

CUB SCOUT ADVENTURE CAMP



PARENT GUIDE

APR 2024 rev

TABLE OF CONTENTS

Mission Statement	3
Contacts	3
Welcome	4
General Information	5-7
Medical	8
Food Services	9
What to Pack	10
Check In	11
Aquatics	12
In Camp	13-16
Check Out	17-18
Camp Policies and Emergency Procedures	19-24
Map	25
Schedule	26
Rank Based Electives	27
Open Program Activities	28

MISSION STATEMENT

It is the mission of the Boy Scouts of America to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

It is the mission of the Seneca Waterways Council summer camping program to provide each Scout with an outdoor experience through which they have opportunities to: be challenged; work toward advancement; be active with their troop, patrol and others; achieve while learning; develop as a person; enjoy the Outdoors; and have fun.

CONTACTS

Seneca Waterways Council

P:585-244-4210 F:585-241-8552

2320 Brighton-Henrietta Town Line Road, Rochester, NY 14623

CSAC Camp Director: Sara Hardy, 585-857-8126
csac-director@senecawaterways.org

Camping Director: Liane Richardson, 585-241-8545
liane.richardson@scouting.org

Director of Support Services: Tracy Jones, 585-241-8543
Tracyg.Jones@scouting.org

Scout Executive: Stephen Hoitt, 585-241-8550
Stephen.Hoitt@scouting.org

J. Warren Cutler Scout Reservation

Before Camp:

Attn: Camp Cutler
Seneca Waterways Council, BSA
2320 Brighton-Henrietta TL Rd.
Rochester, NY 14623
Phone: 585-241-8545
Fax: 585-244-8552

During Camp:

Attn: Camp Director
J. Warren Cutler Scout Reservation
7131 Gulick Road
Naples, NY 14512
Phone: 585-374-8565

Welcome to Cub Scout Camp!

Dear Leaders & Parents,

Thank you for choosing Cub Scout Adventure Camp at Cutler for your Cub Camping destination. The 2024 Camp Season is getting closer and closer, with less than 100 days to go! Staff is hired and everyone is preparing to have an amazing Summer at CSAC, and we can't wait to have you all there with us!

This is an in depth guide for leaders and parents, outlining more fully what to expect at Camp in 2024. While we try to cover as much as possible, with details for check in, schedules, expected programs, packing, health and safety, and so much more, we can't cover everything! If you have any further questions, please feel free to contact us. We are always open to your input, suggestions and ideas. For more information, check out our website: www.senecawaterways.org/outdoors .

Thank you so much for taking time out of your schedule to accompany your child to camp. Scouting depends on active, involved leaders and parents such as yourself. On behalf of the entire 2024 CSAC staff, we'd like to thank you for choosing Camp Cutler. We look forward to sharing a memorable summer with you!!

Sara Hardy
Camp Director
csac-director@senecawaterways.org
585-857-8126

GENERAL INFORMATION

2024 Cub Scout Adventure Camp Season

Session 1: June 30 - July 2

Session 2: July 4 - July 6

Session 3: July 7 - July 9

Session 4: July 11 - July 13

Session 5: July 14 - July 16

Session 6: July 18 - July 20

Session 7: July 21 - July 23

Session 8: July 25 - July 27

2024 CSAC Camp Fees

Camper Fee Schedule

- Camper Deposits must be paid in full by March 22, 2024
- Early Bird Fee must be paid in full by April 26, 2024
- Scouts who missed Early Bird deadline must have fees paid in full by June 30, 2024
- Youth who have joined scouting in the Spring (Feb-June) are Eligible for early bird rates. Be sure to select "New Scout in Spring"

Rates

- Regular Rate - \$245
- Early Bird Rate - \$220
- Adult Rate \$75

Sibling discounts - Have more than one child attending camp? Receive a \$25 discount! Requests for sibling discounts must be submitted to camping@senecawaterways.org before final payments are due in order to apply.

Reservations

Packs make reservations through the camp online registration portal. Packs should expect to share space in Villages with families from other Packs. Circumstances may require that accommodations be changed by the camp management.

Can't come with your pack? No worries, you can always make a separate reservation for you and your scout(s)!

Refund Policy

There are situations in which a campers' fee may be refunded, either in whole or in part to the unit. Please note that refund checks will not be written to individual families, they will be written to the Pack.

