



CAMP KAROONDINHA SUSQUEHANNA COUNCIL, BSA



2024 CUB SCOUTS LEADERS' GUIDE

<https://susquehannabsa.org/camping/>



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WELCOME!

Dear Scout Leaders and Units,

My name is Amanda Lebo, and I am honored to serve as your Program Director for the 2024 season, my second year in this role. My involvement with scouting started in 2015 when my eldest son joined Cub Scouts as a Tiger Cub. Since then, I've held various positions in Cub Scouting, Venturing, Sea Scouts, Explorers, and within the district. My time at camp, beginning as the Archery Director in 2021, has been invaluable, fostering leadership skills and enduring friendships. Outside of scouting, I teach high school math and oversee the Cooperative Education program at Mount Carmel Area Junior/Senior High School.

Our **2024 Cubs Leaders Guide**, along with the [2024 Planning Guide](#), are here to assist you before and during your time at resident camp.

Get ready for an electrifying summer at Camp Karoondinha! With thrilling new activities and the revamped Cub Scout program that begins June 1, 2024, this season promises non-stop adventure and excitement. From Aquatics to Shooting Sports, Handicraft to STEM, and Ecology to Scout Skills, our jam-packed program ensures a safe and enriching environment for all Scouts. We're dedicated to providing the ultimate camp experience, blending fun and education to create unforgettable memories.

Get ready to join the adventure at camp! An epic journey awaits you and your unit, filled with excitement and unforgettable experiences. Your participation and dedication to the scouting program are essential to making this camp truly extraordinary. We can't wait to see you bring your energy and spirit to our noble cause. Together, let's make memories that will last a lifetime!

Yours in Scouting,



Amanda Lebo
Program Director
Camp Karoondinha

PREPARING FOR CUB RESIDENT CAMP

Dates

Cubs Week #1 - June 22-24, 2024

Cubs Week #2 – June 29 – July 1, 2024

Webelos/AOL Week #1 – June 22-27, 2024

Webelos/AOL Week #2 – June 29 – July 4, 2024

Camp Fees

Cub Scout	\$245 (by April 30 th) \$295 (after April 30 th)
Webelos/AOL Scout	\$365 (by April 30 th) \$415 (after April 30 th)
Cubs Leader	\$100
Webelos/AOL Leader	\$135
Leader Daily Rate	\$38/day

Payment Timeline

Payment in full of \$245 for Cubs and \$365 for Webelos/Arrow of Light required by April 30th to qualify for the discounted price. After April 30th, registration prices increase by \$50.

All payments are due no later than May 31st.

Registration Opens

Registration is OPEN! <https://scoutingevent.com/533-2024CampKResidentCamp>

Registration

Our goal is to make the registration process easy and efficient for everyone. An overview of the registration steps is listed on the following page. When you are ready to register each Scout, you will need to know their name, gender, rank & grade (as of June, for the following school year), allergies, dietary restrictions, medical concerns, and emergency contact information. Register each adult with their name, email address, gender, youth protection training date, allergies, dietary restrictions, medical concerns, and emergency contact information.

Resident Camp Addresses

Susquehanna Council, BSA
815 Northway Rd
Williamsport, PA 17701
Phone: (570) 326-5121

Camp Karoondinha
225 Thomas Dam Rd
Millmont, PA 17845
Phone: (570) 922-1234
Email: susq.camp.k@gmail.com

Resident Camp Fees Overview

The resident camp fees listed to the left are for both Susquehanna Council packs and out-of-council packs. The camp fee includes a camp patch and all program supplies. Please note that we cannot offer refunds for Scouts who leave camp early. The adult camp fees also include a camp patch. Packs are required to make a deposit of \$75 per Scout by as early as possible to guarantee a spot at camp. Payment in full is required by April 30th in order to pay the discounted rate, otherwise the regular price will be charged. All payments are due no later than May 31st. It is possible to add Scouts after this date pending available space and permission from the Scout Executive and/or Camp Director. Please allow plenty of time for mailing in payments or bring them to the Scout Office in Williamsport in-person.

