

COMMON GROUND RECREATION CENTER

CUB SCOUT DAY CAMP 2019



UNDER THE SEA

Leader/Parent Guide

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THE PURPOSE OF CUB SCOUT DAY CAMP

- To provide a superb outdoor experience for Cub and Webelos Scouts
- To strengthen the operation of Dens with Teamwork, Leadership and Cub Scout skills
- To provide advancement opportunities for Cub and Webelos Scouts in a local camp setting
- To achieve Scouting's ideals of character development, citizenship, and personal fitness

A NOTE FROM YOUR CAMP DIRECTOR

Thank you for your willingness to help promote Cub Scout Day Camp, a memorable experience for the Cub Scouts in Mid-America Council. Our goal with this camp is to create unparalleled experiences for more youth.

We have a great opportunity for the youth to enjoy three full evenings of Cub Scout activities, as well as a chance for leaders and parent volunteers alike to participate with their scouts in learning the core values of Cub Scouting.

I want you to feel comfortable with the format, schedule, and location of the camp. Please familiarize yourself with the contents of this guide and feel free to contact me with any questions or information requests.

I look forward to seeing you all at camp!

Sincerely,

Jessica McDaniel
Camp Director

mcdaniel091314@gmail.com or 712-310-1052

DAY CAMP LOCATION DATES AND FEES

Common Ground Recreation Center - 1701 Veterans Dr, Elkhorn, NE

Monday through Friday; June 3 – June 7, 2019 8:30 am – noon Daily

\$80 for five jam-packed mornings of fun plus a commemorative t-shirt and patch!

DAILY SCHEDULE

8:15 – 8:30 am	Camp drop off for Scouts
8:30 – 8:45 am	Opening
8:50 – 9:45 am	Session 1
9:50 – 10:45 am	Session 2
10:50 – 11:45 am	Session 3
11:50 am – noon	Closing
Noon	Pick-up

REFUND POLICY

Refunds are available if a scout is not able to attend due to illness, injury, or family emergency. Refund forms can be found on the Mid-America Council website, www.mac-bsa.org. The following conditions also apply to refunds:

- Illness, injury or family emergencies do NOT include a change in family plans, sports schedules, or simply changing one's mind;
- Inclement weather is NOT a cause for a refund;
- Notification of a refund must be provided prior to the end of the first day of camp;
- Refunds must be processed by the Mid-America Council office;
- Paid fees are transferrable to another scout within the same pack.

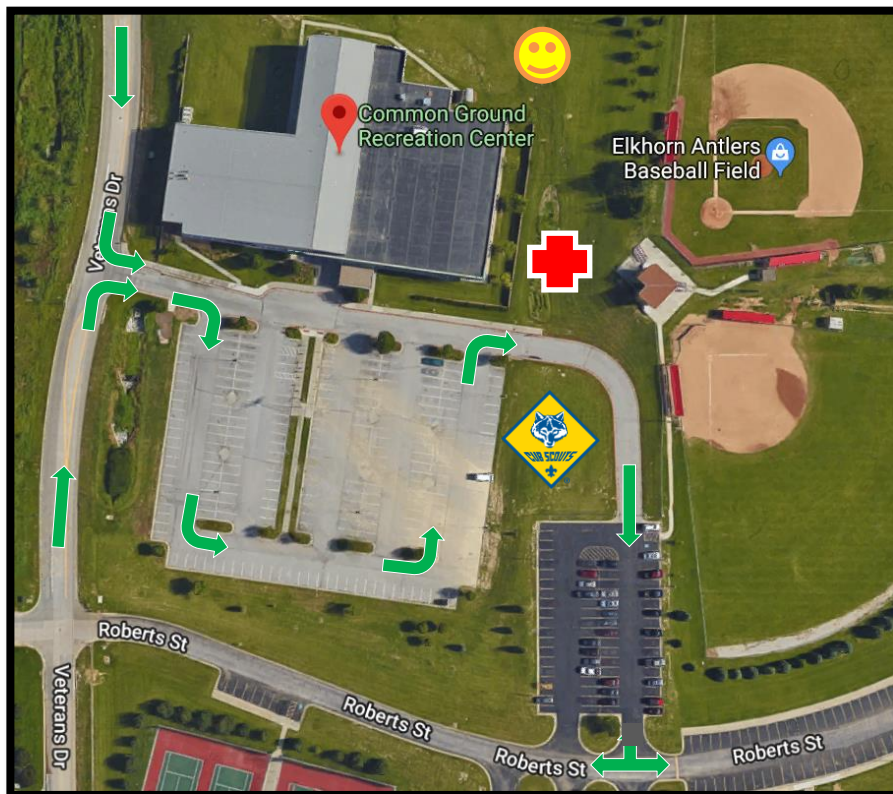
It is the responsibility of unit leadership to explain and abide by registration fee and refund policies of the Mid-America Council. Refunds are payable *only* to the original payor.