Full Refund

The balance of a campers' fee may be refunded up until two weeks prior to the start of your week at camp for the following reasons if accompanied by appropriate documentation:

- Medical issue regarding the camper
- Extreme family emergencies

Partial Refunds:

Partial refunds of \$50 per camper may be refunded to the unit for reasons other than the above, up until two weeks prior to the start of your week at camp. Please be aware that Seneca Waterways Council cannot provide any refunds after this timeframe as certain expenditures have been made (e.g. food and program-related items) based upon the unit's projected attendance. Requests for refunds must be made in writing no later than two weeks prior to the start of your time at camp in order to be considered. Please submit requests to the Seneca Waterways Council, 2320 Brighton-Henrietta TL Rd, Rochester, NY 14623 or email: camping@senecawaterways.org .

Leadership

All Packs must have at least one adult leader over the age of 21 for every four cubs in camp. The New York State Department of Health requires Seneca Waterways Council to maintain records at camp of the qualifications of all adult leaders. NYS DOH also requires that we submit all adults attending camp and adult camp staff to a sex offender registry check prior to their arrival at camp.

All leaders must bring with them verification that they have completed youth protection training. All adults in camp must have completed Youth Protection Training prior to attending camp. Youth Protection Training can be taken in a class format through your district or council or can be taken online by visiting [hps://my.scouting.org/](https://my.scouting.org/).

IMPORTANT - This includes any/all adults, parents, or visitors who are staying overnight in camp. Adults without YPT will not be allowed to remain on the property.

Out of Council Unit Requirements:

YPT & Registration - Out of Council Units, who are attending a Seneca Waterways Council summer program, must provide a copy of the unit's official roster including both adult and youth registrants. The roster can be printed from my.scouting.org or obtained from your Scout Service Center. All adults attending camp should be on the roster and be marked as Youth Protection trained. Rosters should be submitted to the Camp Director at csac-director@senecawaterways.org at least one week ahead of the unit's arrival at camp. Youth Members not on the roster will not be able to remain on property.

Accommodating Special Needs

The staff of Cub Scout Adventure Camp is committed to fully including all Scouts in all aspects of the summer camp program. Often, meeting the needs of all campers requires minor adaptations of our facilities, staffing, and instructional plans. Special menus, accessible campsites, and other provisions can be made for Scouts or leaders because of physical disabilities, learning disabilities, diagnosed psychological or social difficulties, severe medical conditions, particular dietary requirements, religious practices, or other special needs. Unit leaders should contact the Reservation Director well in advance to outline the specific needs of Scouts and leaders in their pack.

MEDICAL

Required Medical Forms: Each camper must have a current BSA Annual Medical Form and fill out all other medical paperwork under the “Summer Camp Medical Forms” tab on the Camp Cutler camp registration page online. Parts A & B of the form are required for all youth and adults attending three day sessions. Parts A, B & C of the form are required for all youth and adults attending AOL week. All forms must be signed by a doctor and filled out completely (including month & year of inoculations). All participants, youth & adults must have had a physical in the past year. Youth who take medication must have the Youth Medication Permission Form with a physician’s signature on file. Please be sure to submit a copy of each individual’s medical form, not the originals.

Medical Services: Camp Cutler has a well-equipped health lodge staffed with a qualified health officer. A non-resident doctor is on call. Hospital facilities are close to the camp, should additional medical attention be required. *If the camp health officer determines that a Scout or leader requires advanced medical attention or care, the individual may be sent home for health reasons.*

Medications: All medications must be turned in to the Health Director upon arrival at camp, and will be stored in the health lodge. This includes prescription medications as well as over the counter medications.

CPAP Machines: More and more adult leaders are using CPAP machines. Camp Cutler offers areas in each site for power cords to support individuals needing to power a machine. Please contact the camp office prior to arrival so we can make appropriate accommodations.

FOOD SERVICES

Food Service: Cub Scout Adventure Camp offers an amazing Dining Hall experience for our campers. J. Warren Cutler Scout Reservation employs qualified food service personnel to provide high quality food for all campers and leaders. Three meals per day are provided, beginning with dinner on day one of your session and ending with dinner on day three of your session. A licensed dietitian has reviewed the menus for balanced nutrition.

Dietary Needs: If Scouts or leaders have special dietary needs, notification must be made through the Camp Food Accommodation form (found online) two weeks prior to your pack's arrival. Send all requests to cutler-food@senecawaterways.org. Requests made at the time of arrival may not be accommodated. We want your stay at camp to be enjoyable; please communicate your needs as soon as possible.

