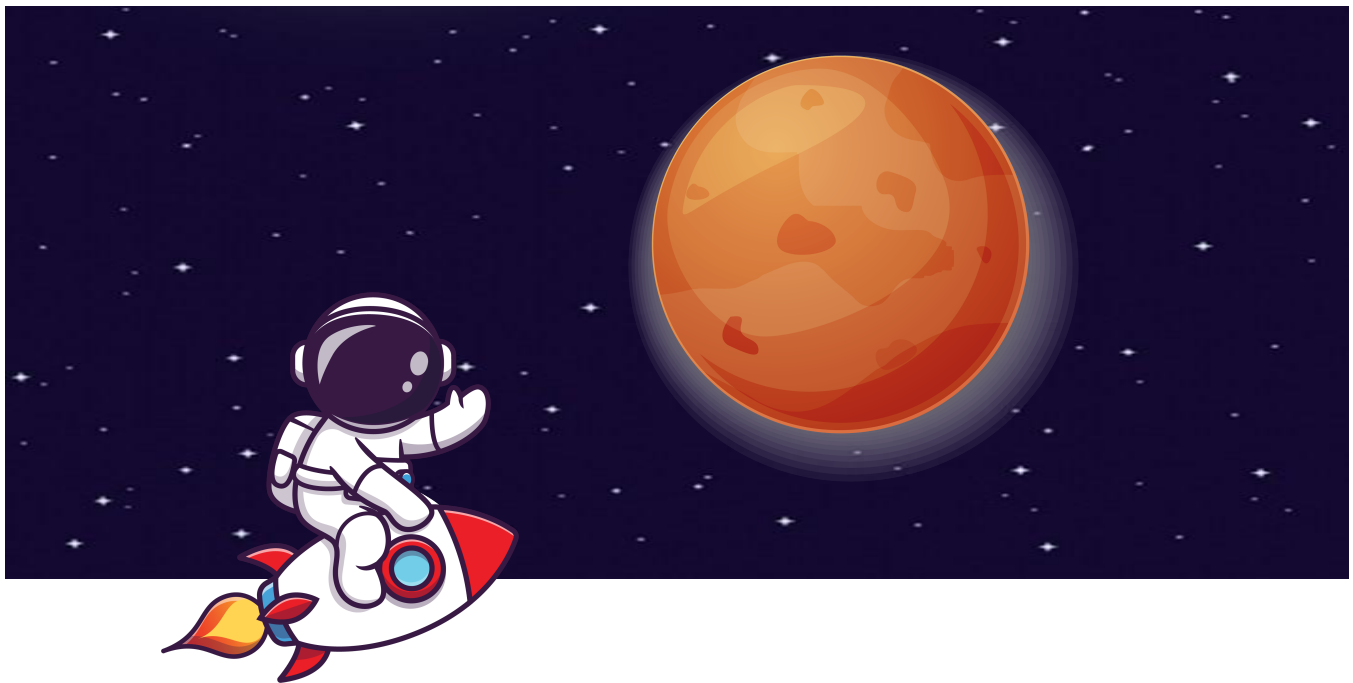


Ohwahnasee District Day Camp 2021

July 9-10, 2021

Swan Lake State Park Carroll, Iowa

It's Out of this World



Leader and Parent Guide

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

Summer day camp will be July 9-10, 2021, at Swan Lake State Park, 22676 Swan Lake Trail, Carroll, IA

Registration & Fees

Registration is open to all Registered BSA Cub Scouts and parents. NOT ALL campers must be registered members of the BSA before attending camp. Siblings and friends are welcome as long as they have met the age requirements for Tiger through Webelos (going into 1st grade through 5th grade). However, due to safety issues, only Registered BSA members may participate in the shooting sports. Siblings and friends who are not Registered BSA 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 Youth Protection Training. Pricing is the same whether you come for 1 day or 2 days.

Registration includes program supplies, t-shirt, snack and a patch. Registrations after June 20 will not receive a t-shirt. The cost is \$40.00 per Scout, sibling, or friend (\$35.00 if paid by June 24)

Adults are free (does not include a t-shirt, but one can be ordered when registering). Adults must attend.

NO WALK INS allowed. Due to Covid-19, attendance is limited. You must pre-register to reserve your spot.

Register at <https://scoutingevent.com/326-Mars>

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.

Covid-19 Guidelines

A health screening will be conducted on arrival. Temperatures will be taken for all individuals attending/working at the camp. If a participant has a temperature of 100.4 or greater, the participant and all individuals in the vehicle will not be able to participate or attend camp. Please bring a mask for when social distancing is not possible. Covid-19 release forms will need to be completed before arrival and presented upon check in. Covid-19 form is available here: https://scoutingevent.com/Download/32661401/OR/2020_COVID_Acknowledgement.pdf

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 **There are no waivers or exceptions.**

