



**Nationally Accredited  
Cub Scout Day Camp**

## **Leader/Parent Guide**

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# Welcome

It's ROAR time!

Are you ready to embark on a truly dino-mite summer camp experience? For the summer of 2026, Miami Valley Council is taking your Scouts on a journey back to the age of the dinosaurs. We are challenging our Scouts and Leaders to unearth all the rewards buried in a week of camp life. So, get ready to discover your inner explorer as you embark on an experience full of archaeological discovery and Jurassic-sized adventure at Cricket Holler Scout Camp.

Remember, the purpose of Cub Scout summer camps is not merely advancement. We want our youth to walk away from their time at Miami Valley Council's Day Camp with a head full of songs and new skills, and a heart full of stegosaurus-strong memories and lasting friendships. We have so much more to offer than simply advancement. Encourage your Scouts to dig deep and take advantage of their time at camp. These opportunities for memorable and impactful summer experiences will never go extinct.

This information guide will answer many questions you have about the program we are putting together for the summer of 2026. Please read this guide thoroughly, as it is the first step in having a successful time at MVC Day Camp this summer. If you have questions, please do not hesitate to contact our Camp Leadership Team. We are happy to help!

We are fortunate to be able to provide such an ext-roar-dinary experience right here in the Miami Valley. Thank you for your continued support of your Scouts and the Scouting Program. We sincerely hope that this year's summer camp experience will become one of your greatest Scouting memories. Thank you for giving your Scout a wonderful and wonder-filled summer camp experience. Welcome (or welcome back) to camp!

Yours in Scouting,

Kristin Ruiz, Camp Director 2026  
Amanda Schaedig, Council Program Director

**"A week of camp life is worth six months of theoretical teaching in the meeting room."**

~Robert Baden-Powell

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## Day Camp Overview

The Miami Valley Council Day Camp promises to provide your Tigers, Wolves, Bears, Webelos and Arrow of Light with exciting, fun-filled and theme-based programming. This year's theme is "Jurassic Camp" and each day will include different themed activities such as cooking, conservation, art, range and target sports and other special activities appropriate for each age level of camper.

### **Day Camp Sessions:**

Session 1: June 15-19, 2026

Session 2: June 22-26, 2026

### **Location:**

Cricket Holler Scout Camp  
6675 Brantford Rd. Dayton, OH 45414



## Pre-Camp Leader's Meeting:

**Tuesday, May 19, 2026 6:30pm**

Microsoft Teams meeting Join:

<https://teams.microsoft.com/meet/275177078503229?p=bPPtAJ1qAJsKjGEo1y>

Meeting ID: 275 177 078 503 229

Passcode: hT7ct2bV

Dial in by phone

+1 325-305-5061,,380505332#

Phone conference ID: 380 505 332#

## Camp Policies

### **Adult Partners:**

For Tiger Scouts, youth going into 1st grade in the fall 2026, 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.

### **Individual or Small Group Attendees:**

If your Scout is attending as the only participant from their pack, or if fewer than 6–10 Scouts are attending from your unit, they will be combined with other Scouts to form a Walking Group.

### **Walking Groups or “Dens”:**

Walking Groups, or “dens,” will be composed of approximately 6–10 campers and will

be accompanied by at least two adults. If your unit is attending as a pack or den, we ask that you designate one leader to serve as the Walking Group Leader for your group.

The Walking Group Leader will be responsible for carrying the daily schedule, maintaining the roster of campers, and ensuring the group arrives at assigned stations on time. Each day, participants will check in and check out with their Walking Group Leader.

**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 one cooler per Walking Group (approximately 50-quart size) to help keep lunches out of the sun and protected from the elements. You may bring additional coolers for your pack, den, or individual Scout if needed. Please label your camper's lunch with their name. Water is provided throughout the camp all day, and participants are encouraged to drink plenty of water.