***All meals will be served in the dining hall this summer.

WHAT TO PACK

Recommended Packing List:

Uniform Class A Shirt*
Swimsuit & goggles
Poncho or Raincoat
Personal Hygiene Items**
Pants/Slacks/Shorts
Underwear & Socks
Pajamas
Flashlight/Headlamp
Towels
Water Bottle
Sweater or Jacket

Mosquito Repellent
Sunscreen
Closed Toed Walking Shoes (for walking around camp) (2 Pairs)***
Crocs/Swim Shoes (1 pair) (for the beach/pool)
Small Backpack/ Day pack
Spending Money for Trading Post
Sleeping Bag & Pillow
Whittling Chip
BSA Med Forms

*The uniform is highly recommended, but no Cub Scout is denied attendance because he does not own a uniform

**Adult and youth have separate shower facilities so please plan accordingly

***NO OPEN TOED SHOES WILL BE PERMITTED EXCEPT ON THE POOL DECK AND BEACH.

Optional Items:

Mosquito Netting
Binoculars
Matches (adults only)
Cub Scout Knife
Camera
Watch
Sports Equipment For Free Time
Fishing Pole and Tackle Box
Lawn Chairs
Stuffed friend

DO NOT BRING:

Open Toed Shoes
Bikes/Scooters
Alcoholic Beverages
Pets
Fireworks
Weapons
Aerosol Cans

CHECK IN

Arrival Time

There will be three one-hour check in blocks, beginning at 11:00 AM. These will be based on villages. If any campers arrive before their designated time, they will be asked to wait until everyone from the prior slot has finished checking in. We hope that by staggering the check in process, it will alleviate wait times.

11:00 AM Mountain Scout and Medieval Castle

12:00 PM Pioneer Fort and Viking Longhouse

1:00 PM High Seas

*If your pack is split between two or more villages for the same session, please reach out to the Camp Director for further guidance on check in times.

Upon Arrival

Check in with the parking attendant before being directed to your parking spot. Unload your gear and place it in the location designated for your Village. Please have a backpack or tote bag containing your Medical Forms, any medications, and your swim gear/swim classification form (if taking a test prior to camp) readily accessible for you to carry. All other gear will be transported to your Village by camp staff and will be waiting for you when you arrive at your village. Be sure to clearly label all personal belongings.

Health Screening

You may proceed to the Welcome Pavilion (located adjacent to the lower parking lot) with your backpack containing the items detailed above. At the Pavilion you will meet our Health Director and complete your Medical Check-In. During Medical Check-In please be prepared to turn in your completed Medical Forms and all medications.

Late Arrivals

If you know someone in your pack will be arriving late please let the Camp Director know upon check in. If arriving after 2:00 PM, please head directly to the Health Lodge to check in with the Health Director. After checking in, you will be allowed to unload your car at your village, and will need to promptly move your vehicle back to the lower parking lot.

AQUATICS

Swim Checks

Once you have completed the Medical Check-In, grab your backpack (now containing only your swim gear) and proceed to the Dining Hall to receive buddy tags and enter the shower house to get ready for the pool and a swim ability check.

Please remind all adults in your group that they need to take the swim test with the youth. Your Pack may choose to do their Swim Test prior to your arrival at camp as part of a Pack or Den activity this spring or early summer (see Swim Classification Test information on pages 10-11).

During swim checks, you will be given basic information such as aquatics rules and how to use the Buddy System. This check will allow the staff to determine who can use the rowboats, canoes, and sections of the pool. If your troop has done a pre-camp swim check, bring it to the Aquatics Director for review. **Pre checks can be submitted only with the BSA Swim Classification Record form with a copy of the credentials of the test administrator. Pre checks will not be approved without these credentials!**

Swimming Band Classifications:

- **Swimmer's Test/Blue Band** - Jump feet first into deep end, level off, begin swimming. Swim 75 yards in a strong manner, then swim 25 yards using resting backstroke. Float on your back for one minute.
- **Beginner's Test/Red Band** - Jump feet first into deep end, level off, begin swimming. Swim 50 feet on the surface.
- **Non-Swimmer/White Band** - anyone unable to complete a swimmer or beginner test.

Pool:

- **Shallow End** -
 - Red or Blue Band swimmers
- **Deep End** -
 - Blue band swimmers only

Boating:

- **Row Boat** -
 - White or red band adult or youth **WITH** blue band **ADULT**
 - Any blue band swimmer
- **Canoe and Corcl** -
 - Blue band youth/adult
 -

IN CAMP

Identification

Each camper, adult leader, and visitor must wear a camp-issued wristband. Campers and leaders staying in camp will receive their wristband at the pool deck after arriving in camp. Visitors will also be issued a wristband when they arrive at camp. Any person without a wristband will be stopped and questioned about their business in camp. If your wristband becomes lost or damaged please see an aquatics staff member to be issued a new one.

Leaders

A Scout Leaders meeting will be conducted in the Dining Hall in the evening on your first day. Please ensure that your unit is represented. We will preview the session and address any concerns as well as an introduction to key staff.