What to Bring to Day Camp

- Health Form Parts A and B and Covid-19 Release Form **for all participants (youth and adults)**. You can download forms here. https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf and https://scoutingevent.com/Download/32661401/OR/2020_COVID_Acknowledgement.pdf
- Water bottle, canteen or hydration pack; must be carried at all times for proper hydration
- Sack lunch each day
- Camp t-shirt (will receive upon check-in at camp if fully paid by June 20)
- 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
- Snacks (individually packaged, healthy items such as granola bars recommended)
- Face Mask
- Any required medications in original bottle (prescriptions must have name clearly displayed)
- Completed health and COVID form
- Optional: camera, sunglasses, trash bags, football, frisbee, etc.
- Excitement for Camp!**

What to Expect at Camp

Arrival & Check In Procedures—Subject to change

Please plan to arrive between 8:00-8:40 am on Friday and Saturday. Temperature checks will be completed before exiting the vehicle and wristbands will be provided upon arrival for each participant at camp. Once cleared, please park in the designated area and walk to the East Shelter House for check in. T-shirts will be distributed on Friday and Covid-19 Release forms and Health Forms will be collected and verified at the shelter house..

**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

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 East Shelter House. Administrative, program, and medical needs will be handled at the headquarters. Headquarters will be staffed each 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

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. Campfires 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/Swan-Lake-State-Park/Facility/Swan-Lake-Campground.aspx>.

Tenting During Covid

Units should develop tenting protocols for their group. Campers should sleep in individual tents, hammocks, etc.

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. Bathrooms are located in the shelter house. There are no shower facilities available during this event.

Food

Food included: a snack on Friday and Saturday. Scouts, parents and leaders will need to provide their own sack lunch on each day of the camp.

Dining During Covid

Units should develop dining protocols (including but not limited to):

- Snacks will be served by staff and a water bottle refill station with hand sanitizer will be provided.
- Hand sanitizer will be provided for use before and after eating.

Garbage

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

Water

Water is available at headquarters if necessary. Due to Covid, water and other drinks are available, but a staff member must be present to serve them.

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 St. Anthony Regional Hospital, which is located 2.5 miles to the northwest of camp. Shall a scout or leader need emergency services on site, the Carroll County Ambulance is located 2.6 miles to the northwest of camp.

Severe Weather/ Storm

- Check the daily weather report at Headquarters or ask the Camp Director as needed.
- 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).
- The Storm Shelter is located at the Education Building, 22676 Swan Lake Drive, Carroll.

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 cool.
- 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 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.

Sample Day Camp Schedule

Friday, July 9

8:00 am	Check in
8:45 am	Welcome
9:00 am	1st Period
10:00 am	2nd Period
11:00 am	3rd Period
11:50 am	LUNCH
1:00 pm	4th Period
2:00 pm	5th Period
3:00 pm	Surprise
3:15 pm	Depart from Camp

Saturday, July 10

8:00 am	Check in
8:45 am	Welcome
9:00 am	1st Period
10:00 am	2nd Period
11:00 am	3rd Period
11:50 am	LUNCH
1:00 pm	4th Period
2:00 pm	5th Period
3:00 pm	Surprise
3:15 pm	Depart from Camp

Swan Lake State Park Map



Day Camp Events

Program Activities During Covid

Equipment that must be shared will be disinfected before and after each use and, where possible, each person will have their own supplies. Hand sanitizer, disinfecting wipes, soap and water will be readily available for use at camp.

Iowa State University Flex STEM Program

Members from the Program for Women in Science and Engineering (PWSE) at Iowa State University will provide an outreach program at this event. The purpose of the outreach program is to engage youth in hands-on, experiential activities that foster an interest, and generate an overall awareness of the opportunities in STEM fields so that an increasingly diverse pool of youth choose to pursue and persist in a STEM field. Some of the activities at the Summer Cub Day Camp may include robotics, virtual reality, snap circuits or other STEM related areas.

Shooting Sports - Archery & BB Guns

Through experiential learning guided by a knowledgeable adult, Cub Scouts will learn the safe and responsible use of BB guns and archery equipment. The goal is for the Cub Scout to have fun in a safe environment, not to become an expert marksman, range master, or hunter.

Lions, Tigers and Shooting Sports

Lions and their adult partners may participate in archery or slingshot shooting sports activities. Tigers and their adult partners may participate in all Cub Scouting shooting sports activities. The adult partners must be included in all shooting activities. Each Lion/Tiger must be paired with their adult partner before being allowed to shoot.

Rockets

Enjoyed for generations, model rocketry is an engaging activity that continues to delight scouts of all skill levels. Science and space-themed projects have always been part of the scouting experience – with model rocketry among the most popular pastimes. Are you ready to get started? Great! We will be building a rocket on the first day and then launching them off on the second day of Cub Summer Day Camp.

Conservation Project

The Carroll County Conservation Naturalist will provide information on conservation in the area. A conservation project is being planned for this event. More details will be available closer to the event.

Possible Alternate Activities

Canoeing, fishing, and the Conservation Good Turn Award.

Scout Rank or Adventure Requirements

(to be completed at Day Camp)

Program Activities During Covid

Equipment that must be shared will be disinfected before and after each use and, where possible, each person will have their own supplies. Hand sanitizer, disinfecting wipes, soap and water will be readily available for use at camp.

LION REQUIREMENTS

Lion's Honor - Requirements 1-5 will be completed at this event.