CAMP CHECK IN CHECK OUT PROCEDURES

Daily check in begins at 8:15 am in parking lot south of Common Ground Recreation Center (outside the main entrance). Participants and Visitors must have completed medical forms (Parts A & B filled out in their entirety) on file at all times while on Camp property. Completed medical forms will be collected on Monday morning at Check In and returned on Friday at Closing. Late arrivals must check in at the Medic Tent located near the Elkhorn Antlers Baseball Fields. At Check In each day a quick medical query will be conducted to ensure the health and safety of all campers. On Day One, scouts will receive a Camp t-shirt they are encouraged to wear throughout the week. Daily at Check In scouts will be given a wrist band that **MUST** be worn at all times while attending Camp.

All Staff and Volunteers will have specific attire identifying them as such. These and all other adult visitors **MUST** check in at the Parking Lot **EACH** morning or at the Medic tent throughout the day to receive an identification wristband. Every person on-site at Day Camp must have a completed Medical Form on file (including adults).

The exact time your child is released from Day Camp **MUST** be recorded during the check-out procedure. At noon, Campers will be lined up east of the parking lot. If you are picking your child up prior to noon you **MUST** check them out at the Medic Tent upon arrival. We will then retrieve your camper from their activity station, collect their items from throughout the day and prepare them to leave. **PLEASE ALLOW PLENTY OF TIME FOR THIS PROCESS.** We greatly appreciate your patience as these check-out procedures maintain the safety of all our campers.



-  **MEDIC**
-  **TRAFFIC FLOW**
-  **DROP OFF/PICK UP**
-  **PROGRAM AREA**

WHAT TO BRING

Every Scout should bring the following, clearly labeled with first & last name:

- Water bottle
- Scouting t-shirt
- Closed-toe shoes
- Rain jacket as needed
- Sunglasses (optional)
- Sunscreen
- Swimsuit & Towel on Tuesday and Thursday they **MUST** have one!
- Completed Medical Forms
- Back pack to carry everything

What **NOT** to bring to Day Camp:

- Cell phone
- Ipad/Ipad/MP3 player
- Nintendo DS, PSP or other handheld gaming device
- Toys
- Pocket knives
- Flip Flops
- Siblings

The staff reserves the right to confiscate these devices from scouts at camp, hold them at the Medic Tent, and return them to parents at check-out at the end of the day.

IMPORTANT PHONE NUMBERS

Camp Director – Jessica McDaniel, 712-310-1052

Day Camp Staff Advisor – Shauna Mullally, 402-598-4173

Mid-America Council – 402-431-9272

Common Ground Recreation Center - 402-289-0451

HEALTH SERVICES & MEDICAL INFORMATION

To ensure that accurate health information is passed between physician, parents, leaders, and scouts, the Boy Scouts of America maintains a strict health service policy. Campers and adults must complete parts A and B. These forms are mandatory and must be maintained by the Health Officer during the duration of the camp. They will be kept in a secure box and will be returned to campers at check-out on Friday.

National Health and Safety Guidelines state that a Scout or adult who does not have appropriate medical information on their medical form may not attend camp.

Also required on the Medical form is the name of each camper's health and accident insurance carrier and policy number.

A parent must sign the Medical form, which includes an authorization for emergency treatment. Double check to see that all the required signatures and information are included. This includes the pack number of each Scout.

A trained first aid person is on duty at all times. In the case of serious injury or illness, the camper will be transported to the nearest hospital, where we have a standing agreement for treatment. Parents will be contacted as soon as possible.

All medications used by Scouts are the responsibility of the health officer and must be reviewed. The health officer must keep all prescription drugs under lock and key in the First Aid Office. Medications will be dispensed under the health officer's supervision. In each case, Staff will be responsible for getting the Scout to the health officer. Exceptions to this are medications carried for life-threatening conditions such as inhalers, heart medicine, and bee sting kits, however, the health officer still needs to be aware of this medication!

Illness and Injury Illness or injuries must be reported to the camp first aid officer immediately. If it is necessary to send a child home or take him for medical treatment, the parent (or emergency contact) must be contacted. This is the responsibility of the Health Officer.

FIRE OR SEVERE STORM

In case of fire or other disaster, the camp director/program director will organize the staff to deal with the emergency. The emergency signal of 3 long blasts on the air horn will be given if the camp director and/or program director believes that the situation is serious enough that program should stop. At the sound of the emergency signal, campers and staff will move swiftly to the medic area. When all are present and accounted for, campers and leaders will be directed by the camp director/program director as to what action to take. All campers will be notified of the camp emergency notification system at initial check-in. The camp director and professional adviser(s) serve as the emergency officers during camp. They will make the determination of when activities need to be changed to meet the needs of severe weather. It should be noted that rain is not considered an emergency at camp. However, if severe weather becomes an imminent threat, the Common Ground Recreation Center will be utilized as an emergency shelter. Emergency contacts will be notified of their Camper's status as soon as possible.