Scout Uniforms at Camp

The official Scout Field Uniform consists of the official shirt, belt, shorts, and socks. This uniform is recommended to be worn each day for dinner, as well as for Vespers. It is also appropriate for opening and closing campfires. The content of all clothing and hats should be consistent with the principles of the Boy Scouts of America.

Trading Post

A full-service trading post is operated at camp. Regular business hours are posted at the Trading Post. Generally, the Trading Post is closed during meals, rank activities and camp-wide campfires. Camp Cutler's Trading Post is open most of the day and includes many items Scouts will want to purchase. Scouts will find a wide variety of items including camping supplies, Camp T-shirts and apparel, craft kits, books, snacks, ice cream, slushies, drinks, and much more. Cash, credit cards, and checks are accepted.

Camp Facilities

Campsite Equipment

Camp Cutler has 5 different sites for cubs to be housed during their stay. Each area is equipped with the proper bedding accommodations. In addition, sites contain picnic tables, a bulletin board, and bathroom facilities. It is the responsibility of each individual to keep foreign material out of the bathroom facilities (this includes feminine hygiene products). Each individual is responsible for proper use and care of all equipment in your site. Units will be charged for repair or replacement of property and equipment damaged due to misuse. Please inform the camp office of accidental damage as soon as it occurs.

Tent Care

In order to maintain the quality and durability of our tents, please follow the guidelines below:

- Do not put clothes hangers over ridgepoles; it causes tears and leaks (Hang a clothesline or improvise a method that will not damage tents).
- Do not put nails in tents poles or platforms.
- Aerosol sprays damage waterproofing and are not permitted in camp.
- No flames of any kind are allowed in tents (battery-powered flashlights and lamps should be used).
- Tent platforms may not be moved.
- Please notify the Camp Office if a tent is leaking or has a hole in it.
- Do not use any duct tape to make any repairs to the tents. The glue on duct tape makes it harder to repair a tent properly and much more effort has to go into fixing the tent properly.

Volunteering at Camp

It takes a significant amount of me to maintain and improve the properties of Camp Cutler. We are fortunate to have volunteers who are willing to take time while attending camp to help improve camp. Skilled maintenance, general labor and upkeep, and major improvements are all needed. Carpenters, electricians, plumbers, equipment operators, and many more, are all needed to help camp prepare for your arrival. If you are skilled tradesman or you would like to help around camp, please contact the camp ranger Peter Heiderich at 585-364-5770 or Peter.Heiderich@scouting.org .

Telephone Usage

You can reach the Camp Business Office 585-374-8656. Please use this telephone number for business and emergency calls only. Individuals will be summoned to the phone only in cases of emergency. WiFi is available for the convenience of leaders attending camp.

Cell Phones & Other Electronic Devices

Staff members will not tolerate the use of cell phones, MP3 players or other electronics by Scouts in program areas. Any further policies for electronic devices are the purview of the unit leadership in consultation with parents. **Seneca Waterways will not be responsible for the lost or damaged electronics.**

Youth Protection at Camp

Cubmasters and Pack Leaders should review youth protection guidelines with all adults who will be serving as leaders in camp. **All adults attending camp MUST be YPT trained.**

The following barriers to abuse are used at camp to ensure the safety of our youth campers. We expect adult leaders to follow these guidelines at all times:

- Two deep leadership is required at all times.

- No one-on-one contact: Personal conferences must take place in plain view of others.
- Separate accommodations: Youth Scouts may not share a tent with an adult unless the adult is a parent. Male and female leaders may not share a tent unless they are married.
- Separate bathroom facilities: Indoor village restrooms are for adults only. Outdoor village restrooms located in High Seas, Pioneer Fort and Medieval Castle are for youth only. Bathrooms located at the Dining Hall are clearly marked based on age and gender and must be used accordingly.
- No secret organizations are recognized by the Boy Scouts of America: All aspects of the Scouting programs are open to observation by parents and leaders.
- Constructive discipline: Discipline should be constructive and reflect Scouting's values. Corporal punishment is never permitted.
- Hazing prohibited: Physical hazing and initiations of any type are prohibited and may not be included as part of any Scouting activity.
- Junior leader training and supervision: Adult leaders must monitor and guide the leadership techniques used by junior leaders to ensure that Boy Scouts of America policies are followed.

Child Abuse

If at any time you suspect a Scout has been mistreated, neglected, or physically or emotionally abused, notify the Camp Director immediately. If the Camp Director is not available, report the situation to the Program Director, Business Manager, or Scout Executive. Do not investigate any situations that may occur. Keep information confidential and share only with the appropriate authorities.