**Trading Post:**

The camp maintains a trading post where Scouts, leaders, and parents may purchase snacks, drinks, and camp-themed trinkets. Walking Groups will have assigned times during the lunch period to visit the trading post. Scouts may visit 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 to Day Camp:

Item(s)
Annual Health Form (Parts A & B) and a copy of insurance card (front & back) for each attendee Link: <a href="http://bit.ly/42ngU17">http://bit.ly/42ngU17</a>
 Scan for fillable pdf Annual Health & Medical Record Parts A & B
Any medications needed to be taken while at camp, labeled in original container
Packed lunch w/ drink
Wear camp uniform
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 operates using the buddy system. Each morning, before traveling to the first program station, Walking Group Leaders will ensure every camper is paired with a buddy. When necessary, groups of three may be assigned.

Buddies must remain together at all times, including during travel, restroom breaks, trading post visits, meals, and program activities. Buddy pairs must be the same gender

and no more than two years apart in age.

**Camper Security:**

All campers, adults, and visitors must check in daily and wear a camp-issued wristband while on site. This allows staff to easily identify authorized participants. Only approved individuals may check out a camper.

**Scout Check-Out Procedures:**

Each pack must have an adult remain on-site until all of their campers have been picked up. Campers should not be left under the supervision of another pack. Staff will ensure two-deep leadership is maintained at all times.

If a camper remains 15 minutes after the designated check-out time, the pack's adult leader must notify Camp Administration so attempts can be made to contact parents/guardians or emergency contacts.

For early dismissal, campers must be checked out directly through Camp Administration.

**Lost and Found:**

A Lost and Found area will be maintained at Camp Administration for items recovered on-site. Staff will make every effort to return items to their owners. Clearly labeling belongings with the camper's full name is strongly encouraged.

Unclaimed items may be reviewed at any time during camp. Items not picked up by the end of the session will be held at the Miami Valley Service Center until July 31, after which they will be donated.

**Outdoor Ethics / Trash Pick-Up:**

Each Walking Group will receive a trash bag daily. Campers are expected to dispose of their own trash and help keep camp clean by picking up litter when they see it.

We follow Leave No Trace principles and the Outdoor Code, striving to leave the camp property better than we found it.

**Prohibited Items and Activities:**

- Campers must remain with their group at all times and use the buddy system—no wandering.
- Campers may only leave camp after being checked out by a parent/guardian.
- Vehicles must be parked in designated parking areas only.
- Closed-toe shoes are required at all times. Sandals, flip-flops, Crocs, and other open-toed footwear are not permitted.

- Throwing objects is prohibited except as part of an organized program activity.
- Foul, profane, or abusive language will not be tolerated.
- Personal electronic devices (e.g., handheld games, music players, etc.) are not allowed at camp.
- Drugs, alcohol, and firearms are strictly prohibited.
- Tobacco use is prohibited in all program areas and at any time in the presence of youth. This includes electronic cigarettes, vaporizers, and other nicotine delivery systems.
- Knives, axes, and hatchets are not permitted at camp, regardless of rank or earned advancements.
- Open flames, matches, and fireworks are prohibited except as part of an approved program activity.
- Glass containers, aerosol cans, and laser pointers are not allowed.
- Pets are not permitted, with the exception of service animals. If bringing a service animal, notify Camp Administration in advance. Service animals must be leashed at all times, and owners are responsible for proper care and waste cleanup.

## Emergency Procedures

### **Injury and Illness:**

The First Aid station is located in the K-Lodge. In the event of an injury or illness, Walking Group Leaders will immediately notify the Camp Director or Health Officer via two-way radio.

**All injuries must be reported, regardless of severity. There are no exceptions to this rule.**

If a camper requires transport to a hospital or other medical facility, parents/guardians will be notified promptly. Camp Administration will have a vehicle on-site at all times for emergency transportation, in accordance with Scouting America National Standards.

### **Severe Weather (Heavy Rain or Electrical Storms):**

Camp activities will continue during light to moderate rain. In the event of heavy rain or electrical storms, packs will move to designated shelter areas.

If the emergency siren is sounded, all campers, staff, and leaders must immediately report to the Camp Administration area or other designated meeting place for a headcount and further instructions.