GENERAL INFORMATION

Alcohol and Drugs: All prescription drugs will be kept under lock and key in the Medic area and dispensed under the Health Officer's supervision. Exceptions are medications carried for life-threatening conditions such as inhalers, EpiPens, heart medication, and bee sting kits. Alcohol and illegal drugs of any type are prohibited on camp property. Possession or use of them on camp property will be cause for immediate removal from camp for the duration of the camp. There will be no refund of unused fees.

Camp Safety: All campers, leaders, and visitors must check in and out upon arriving and leaving the camp. It is strongly recommended that Scouts do not leave and return to camp throughout the day without prior notice to the Camp Director and/or Program Director. Any Scout leaving camp must have a signed Medical Form indicating the adults he is allowed/not allowed to leave Camp with. **Common Ground Day Camp takes the protection of your scouts very seriously. A scout leaving early without checking out will initiate "lost scout" procedures, which includes notification of local law enforcement.**

All adult leaders and Scouts must follow the Scout Oath and Law at all times while at camp. Those individuals that cause vandalism, intimidation of others, theft, etc. will be sent home immediately or removed from the camp by the appropriate police authorities. We must work together to ensure that summer camp is a safe haven for Scouts to enjoy the great outdoors and the Scouting program. All campers, leaders, and staff will be required to wear identification during their stay at camp. These will be distributed during check-in and must be worn at all times. All visitors must report to the Medic area to be issued a wristband.

Firearms and Archery Equipment: Projectiles of any nature are not allowed on camp other than those provided for programming. BB guns and other firearms or ammunition will NOT be permitted at camp. Also, leave all personal archery and BB equipment at home. Possession or use of them on camp property will be cause for immediate removal from camp for the duration of the camp. There will be no refund of unused fees.

Fireworks: Fireworks of any kind are not allowed in camp. Possession or use of them on camp property will be cause for immediate removal from camp for the duration of the camp. There will be no refund of unused fees.

Footwear: Closed-toed and closed-heeled shoes or boots must be worn at all times while in any camp. Open-toed sandals, clogs, crocs, and flip-flops are NOT permitted. This policy applies to all camp participants, family members, staff, and visitors.

Hazing/Bullying: Hazing and bullying are strictly prohibited. Camp is intended to help Scouts grow. There is no room for hazing. Knowledge of any abuse should be reported to the Program Director or Professional Staff immediately.

Health and Safety: A First Aid Office/Area is available with a qualified Health Officer on duty for the duration of camp. In the case of non-life threatening injury, the emergency contacts will be notified and asked to provide transportation to the hospital or elsewhere as directed. Emergency services will be called in the case of accidents of a more critical nature.

- Inhalers and epi-pens do NOT need to be checked in, but should be kept on the scout's person at all times. They should be disclosed on medical forms.
- All other medications should be checked in with the health officer, in original bottles. Please notify the health officer of any medications requiring refrigeration.

Lost and Found: The camp's lost and found is located at the Medic area. Parents/Guardians are to remind Scouts to have personal gear clearly marked with the Scout's name and pack number. Each Scout needs to take care of and safeguard his personal property.

Mid-America Council is not responsible for lost, stolen, or damaged items. Items not claimed within 14 days of the close of camp will either be donated to local charities or disposed of. After the end of camp, all items from the Lost and Found will be taken to the Mid-America Council Durham Scout Center to be claimed.

Pets: Pets are not permitted at camp. This applies to staff, leaders, campers, and visitors.

Registration/Insurance: In accordance with policy, every Scout that attends Day Camp must be registered with the Boy Scouts of America. The Mid- America Council provides accident and illness insurance for all registered members of Mid-America Council. Scout packs from outside the council must provide certification of pack and/or council accident and illness coverage.

Tobacco: It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in the program. As a result, adults are asked to abstain from using tobacco products in any form at camp. All camp buildings are smoke-free environments. The use of tobacco products by anyone under the age of 18 is prohibited.

Valuables: The camp staff is not responsible for the safety of camper valuables. Each unit may wish to bring a lock box for money and other valuables.

Vehicles: Vehicles will be allowed in designated areas ONLY. Vehicles parked in other lots risk being ticketed and towed by City of Omaha security staff. Tickets are the responsibility of the vehicle owner and not the Mid-America Council or Day Camp staff.

Flag Rules: Show respect for our American flag by standing quietly and saluting during flag ceremonies. The Scouts forget sometimes and we need to set a good example and remind them when necessary. The camp t-shirt is our uniform so it is proper to use the Cub Scout salute. Please remind campers to remove all non-Scout hats during the flag ceremony.

Awards: At the conclusion of Day Camp each camper will receive a list of the recognition and awards he earned by attending Day Camp. If your scout is unable to attend all days, please notify the Camp Director and/or Program Director for activities he may need to complete at home to fulfill requirements.