Visitors in Camp

Visitors are welcome in camp, as long as they have been approved by the Camping Office. Visitors must sign-in at the camp office immediately upon their arrival in camp. If a visitor plans on staying for any meals, they must purchase a meal ticket at the Camp Office before going to the Dining Hall. The Cost of each meal is \$8.00 (Breakfast, Lunch or Dinner) .

Early Release of Campers

There may be reasons that Scouts need to leave before the end of their camp session. If a Scout needs to leave camp for any reason during the session, they must have documented permission from their parent/guardian that attends with them before they will be released. This permission is usually provided on the BSA Annual Health Form, but can also be provided in writing to the Camp Director. Upon arrival, an adult taking a camper out of camp must fill out an Early Release Verification form and obtain signature of the unit leader as well as permission of the Camp Director or designee before the

youth will be released. This is in lines with the Youth Protection policies of the BSA as well as NYS Department of Health requirements.

Wildlife Encounters

It is recognized that in a summer camp facility there can be encounters with a variety of wildlife. Staff, leaders, and all campers should adhere to the following procedures. All wildlife that might be encountered (in campsites, program areas, or on the road/trails) should be avoided. Campers should be removed from the area until the animal leaves or the Ranger dispatches the animal. If an animal is acting strange (aggressive or friendly), alert camp leadership immediately. In most cases if people leave the wild animal alone, it will leave them alone. This includes dead, dying and live animals. No one should pick up or touch a dead animal. In the event of a wild animal bite or scratch, notify the Health Lodge immediately. This is especially important when raccoons, skunks, and bats are involved. Some general policies for avoiding adverse interactions with wildlife:

- Keep a clean campsite
- Keep food and smellables out of your tent
- At night lock food and smellables up tight
- Never approach or follow wild animals
- Do not feed wild animals
- Do not mistake a passive animal as a sign of safety
- Never tease or attempt to pick up wildlife
- Leave young animals alone; a protective mother is usually nearby
- Notify Camp Ranger or Director of strange animal behavior
- Never act aggressively toward wild animals

CHECK OUT

Billing Meeting

During your stay at camp, each unit will be given a time to visit with the Camp Director to review your camp reservation and billing status. Unit leaders should bring a revised roster and any information concerning additional leadership or Scouts that will be late or leaving camp early. Also bring copies of receipts for camp fees paid, camperships awards, and other financial transactions that may have a bearing on the balance of your camp fees. All payments and changes made prior to the start of camp, can be viewed in your online registration account. If you are not familiar with the online registration system, please review this with the leader who has coordinated the reservation before you leave for camp. Be sure to bring a blank check or other payment method to pay any outstanding camp costs.

Leaving Camp Checklist

- Reconcile bills with the Camp Director
- Ensure your Village is clean and in better condition than you found it
- Return a camp evaluation form to the office
- Retrieve medications from the Health Lodge
- Make a reservation for summer 2025

Loading Cars

Only two vehicles at a time are permitted to park in each village to load gear when departing camp on the third day. Once gear is loaded, cars must be moved back to the lower parking lot for the duration of camp.

If departing prior to the third day, permission must be obtained from the Camp Director to load vehicles at the village sites.

Camp Dismissal

Camp program is offered through the end of our closing campfire. We encourage all campers to stay for the entirety of their session. If departing prior to lunch on the third day, all campers leaving property must sign out at the Camp Office. If departing after lunch on the third day, no official checkout is needed.

Procedures for the Release of Minors from Camp

All participants must sign out at the Camp Office. The following steps have been established to protect the child.

- 1) If a parent or legal guardian wishes to pick up their child during camp, they must inform their pack leader prior to the pickup. The parent or legal guardian must take their child to the Camp Office to sign out.
- 2) If a person other than a parent or legal guardian wishes to pick up a child during camp, the following procedures must be followed:
 - a. Inform your pack leader prior to arriving to camp

- b. Add the adult's name and contact information on the "Authorized Pick Up" section of the BSA Medical Form
- c. The pack leader, child, and person picking up the child must sign out at the Camp Office.
- d. Fill out a Camper Release Verification Form needs to be completed before the child is released. Proper identification must be furnished.
- e. Sign out at the Camp Office before leaving camp property.

Please Note: The Camp Director reserves the right to call and confirm with the parent or legal guardian regarding their child's release from camp.

CAMP POLICIES

Smoking policy

It is the responsibility of the BSA to protect the health and safety of the Scouts in our program. It is the policy of the BSA and New York State law that leaders should not use tobacco products in any form in the presence of youth members. Extreme care should be exercised to provide a smoke-free environment for all Scouting participants.

To that end:

- No smoking will be allowed in any structure owned by Seneca Waterways Council.
- No smoking will be allowed in tents on Seneca Waterways Council property.
- Smoking will be prohibited near the entrances/exits of council owned structures.
- All Scouting functions will be conducted on a smoke-free basis.
- Smokers will go to the designated area to smoke, which is restricted to the lower parking lot.

