



Miami Valley Council
2024 Cub Scout Day Camps
Outdoor Adventure

Leader / Parent Guide

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Objective of Day Camp:

The Miami Valley Council Day Camp promises to provide your Tigers, Wolves, Bears, Webelos and Arrow of Lights with exciting, fun-filled and theme-based programming. This year's theme is "Outdoor Adventure" and each day will include different outdoor themed activities such as photography, scout skills, STEM activities, nature, crafts, shooting sports, and other special activities appropriate for each age level of camper.

Day Camp Sessions:

Session 1: June 10-14, 2024 @ Yankee Park, 7500 Yankee Street Centerville, OH, 45459

Session 2: June 17-21, 2024 @ Cricket Holler Scout Camp, 6675 Brantford Road, Dayton OH 45414

Session 3: June 24-28, 2024 @ Garbry Big Woods, 6660 N Casstown Sidney Rd, Piqua, OH 45356

Daily Schedule:

8:45-9:00	Check-in
9:00-9:15	Opening
9:20-10:00	Session 1
10:05-10:45	Session 2
10:50-11:30	Session 3
11:30-12:30	Lunch/Den Time
12:30-1:30	Special Program
1:35-2:15	Session 4
2:20-3:00	Session 5
3:05-3:45	Session 6
3:45-4:45	Large Group Games
4:45-5:00	Closing/Pick up

Day Camp Activities:

- Large Group Games
- Crafts - Flower Boxes
- Photography
- Geocaching/Orienteering
- Scouts Skills
- Water Activities
- Nature activities (fishing where applicable)
- Shooting sports (archery at all sessions, BBs and sling shots where applicable)

Check-in and Check-out Procedures:

Check-in will start at 8:45 AM each day with the opening ceremony beginning at 9:00 AM. On the Monday of each session, check-in with the Camp Administration to turn in health forms and any other paperwork, receive a camp t-shirt and wrist band, and get assigned to a Walking Group “den” on the first day. Check-in can be completed by a unit leader or parent/guardian. Campers will check-in with their Walking Group Leader the rest of the week.

Our closing ceremony will end by 4:30 PM each day, with check-out occurring until 5:00 PM. Campers will check out with their Walking Group Leader each day. If you need to check-out a camper early, do so with the Camp Administration.

Everything You Need To Know

Adult Partners:

For Tiger Scouts, youth going into 1st grade in the fall 2024, an Adult Partner (parent or guardian) is required to attend with their camper at all times.

Unit Leadership:

If your unit is attending Day Camp as a Pack or Den, we are requiring at least one registered adult leader to attend with the unit for camp and one other adult to cover two-deep leadership. This can be a different person daily if needs be.

Walking Groups or “Dens”:

Walking Groups or “dens” will be composed of about 6-10 campers and will be accompanied by at least 2 adults. The Walking Group Leader will have the daily schedules, roster of campers, and will make sure groups get to assigned stations on time. You will also check-in and check-out with the Walking Group Leader each day.

Visitors at Camp:

Parents / Guardians are ALWAYS welcome at camp. All visitors MUST check-in with camp Administration at the designated check-in location. Visitors will be required to wear the wristband while on camp. Youth visitors are not permitted to participate in programming.

Lunch:

Scouts, leaders / parents, and staff members must bring their own sack lunches each day to camp, including a drink. Day camp will provide coolers to keep lunches in, please label your camper’s lunch with their name. Water is provided throughout the camp all day long and participants are encouraged to drink lots of water.

Trading Post:

The camp maintains a trading post to allow scouts, leaders and parents to purchase snack and drink items and camp themed trinkets. Scouts may visit it with permission of their Walking Group Leader and in the company of their designated buddy. Parents should decide ahead of time how much money is appropriate to spend each day. The trading post will only accept cash.

Uniform / What to Wear:

The official day camp uniform consists of the camp t-shirt or a scouting Activity shirt, shorts/pants, colored wristband or Day Camp ID (given out at the beginning of camp) hat or visor, socks, and closed-toe shoes (no sandals or "Crocs")...sneakers are preferred. Please remember to label all belongings brought to camp with first and last name to assist us in returning any lost items.

What to Bring:

- BSA Health Form Parts A and B and copy of insurance card front and back for each attendee
- Any medications needed to be taken while at camp, labeled
- Sack lunch with drink (see above)
- Wear uniform (see above)
- Water bottle
- Sun protection (hat and sunscreen)
- Rain gear (poncho or rain jacket)
- Small day pack / bag to carry their items in
- Cash for Trading Post
- Towel and change of clothes for water activities (specific days)

Camp Operations

Buddy System:

Day Camp runs on the buddy system. At the beginning of each day, before the den moves to their first program station, the Walking Group Leaders must ensure that every Scout camper is paired with a buddy. Where it is necessary, three Scouts may be grouped together as buddies. Each Scout should know where their buddy is at all times and should not leave their buddy for any reason. This includes traveling to the restrooms, trading post, lunchtime and program activities. Buddies MUST be single gender pairs and no more than 2 years apart in age.

