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October 28-30, 2022

Camp Cedars

Welcome to the Haunted Family Weekend! Whether this is your first ever activity with Scouts or you’re a veteran camper, we have a fun filled weekend planned for you. Please read through this guide carefully to help you prepare for the weekend, and if you have any questions, please reach out to us at mac@scouting.org.

**Address for Camp Cedars:**

**2898 Tom Lee Road, Cedar Bluffs, NE 68015**

**Check-In**

If you are camping Friday night, please arrive between 5:00 PM and 8:00 PM. When you get to camp, **Check-In**

If you are camping Friday night at Camp Cedars, check-in will be from 5pm – 7pm in the Administration Building (first building off the parking lot). For late arrival accommodations, please contact Madi Carstens at madi.carstens@scouting.org. A movie will be shown in the Dining Hall beginning at 7:30pm. Dinner will not be provided, so either plan to eat before you leave for camp or bring food to cook.

If you are coming to camp on Saturday, please arrive between 7:00 AM and 9:00 Am. When you get to camp, check-in at the Administration Building. Program will begin at 9:00 AM throughout camp. If you will be camping Saturday night, you can set up your campsite at any time on Saturday.

It is important that all visitors check-in upon arrival to camp so we know who is on property in case of emergencies.

**Check-Out**

Participants do not need to check-out before departing camp. Anyone who is not camping Saturday night is asked to leave camp promptly following the evening campfire ceremony. Saturday night campers are asked to leave camp prior to 10 AM Sunday morning. No program will take place Sunday morning. Campsite check-out will be on a Scout’s Honor. Please ensure all trash is in a trash can, fires are put out, and little to no impact is left on the area when you depart.

**Meals/ Cooking**

Lunch will be served in our Dining Pavilion on Saturday from 11:00 am- 12:30 pm. Lunch is open cafeteria style. Each camper will have a lunch ticket in their check-in packet. Lunch is the only meal that will be served. Please plan to bring all other meals that you will be needing while at camp. There are fire rings throughout our campsites, but they do not have grates to cook on. Firewood will be provided free of charge. To aid in the protection of our forest and camp property, do not bring outside firewood into camp and only burn fires in designated spots.

**Program**

The main activities will begin at 9:00 AM on Saturday and will conclude at 3:00 PM. A Haunted House will be open from 3:30 PM- 5:00 PM. Scouts and families can move freely throughout camp to all program areas at their own pace. Program areas may include our climbing wall, shooting sports, fishing, games, STEM/ handicraft, self-guided nature hikes, pumpkin crafts & launching, and more! See the camp map and daily schedule (at the end of this guide) for program locations and specifics.

**Vehicles on Camp**

Vehicles at camp must stay on the road at all times. No vehicles will be allowed to drive to the campsites. If you are camping overnight, hand carts and wagons will be available to transport gear from our parking lot to your campsite. Please do not drive your vehicle to our program areas on Saturday. This is for camper safety and conservation efforts. If you are arriving on Saturday morning, please park in our parking lot and then proceed to the Administration building to check in. All vehicles should back into their spaces if possible for quicker departure in case of an emergency.

**Health & Safety**

All campers (youth and adults) must have a BSA Health Form (parts A & B) completed and brought to camp with them. Each camper should keep this form on them at all times. We will not be collecting them during check in.

**What to Bring**

Other than any sleeping/camping gear and meals that may need to be brought for overnight campers, all participants should come prepared to camp with closed toed shoes (like sturdy tennis shoes or hiking boots- NO sandals or flip flops), water bottle, rain jacket/ poncho, sweater/ jacket, hat, sunscreen, bug spray, and a day pack. Each program will have a first aid kit, but you are welcome to bring your own for simple first aid needs. Any major first aid concerns should be reported to Camp Staff immediately. Our Trading Post will be available as well with souvenirs, snacks and other sundries and will accept cash or card.

**Emergency Procedures**

All campers will be given a wristband upon arrival to camp for easy identification as someone who is supposed to be on camp property. If your wristband breaks or falls off, please see a staff member for a replacement. Please wear the wristband at all times while on property. If an evacuation of camp is necessary, camp staff will guide all campers to a safe location.

Though we do not expect sever weather to be a threat in late October, a Scout is Prepared. In the case of a severe weather emergency, a siren will sound throughout camp. All campers should take immediate shelter in the nearest storm shelter. Please see our camp map for exact locations and make sure all campers in your group are aware of the shelter's locations upon arrival to camp.

Camp staff members will have radios that can communicate with each other and medical support in case of an emergency. If you need assistance, please find the nearest camp staff member.

**Daily Schedule & Program Activities**

(Tentative, a final schedule will be provided during check- in)

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| **Friday** |
| 5:00 PM – 8:00 PM | Check- In & Campsite Set Up | Administration Building |
| 7:00 PM | Movie Begins | Dining Hall |
| 8:30 PM | S’MORE Fun! | Rotary Shelter |
| 10:00 PM | Lights Out | All Camp |
| **Saturday** |
| 7:00 AM – 9:00 AM | Check- In for Day-Only & Sat. Night Campers | Administration Building |
| 9:00 AM- 3:00 PM | Activities | All Camp |
| 11:00 AM- 12:30 PM | Lunch | Dining Hall |
| STEM | Karp |
| Crafts | Karp |
| Pumpkin Launch | Parade Field |
| Rubber Band Guns | Rotary Shelter |
| Shooting Sports (Archery/ BBs) | Protzman Arena (Ranges) |
| Fishing | Lakefront |
| Yard Games | Trading Post |
| Bounce Castle | Trading Post |
| Rocket Launch | Pool |
| Scavenger Hunt | Camp Wide- Start at the Trading Post! |
| 3:30 PM- 5:00 PM | Haunted House | Karp Basement |
| 7:00 PM | Closing Campfire | Amphitheater or Dining Hall (Weather Depending) |
| **Sunday** |
| 10:00 AM | All Campers Depart | All Camp |