Prohibited Items in Camp

The following items are prohibited in camp. There is a zero tolerance policy regarding these items. Scouts and units who are found in possession of these items may be sent home, and possibly turned into local authorities.

- Alcohol
- Drugs
- Fireworks
- No liquid fuels are allowed on council property.
- No fixed blade knives are allowed.
- No personal Shoong Sports equipment

Bullying in Camp

The Scout Oath and Law are expected to be followed throughout your entire visit at camp. Camp Cutler has a NO tolerance policy for bullying. Bullying is grounds for immediate dismissal from camp at the discretion of the Camp Director. Any form of verbal abuse, physical abuse, or threats will result in immediate dismissal from camp; authorities may be contacted at the Camp Director's discretion. Further information on behavioral guidance will be provided in the Camp Parent's Guide.

Motor Vehicles and Parking

Parking is restricted to the lower parking lot. For safety and to comply with BSA National Policy, campsites and program areas are NOT designated parking lots. Handicapped and persons with disabilities may be granted special consideration. Only those vehicles authorized by the Health Director will be permitted to park in the campsites (Special permits will be issued by the Health Director). Please drive slowly and carefully at all times. The camp speed limit is 10 mph. Only authorized vehicles may drive through the main area of camp - most vehicles should travel only to the main parking lot. Per BSA

Policy, Under no circumstances are Scouts or leaders to ride in the back of a vehicle pick-up truck. Any vehicles parked in an unauthorized area will be asked to move their vehicle immediately.

Pets

No pets, except service animals, are allowed in camp. Pets can pose a safety hazard to some campers. Therefore, in keeping with BSA policy, no pets are allowed in camp. This includes extended stay or daily visits. Even if a pet is well behaved, issues can happen. This policy is in place for the safety of all parties involved. Please inform your parents and visitors of this.

Storms & Lightning

Bring rain gear - be prepared! In the event of precipitation, camp-wide activities will proceed as normal and the staff will make appropriate changes if necessary. In the case of a severe weather situation, Scouts will be moved to a safe structure and given further instructions from the staff.

General Safety Rules

- Staves (walking sticks) may only be used in the manner for which they were intended.
- Stoves and lanterns are allowed in camp. However, they are only to be operated by the unit's leaders. Lanterns may not be inside of any tents. Fuel must be stored in a secure location.
- Scouts or leaders should not enter another unit's campsite unless granted permission.
- Bare feet are not allowed in camp with the exception of the waterfront and Shower houses.
- Fires are to be built in designated areas only. Do not cut live or dead standing trees unless it is part of an approved conservation project.
- Shooting ranges are closed at all times unless the proper personnel are staffing it and permission to enter has been granted.
- Driving off the main roads is not permitted unless the Reservation Director, Camp Ranger, or Health Officer has granted permission to do so.
- Everyone must conform to the health and safety regulations of the BSA and the New York State Health Department.

After Lights Out Emergency Procedure

- For a medical emergency, use the village phone and dial 40 to reach the Health Director "Socks"
- For any other type of emergency, dial 21 to reach the Camp Director Sara Hardy.

Daytime Emergency Procedure

- For a medical emergency, locate a staff member with a radio and ask them to radio the Health Director “Socks”
- For any other type of emergency, have the nearest staff member radio the Camp Director Sara Hardy

Procedures for Intrusion of Unauthorized Persons

The following procedures have been established for the safety of the campers. It is important that everyone, campers, leaders and staff work together to ensure camp safety.

- 1) If an unauthorized person is suspected, please notify the closest Program Area Director or staff member. The staff member will direct them to sign in at the Camp Office.
- 2) If the individual resists this directive, the Camp Director will immediately question the person as to their purpose in camp.
- 3) If the person flees camp, the Camp Director will file the designated report regarding unauthorized persons.
- 4) If the Camp Director determines it is necessary to account for all campers, leaders, and staff, the siren will be sounded.
- 5) The Scout Executive will immediately be notified of the situation. The Scout Executive will determine if it is necessary to notify the County Sheriff's Department.

When the Emergency Alarm Sounds

When an emergency alarm sounds, all campers and adult leaders are to go to the parade field at the Dining Hall using the buddy system. At the Dining hall Village directors will take roll call and report to Camp Director. Camp Director and Ranger staff will determine the next course of action. Campers will be able to resume activity when the all clear has been given.

Missing Persons If a person is believed to be missing, the following steps should be taken.

