available at the Shooting Sports Station.

1. If your Scout participated at the Archery Station, they have earned this Special Elective Adventure.

BB Guns

Supplies and instructions will be available at the Shooting Sports Station.

1. If your Scout participated at the BB Gun Station, they have earned this Special Elective Adventure.

WOLF REQUIREMENTS

A Wolf Goes Fishing - Requirements 1-5 will be completed at this event.

Supplies and instructions will be available at the Fishing Station.

1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safety.
5. With your den, pack, or family, go fishing.

Champions of Nature Wolf - Requirement 4 will be completed at this event.

Supplies and instructions will be available at the Conservation Station.

1. - not doing at this event.
2. - not doing at this event.
3. - not doing at this event.
4. Participate in a conservation project.

Archery Wolf

Supplies and instructions will be available at the Shooting Sports Station.

1. If your Scout participated at the Archery Station, they have earned this Special Elective Adventure.

BB Guns

Supplies and instructions will be available at the Shooting Sports Station.

1. If your Scout participated at the BB Gun Station, they have earned this Special Elective Adventure.

BEAR REQUIREMENTS

Champions for Nature Bear - Requirement 5 will be completed at this event.

Supplies and instructions will be available at the Conservation Station.

1. - not going at this event.
2. - not doing at this event.
3. - not doing at this event.
4. - not doing at this event.
5. Participate in a conservation project.

A Bear Goes Fishing - Requirement 1, 2, and 4 will be completed at this event.

Supplies and instructions will be available at the Fishing Station

1. Learn about three types of fish in your area.
2. Learn about your local fishing regulations with your den leader or an adult.
3. - not doing at this event -
4. Become familiar with the safe use of the fishing equipment you will be using on your outing.

Archery Bear

Supplies and instructions will be available at the Shooting Sports Station

1. If your Scout participated at the Archery Station, they have earned this Special Elective Adventure.

BB Guns

Supplies and instructions will be available at the Shooting Sports Station

1. If your Scout participated at the BB Gun Station, they have earned this Special Elective Adventure.

WEBELOS REQUIREMENTS

Champion for Nature Webelos - Requirement 6 will be completed at this event.

Supplies and instructions will be available at the Conservation Station

1. - not doing at this event.
2. - not doing at this event.
3. - not doing at this event.
4. - not doing at this event.
5. - not doing at this event.
6. Participate in a conservation service project.

Archery Webelos

Supplies and instructions will be available at the Shooting Sports Station

1. If your Scout participated at the Archery Station, they have earned this Special Elective Adventure.

BB Guns

Supplies and instructions will be available at the Shooting Sports Station

1. If your Scout participated at the BB Gun Station, they have earned this Special Elective Adventure.

AOL REQUIREMENTS

Champion for Nature AOL - Requirement 6 will be completed at this event.

Supplies and instructions will be available at the Conservation Station

1. - not doing at this event.
2. - not doing at this event.
3. - not doing at this event.
4. - not doing at this event.
5. - not doing at this event.
6. Participate in a conservation service project.

Archery AOL

Supplies and instructions will be available at the Shooting Sports Station

1. If your Scout participated in the Archery Station, they have earned this Special Elective Adventure.

BB Guns

Supplies and instructions will be available at the Shooting Sports Station

1. If your Scout participated in the BB Gun Station, they have earned this Special Elective Adventure.

Departure from Camp

Campsite Clean-up

Time will be allotted for campers to pack up belongings and load vehicles. Remember a scout is clean, please police the park and leave it better than when you arrived. Remember to please “Leave No Trace.”

Camp Participant Departure and Check Out Procedures

Camp participants must sign in and out at the Headquarters. Camp participants must notify their unit leader and the Camp Director prior to leaving camp. For camp participants 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. The Health & Medical Forms as well as any take home items can be picked up prior to departure.