1. Show the Cub Scout sign. Tell what it means.
2. Repeat the Cub Scout motto. Tell what it means.
3. Show the Cub Scout salute. Tell what it means.
4. Show teamwork and good sportsmanship by playing a game with your den.
5. Participate in an outing.

****When all 5 requirements are completed, this adventure is earned.***

Gizmos and Gadgets - Requirements 1-3 will be completed at this event.

1. Explore properties of motion.
2. Explore properties of force.
3. Use household materials to create a useful object.

****When all 3 requirements are completed, this adventure is earned.***

TIGER REQUIREMENTS

Tiger Bites - Requirements 1, 2, 3 & 6 will be completed at this event.

1. With your parent, guardian, or other caring adult, or with your den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.
2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each.
3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
4. - not doing at this event
5. - not doing at this event
6. With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.

****When 1 & 2 and at least two other requirements are completed, this adventure is earned.***

Games Tigers Play - Requirements 1, 2, 3 & 5 will be completed at this event.

1. Do the following:
 - a. Play two initiative or team-building games with the members of your den.
 - b. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
 - c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.
3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience.
4. - not doing at this event
5. Do the following:
 - a. Attend a sporting event with your den and family.
 - b. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR find out more about the sport and share what you have learned with your den or family members before or after the event.

****When 1 & 2 and at least two other requirements are completed, this adventure is earned.***

WOLF REQUIREMENTS

Air of the Wolf - Requirements 1a, 1d, 2a and 2d will be completed at this event.

1. Conduct two of the following investigations to see how air affects different objects:
 - a. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.
 - b. - not doing at this event
 - c. - not doing at this event
 - d. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.
2. Complete two of the following:
 - a. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
 - b. - not doing at this event
 - c. - not doing at this event
 - d. Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.
 - e. - not doing at this event

****When two options in #1 & and two options in #2 are completed, this adventure is earned.***

Germs Alive - Requirements 1-5 will be completed at this event.

1. Wash your hands while singing the "Happy Birthday" song.
2. Play Germ Magnet with your den or your family. Wash your hands afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration with your den or family.
5. Grow a mold culture. At a den or pack meeting, show what formed.
6. - not doing at this event

****When at least 5 of the requirements are completed, this adventure is earned.***

BEAR REQUIREMENTS

Robotics - Some of these requirements may be completed at the event with ISU.

1. Identify six tasks performed by robots.
2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.
3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand.
4. Build your own robot.
5. Visit a place that uses robots.

****When at least 4 of the requirements are completed, this adventure is earned.***

A Bear Goes Fishing - Requirements 2, 3, & 4 will be completed at this event.

1. - not doing at this event
2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

****When at least 3 of the requirements are completed, this adventure is earned.***

WEBELOS OR ARROW OF LIGHT REQUIREMENTS

Into the Wild - Requirements 5, 6, 7 & 9 will be completed at this event.

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. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard or park) where you saw them. TELL what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:

- a. A producer, a consumer, and a decomposer in the food chain of an ecosystem.
 - b. One way humans have changed the balance of nature.
 - c. How you can help protect the balance of nature.
8. - not doing at this event
9. Do one of the following:
- a. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
 - b. Create a video of a wild creature doing something interesting and share it with your family and den.

****When at least 6 of the requirements are completed, this adventure is earned. Two more requirements will need to be completed at home to earn this adventure.***

Into the Woods - Requirements 1-4 & 7 will be completed at this event.

- 1. Identify two different groups of trees and the parts of a tree
 - 2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
 - 3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
 - 4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. - not doing at this event
6. - not doing at this event
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

****When requirements 1-4 and one other requirement is completed, this adventure is earned.***

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. Leadership for Cub Scouts is as follows: 1-2 Lion and Tiger Scouts must have at least 1 adult; 1-8 Wolf and Bear Scouts must have 2 adults; 1-10 Webelos Scouts must have 2 adults. Our Day Camp maintains the above ratios of leadership to ensure BSA'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. It is not required that each Scout have their parent/guardian attend for the Scout to attend except for Lion and Tiger Cubs, which do require the attendance of their Lion or Tiger Adult Partner. 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.

Scouts BSA Den Chiefs

We invite your Den or Pack to bring along any Den Chief that would like to attend Day Camp. A Den Chief is an older Boy Scout, 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 Den Chief. They will be able to participate in most programming but should be expected to serve in a leadership role for their Den or Pack. Den Chiefs must register for the Day Camp, but are free of charge. Den chiefs will be required to participate in staff training prior to the event.

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. Staff will be expected to participate in training prior to the event.

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. 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.

Shooting Sports Equipment

Personal Shooting Sports Equipment is not allowed at camp. All personal firearms, ammunition, and archery equipment must be left at home. Ohwahnasee District will provide all necessary shooting sports equipment.

Open Water Areas

Proper adult supervision is strictly enforced in the lake area during camp activities.

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.

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 IA Fishing License. Licenses are NOT available at camp. It is the angler's responsibility to understand and adhere to all applicable IA 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.
- 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 following procedures will be shared at check-in:

- 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.
- 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.