1. The nearest staff member should be notified immediately
2. The camp office, Camp Director and Ranger staff will immediately be informed,
 - a. All information about the last whereabouts will be gathered, where the person was last seen, what they were wearing, who they were with, and attitude.
 - b. An effort will be made to locate the missing person.
3. If the individual cannot be initially located, the emergency alarm will be sounded.
 - a. All staff are to close their Villages and program areas and report to the Parade field with all campers.
 - b. The Aquatics staff will remain at the lakefront and pool and conduct lost swimmer/boater procedures.
 - c. Village directors will take roll call and report to the Camp director.

4. Camp Director and Ranger initiates the Campsite search procedure. Buddy teams of staff will be assigned to search areas thoroughly starting at the center of camp and working to the perimeters. All campers will remain at the parade field until further instructions are given.

Lost Swimmer / Boater

Same procedures are followed as Missing Camper with additions below

1. All buddy tags and boats are accounted for.
2. Health Officer is dispatched to the pool/waterfront.
3. Aquatics director runs lost swimmer search until swimmer/boater is accounted for
4. A concurrent land search will be conducted by the camp management team.

Flooding

In the event of heavy rains, flash flooding is possible in gullies, ravines, and lower levels on the lakefront. Should heavy rains occur, all trails, bridges, roads, culverts, and low-lying areas would be closed until they are inspected. If they are safe, they may be used. All unsafe areas will be roped off. Areas of special consideration include the lakefront, High Seas, Castle pods, Lake outflow, any ravines, any road culverts, and all leach fields.

Earthquakes

If an earthquake should occur, the most important factor to remember is not to panic. If you are in a building, stand next to the walls. Stay away from windows and outside doors. If you are outdoors, you should stay there, keeping clear of any overhead lines, trees, structures or anything that may fall.

Electrical storms

To prevent injury due to electrocution or falling debris caused by lightning, the following steps should be followed.

1. All persons are to remain clear of tall metallic structures such as flagpoles, antennas, power lines, fencing, and lightning arrestor rods. Tall trees should also be avoided.
2. All electrical devices should be shut off and unplugged.
3. All program areas will be closed.
4. If a severe thunderstorm occurs, you should seek shelter in the dining hall, or other permanent structure. Campers should move to shelter as a unit with adult supervision. The Dining Hall is lightning protected.
5. Remember to stay low and take cover.

High Winds / Tornado

High winds cause danger from falling timber, downed electrical lines, and windborne objects. In the event of a High Winds Warning, all scouts will assemble in the dining hall. All doors will be closed, stay away from windows. In the event of a tornado

warning, all scouts will assemble at the dining hall. Scouts will be directed to huddle under tables next to walls.

High Heat / High Humidity

1. Stress water at meals. Carry a water bottle, limit bug juice and pop
2. All program areas have water and shade available
3. Cool down periods at every program area are provided
4. Village Directors and area directors monitor campers. If any camper is feeling or looking ill they are sent to the health office.
5. The Health Office is air conditioned and used if necessary for a cool down period.
6. If no improvement is noticed after cool down attempts, an ambulance is called.

Chemical Spills

In the event of a major chemical spill staff will report the accident to the Camp Director. An assessment will be made with the Camp Ranger and all necessary action will be taken. The Camp Director will contact the Ontario County Sheriff by 911 and NYDEC at 266-2466. All details will be given to the Sheriff or a response from the local fire company or Hazmat team. The fire alarm will be sounded and staff will be given appropriate instructions. Campers and leaders will assemble at the parade field or appropriate area within a safe distance from the spill. If necessary, evacuation procedures will be implemented.

Fire Safety Plan

Campsite fire plan requirements:

1. Each Village has a hose and fire tools in the latrine with an Indian pump.
2. Each Village has multiple ABC fire extinguishers.
3. The tools and extinguishers are used only for very small fires.
4. Inform Villager director.
5. Villager director will inform Camp Director and they will inform Ranger staff
6. The Village director will lead campers to the Dining hall and conduct roll call to ensure all are present.

In case of an uncontrolled fire in camp, follow these steps:

1. Immediately alert the staff. The emergency alarm will then be sounded.
2. Naples Fire Department will be called by dialing 911
3. All staff and campers assemble at the Dining hall
4. The staff will be given instructions as they arrive at the parade field by Ranger staff.
5. Fire fighting teams will be assembled only if deemed appropriate by Ranger staff.
6. Everyone is to stay clear of the roads, as the fire fighting trucks will be using the camp roads.
7. Camp wide fire drills are done each session.

If a fire should occur in your campsite, follow these steps:

1. Immediately alert the staff. The alarm will be sounded.
2. Clear everyone away from the fire. Do not risk injury in order to fight the fire.
3. The staff will arrive to fight the fire if determined by Ranger staff.
4. The fire dept. will be alerted if the fire cannot be easily controlled.