Camper Security:

Each day, all campers, adults, and visitors must check-in and receive the camp wristband for while they are at the day camp location. This ensures that, at a glance, everyone knows who belongs on camp and who does not. No unauthorized persons are allowed to check-out a camper.

Scout Check-out Procedures:

Each pack must have an adult stay until all of their campers have been picked up. Do not leave members of your pack under the supervision of another pack. A staff member will remain to provide two-deep leadership. If a scout is still remaining 15 minutes after the designated checkout time, the Pack adult should notify the camp administration so contact with parents, guardians, or other emergency contacts can be attempted. If you need to check-out a Scout early from camp, do so directly with the Camp Administration.

Lost and Found Items:

A "Lost and Found" box will be kept in the Camp Administration Area for items that are discovered at program stations or elsewhere on the camp grounds. Staff will make every effort to return items to the proper Scout. Labeling items with the camper's full name will assist in the rapid return of missing items. Unlabeled or unidentifiable items will be kept in Administration and Campers or their parents may go through it at any time. Items not retrieved at the end of the week will be kept and made available at the Miami Valley Service Center until July 31st after which they will be donated.

Outdoor Ethics / Trash Pick Up:

Each Walking Group will be given a bag to use for trash each morning and the Scouts are encouraged to not only put their trash in these bags but also actively look for trash anywhere it can be found. We want to leave the park or camp property better than we found it, and this is also a great way to demonstrate to our Scouts the importance of keeping our community clean. We will follow Leave No Trace principles and the Outdoor Code.

Prohibited Items and Activities:

Campers are not allowed to wander on their own...always stay with a buddy!

To leave, Campers must check-out with their parent/guardian.

Vehicles may only park in the designated parking areas.

No sandals, flip-flops, "Crocs", or open toe footwear allowed

No throwing of objects except as part of a program activity station

The use of foul, profane, or abusive language will not be tolerated

No electronics allowed (e.g., handheld games, PSP, DS, iPods, mp3 players, etc.)

Drugs, Alcohol, and firearms are not permitted at camp

Use of tobacco products is prohibited in front of youth AT ANY TIME and is prohibited in program areas.

This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

No knives, axes, or hatchets should be brought camp (even if the scout has the Whittling Chip)

No open flames, matches, or fireworks are permitted except as part of a station's program

No glass containers, aerosol cans or pocket lasers

No Pets—with exception to service animals

Emergency Procedures

Injury and Illness:

The first aid station for the camp will be located near the check-in station at each Session location. In the event of an injury or illness the Walking Group Leaders will immediately notify the Camp Director or Health Officer.

ALL INJURIES MUST BE REPORTED REGARDLESS OF THE SEVERITY! THERE IS NO EXCEPTION TO THIS RULE.

In the event a Camper must be transported to a hospital or other facility, camp personnel will notify the parents. Camp Admin will have a vehicle in Camp at all times for Emergency Transportation, as required by BSA National Standards.

Heavy Rain or Electrical Storm:

Camp activities will continue to take place even in light or moderate rain. In case of heavy rain or electrical storms the packs will move to the designated location to shelter. If the Siren is sounded for Hazardous weather or emergency all campers, staff and leaders must report to the Camp Admin area for a head count.

Fire in Camp:

Fire is a real possibility during this time of the summer. All permitted fires will be in designated areas only, and all usual and customary fire safety precautions and rules will be followed. In the

event of an uncontrolled fire, campers will be evacuated to a safe location and the council's emergency plan procedures will be followed.

Lost Camper:

While every precaution is made and many procedures are put in place, it remains a possibility that Scouts will get lost or separated from their group. The Day Camp has a plan designed to quickly locate the missing Scout and return them to their proper den location. It also includes escalation steps to follow if a Scout continues to remain lost.

Intruder:

Unfamiliar persons on the camp may range from someone lost and looking for directions to a person with intent to do harm to persons or property. If you see or suspect an intruder in camp, immediately and quietly notify the staff members and the Camp Director. Some judgment must be made on the part of staff. Camp Administration will question to ascertain who they are and why they are here and they may be asked to leave. In the event an intruder intends to do harm to persons or properties, campers will be quickly and quietly moved to a safe location, law enforcement will be notified by Camp Administration and parents / guardians will be notified as soon as it is safe to do so.

Evacuation Procedures:

In the event an evacuation is required, the Camp Director will make the decision to evacuate and will contact the campers' parents/guardians and emergency contacts. Campers will remain with their group until checked-out. The on-site evacuation plan routes everyone to the Parking Lot. In the event of an emergency, dismissal from camp will occur from the parking lot. The Camp Director, or their designee, will make any appropriate phone calls and may regulate the use of cellphones during an emergency for the safety of all involved.

Communication:

Camp Administration will use the BAND App to communicate with Staff, Leaders and Parents. Please sign up for your specific week to receive the most up to date information.

On site, day camp staff will use two-way radios to quickly communicate to the Walking Groups any important announcements, emergency procedures, etc.