**Camp participants 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 camp participants, the individual's name must be included on the Scouting America Health Form as an approved adult. Any non-registered individual planning to pick up a scout or youth from camp will need to provide a photo id at the time of pick up.*

Evaluations

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

THE “S” RULES

STAY with a buddy

STAY within camp boundaries

SANITATION—scrub with soap

STAY OUT of other people’s stuff

STICKS & STONES stay on the ground

Camp Policies

Adult Leadership

It is the policy of Scouting America that trips and outings may never be led by only one adult. Leadership for Cub Scouts is as follows:

- A unit leader has no other duties that would detract from responsibilities as the unit leader
- If participating as a Pack:
 - At least two registered and trained adult leaders are required for all activities and outings. At least one of these leaders must be 21 years of age or older; the other can be 18 years or older.
 - For youth that are Lions or Tiger Scouts - their Lion or Tiger Adult partner must be present with their own child(ren) at all times.
 - For co-ed units, if a female youth participates, at least one registered adult leader must be female and 21 years of age or older.
- If participating as a parent with your own child(ren) - and not with the Pack leadership:
 - At least one adult (parent or guardian) for every 1-2 Lion or Tiger Scouts - must be your own children.
 - For all other ranks from Wolf to AOL, must have at least one parent present.
 - Parents who are not registered leaders may not watch anyone else's children at any time. This is in adherence to our Safeguarding Youth Policy.

Our Day Camp maintains the above ratios of leadership to ensure Scouting America's National Standard is met. 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 Safeguarding Youth Protection Training. If you do not have two deep leadership, please contact any of the camp directors to discuss options.

Troop Den Chiefs

We invite your Den or Pack to bring along any Den Chief from your local troop that would like to attend Day Camp. A Den Chief is an older Scouts BSA, Varsity Scout, or Venturer that is selected by their youth leader and unit leader at the request of the Cubmaster and approved by the Cubmaster and Pack Committee. They must be registered as a youth member of a Troop, Team, or Crew, and be at least 13 years old and have First Class rank to attend camp as a Den Chief. They will be able to participate in most programming but should be expected to serve in a leadership role for their own Den or Pack. Den Chiefs must register for the Day Camp, but are free of charge.

Youth Protection Policies

Scouting America Safeguarding Youth Protection rules are in effect for camp. Refer to the Guide to Safe Scouting (<https://www.scouting.org/health-and-safety/gss/>).

- Two deep leadership is required in the campsite any time there are youth present.
- Two adult leaders must be Scouting America qualified and registered volunteers.
- 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.

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 Scouting America 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.

Insurance

All adult leaders and Scouts must be registered members of Scouting America. 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 will not be covered by the Mid-America Council plan and should bring proof of insurance from their council (Scouting America Annual Health & Medical parts A & B). **All other non-Registered Scouting America 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 Scouting America 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 include the information in the health section in the online registration system and/or 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 area if needed. It is your responsibility to let camp staff be aware of this need.

Parking

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

Camp Behavior

The Scout Oath and Law will govern the behavior of all participants during the weekend. Any form of bullying, hazing, ridicule, or fighting is unacceptable and may result in expulsion from camp. Profanity is unbecoming of a Scout or Scouter and is not tolerated at camp. Adult leaders must report any suspicion of abuse to the Camp Director immediately.

Camper Discipline

Discipline is the responsibility of the adult leadership attending with the unit or the parent attending with their child(ren). 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 either the Day Camp Health Officer or the parent/unit leader.

Tobacco Usage

Tobacco usage is not allowed at camp. If it is legal for you to use tobacco and if 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 must be earned and with the Scout to prove completion before a knife can be used. Blades may not be longer than four inches and must fold. Sheath knives are not permitted.

Targeting Sports Equipment

Personal Targeting Sports Equipment is not allowed at camp. All personal firearms, ammunition, and archery equipment must be left at home. Ohwahnasee District and the Mid-America Council will provide all necessary shooting sports equipment as well as Personal Protective Equipment (i.e.: safety goggles).

Open Water Areas

Proper adult supervision is strictly enforced in the lake area during camp activities. This event has no water activities allowed, except for fishing on the bank or from the provided docks.

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 pack or troop number. Lost and found items can be found in the main shelter during camp. Items not claimed after the completion of the event will be posted on the district Facebook page and brought to the next roundtable meeting.

Fishing Licenses

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

Fire Wood

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

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-shirt or hoodie.
- 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 throughout the entire day.
- 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 Camp Headquarters. 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.