Be sure to use your Village Fireguard Plan.

Evacuation Plan

If at any time while camp is in session it is deemed necessary to evacuate the camp, follow these steps.

1. The emergency alarm will be sounded.
2. The Camp Director will conduct a leaders meeting detailing evacuation plans.
3. The Camp Director shall be in charge of the evacuation. Area Directors will serve as assistants.
4. Parents will be asked to drive campers home.
5. The Camp Director and Ranger will remain behind to secure the camp.

MAP



SCHEDULE

Time	Sunday/Thursday	Time	Monday/Friday	Time	Tuesday/Saturday
		6:30am - 7:00am	Polar Bear Swim	6:30am - 7:00am	Polar Bear Swim
		7:45am	Flags	7:45am	Flags
		8:00am - 9:00am	Breakfast	8:00am - 9:00am	Breakfast
		9:00am - 9:45am	Rank Activity	9:00am - 9:45am	Rank Activity
		9:55am - 10:40am	Rank Activity	9:55am - 10:40am	Rank Activity
11:00 am-12 pm	Check-In Blocks	10:50am - 11:35am	Village Time	10:50am - 11:35am	Village Time
12pm to 1 pm		11:40am - 12:45pm	Parade Field and Lunch	11:40am - 12:40pm	Parade Field and Lunch
1 pm - 2pm		12:45pm - 1:45pm	Siesta	12:40pm - 1:30pm	Siesta
2:10-3:10		Block 1	1:50pm - 2:50pm	Rank Activity	1:40pm - 2:25pm
3:20-4:20	Block 2	3:00pm - 4:00pm	Open Program	2:35pm - 3:20pm	Open Program
4:30-5:30		Block 3	4:10pm - 5:10pm	Open Program	3:30pm - 4:15pm
5:45pm	Flags		5:20pm	Flags	4:25pm - 5:10pm
6:00pm - 7:00pm	Dinner	5:30pm - 6:30pm	Dinner	5:20pm	Flags
7:15pm - 7:45pm	Scouts Own Service	6:45pm - 7:45pm	Open Program	5:30pm - 6:15pm	Dinner
8:00pm	Opening Campfire			6:15pm - 7:00pm	Campfire
9:15 pm	Cubmaster/Leader Mtg	8:00pm - 9:30pm	Movie Night	7:15pm	Camp Dismissed
10:00pm	Lights Out	10:00pm	Lights Out		

RANK BASED ELECTIVES

Rank Based Schedule		Tiger	Wolf	Bear	Webelos	AOL
Day 2	9:00am - 9:45am	Good Knights @ Castle Courtyard	Code of the Wolf @ High Seas Deck	Super Science @ STEM Trailer	BB Gun	Hike - Into the Wild Meet @ Nature Lodge
	9:55am - 10:40am	Archery	Digging in the Past	Salmon Run @ Pool OR Forensics @ Nature Lodge	Catch the Big One Fishing	Hike - Into the Woods
	1:50pm - 2:50pm	Tiger Hike Meet @	Slingshot	A Bear Goes Fishing	Hike - Math on the Trail Meet @	Swimming OR Estimations @ Mountain Scout Village
Day 3	9:00am - 9:45am	Tigers in the Water @ Pool OR Tiger-iffic! @ Lower Sports Pavilion	A Wolf Goes Fishing	Hike - Balancing Bears Meet @	Champions for Nature @ Nature Lodge	BB Gun
	9:55am - 10:40am	Floats and Boats @ Nature Lodge	Hike - Spirit of the Water Meet @	Whittling @ Fort Square	Aquanaut @ Pool OR Chef's Knife @ Kitchen	Fishing
	1:40pm - 2:25pm	Fish On	Paws for Water @ Pool OR Air of the Wolf @ Nature Lodge	BB Gun	Yo-Yo @ Lower Sports Pavilion	Mud Run @ Mountain Scout

OPEN PROGRAM ACTIVITIES

Open Program			
Day 2		Day 3	
3:00pm - 4:00pm	Swimming Archery Shooting Sports Sports Bouldering	2:35pm - 3:20pm	Boating - Sponge Wars Archery Shooting Sports Sports Bouldering
4:10pm - 5:10pm	Swimming Archery Shooting Sports Sports Bouldering Science Fair	3:30pm - 4:15pm	Boating - Sponge Wars Archery Shooting Sports Sports Bouldering Nature
6:45pm - 7:45pm	Swimming Archery Shooting Sports Gaga Science Fair	4:25pm - 5:10pm	Boating - Fishing Archery Shooting Sports Gaga Nature