### **Heat Safety:**

Camp staff monitor the heat index throughout the day. When conditions are elevated, precautions include **mandatory water breaks every 15–20 minutes**, increased use of

**shade, adjusted schedules** to limit exposure during peak heat hours (1:00–7:00 PM), and **reduced activity levels**. Campers and leaders will be monitored for signs of heat-related illness. All participants should bring a **refillable water bottle, sunscreen, and a hat** each day.

#### **Fire in Camp:**

All fires must be confined to designated areas and follow established fire safety guidelines. In the event of an uncontrolled fire, campers will be evacuated to a safe location and the council's emergency procedures will be activated.

#### **Lost Camper:**

Despite precautions, a camper may become separated from their group. Camp staff will immediately initiate established procedures to locate and safely return the camper. If necessary, additional escalation steps will be implemented.

#### **Intruder:**

Unfamiliar individuals on camp property should be treated with caution. If an intruder is suspected, quietly notify a staff member or the Camp Director immediately.

Camp Administration will assess the situation and may question the individual or ask them to leave. If there is a threat to safety, campers will be moved quickly and calmly to a secure location. Law enforcement will be contacted, and parents/guardians will be notified as soon as it is safe to do so.

#### **Evacuation Procedures:**

If evacuation is necessary, the Camp Director will initiate the process and notify parents/guardians and emergency contacts. Campers will remain with their Walking Group until officially checked out.

The designated evacuation location is the parking lot, where emergency dismissal will take place. The Camp Director (or designee) will manage communications and may limit cellphone use during an emergency to ensure safety and coordination.

## **Communication**

#### **On-Site Communication:**

Walking Group Leaders and key camp staff will be issued two-way radios each day. Radios are primarily for emergency communication and coordination. Camp Administration may also use radios to make important camp-wide announcements.

### **Pre-Camp and Ongoing Communication:**

The Band app will be the primary platform for communication with leaders and families. It will be used for pre-camp updates, reminders, and important announcements during the week of camp.

Families should join their specific camp session using the provided QR code or link. Daily photos will be shared through the app, and leaders/parents are encouraged to view and contribute photos.

Additional pre-camp communication will be sent through the Scouting247 registration system and posted on the Day Camp page of the council website.



## **Check-In and Check-Out Procedures**

### **Check-In:**

Daily check-in begins at 8:45 AM, with the opening ceremony at 9:00 AM. On Monday, check-in will begin at 8:30 AM to allow additional time for submitting health forms and any remaining paperwork to Camp Administration that was not turned in at the Pre-Camp Leader's Meeting.

Units should check in as a pack. During check-in, campers will receive a camp t-shirt and wristband and will be assigned to a Walking Group ("den") for the week. Check-in may be completed by a unit leader or a parent/guardian. After the first day, campers should report directly to their Walking Group Leader upon arrival.

### **Check-Out:**

The closing ceremony concludes by 3:00 PM each day, with check-out running until 3:15 PM. Parents/guardians must check campers out with their Walking Group Leader.

If early dismissal is needed, parents/guardians must check out their camper through Camp Administration.

## Daily Schedule

8:45 - 9:00 AM	Daily Check-in with Walking Group Leader
9:00 - 9:15 AM	Opening
9:20 - 9:50 AM	Station 1
9:55 - 10:25 AM	Station 2
10:30 - 11:00 AM	Station 3
11:05 - 11:35 AM	Station 4
11:40 AM - 12:40 PM	Lunch & Trading Post Visits
12:45 - 1:15 PM	Station 5
1:20 - 1:50 PM	Station 6
1:55 - 2:40 PM	Camp Wide Activity
2:45 - 3:00 PM	Closing
3:00 - 3:15 PM	Daily Check-out with Walking Group Leader

## Programming

Scouts will participate in 6 themed stations each day:

**Mesozoic Mess Hall** - Cooking

**Great Herd Arena** - Large Group Games

**Excavation Station** – Gems and Fossils

**Pterosaur Target Range** - Range and Target Sports

**Dino Discovery Den** – Dinosaur Facts/Science Corner

**Cretaceous Creations** - Crafts

Special Programming will also be scheduled throughout the week during Lunch break or during Camp Wide Activity times. A file will be uploaded to BAND with all requirements that were completed during the week. It will be up to the individual units to enter those into Scoutbook Plus for each scout.