REGISTRATION PROCESS

Do this NOW

Complete the following [online](#):

- Pack Count Information
 - Include \$75 per Scout deposit. Can be paid:
 1. Online by eCheck or Credit Card
 2. At the Susquehanna Council Office by Check or Credit Card
 3. Financial Assistance may be available by completing a [Campership Application](#) (available by clicking the link or at the Susquehanna Council office)

Do this before May 31st

- Submit the following online:
 - Include final payment for all Scouts (a \$50 discount is applied if this is paid BY APRIL 30th)
 - Additional Scouts may be added after this date at the discretion of the Scout Executive and/or Camp Director
 - Payment for all leaders attending camp
- Print Unit Roster from Black Pug

Do this when you get to Resident Camp

- The pack should report to the camp gate where they will be met by their pack guide. A unit picture will be taken at the Camp Karoondinha sign at the entrance. Your pack guide will bring you to the check-in location. Pack representatives need to bring the following to check-in:
 - Copy of Unit Roster
 - Copy of signed Hold Harmless Agreements for Climbing and Shooting Sports for each Scout (can be found at <https://susquehannabsa.org/camping/camp-karoondinha/resident-camp/>)
- After check-in, pack guides will escort the unit to Medical Re-check. Please bring the following:
 - [BSA Annual Health & Medical Report](#) with Parts A, B, and C completed, including doctor's signature for all Scouts and Leaders
 - Have medications available for Camp Health Officer to check
- If arriving Friday night, upon medical re-check, your pack guide will escort the pack to your campsite to begin setting up camp. Your camp tour/swim checks will be Saturday morning.
- If arriving Saturday morning, you will be taken on your camp tour and then to your campsite to set-up camp.

Leaders in Camp

It is the policy of the BSA that a minimum of two registered adult leaders provide supervision for each unit and that there be at least one adult for every eight Scouts. All leaders must be registered as an adult with the Boy Scouts of America. Two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. While we encourage an adult companion to attend with Cub Scouts, we cannot accommodate their younger brothers or sisters. This program is designed for registered Tiger, Wolf, Bear, Webelos and Arrow of Light only.

As of September 1st, 2023, Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants. Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer or an adult program participant. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement. See FAQ for list of approved adult registration fee required positions. Limited exception below for Cub Scout overnight Programs.

Cub Scout Programs – Overnight Exception: Cub Scout parents or legal guardians taking part in an overnight Cub Scout program (less than 72 hours) with their own child or legal ward are not required to register as leaders. All adults must review the “How to Protect your Children from Child Abuse: A Parent’s Guide” that can be found in the front of each Cub Scout Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child/ward. All other overnight adults (grandparents, adult siblings, aunts, uncle, or adult family friends) must be currently registered in an adult fee required position.

Regardless of if the adult attending with a youth is a parent/legal guardian or not, they must have taken Youth Protection Training.

Effective March 1, 2024, the adult application flow will change to require the completion of the Criminal Background Check (CBC). Results must be received before the new adult volunteer can assume a leadership role. This means that all adult registration applications, clearances, and Youth Protection Training must be submitted to the Registrar at the Susquehanna Council Service Center two weeks prior to the start of the summer camp session to allow proper time to submit and process these applications. The adult leader will get an email notice informing them that their registration is being processed, and they are not to assume any leadership roles until the completion of the CBC. The unit key 3 will also get an email. Once the CBC comes back and there is no follow-up needed, the system will finish registering the person. An email will then be sent to the unit key 3 and the individual letting them know that they are registered as an active leader. This active leader status must be attained prior to attending summer camp.

All adults (age 18+) accompanying Scouts to resident camp must:

- ▶ Have current certification in BSA Youth Protection training, and
- ▶ Have all three PA Act 15 Clearances (dated within the last five years)

This information will NO LONGER be collected at camp and MUST be mailed or hand-delivered to the Registrar at the Susquehanna Council Service Center at least two weeks prior to the start of the summer camp session. If an adult shows up to camp and is not a register leader and has not provided documentation following the timeline provided above, they will be denied entry into camp.

This applies to any adults (age 18+) who are staying overnight and any adults who may not be staying overnight but are considered part of the unit's supervision ratio. The 72 total hours requirement is cumulative for the week of camp and does not reset if the adult leaves camp for a brief period.

The policies above do not apply to short-term visitors, such as a parent attending family campfire.

Units that rotate leaders during the session can fill a leader-space with more than one person staying different parts of the session. For example, one leader might stay the first night and another the second or third. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay only \$100 (for Cubs session) or \$135 (for Webelos/AOL session). However, we will only provide one patch for the space.

Campsite Arrangements

No later than two weeks before camp, we will let you know your campsite assignment. We will do our best to accommodate any unit who identified needing electricity. If needed, please bring a 100-foot cord for CPAP machines. Electrical connections in campsites are for medical use only, and using these outlets to power coffee pots, charge cell phones, tablets, laptops, etc. is not permitted.

Correspondence

All resident camp correspondence and registration materials should be sent to the Council Office. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to the May 31st deadline. Email service is available 24 hours a day for your convenience.

Medical Forms

All Scouts and leaders attending camp must have a current [BSA Annual Health & Medical Report](#) completed. This form is available online, and Parts A, B, and C (including a doctor's signature) are required. Please make copies for your pack or pick them up at the Susquehanna Council Service Center. Please use the most current version of each form. ***Older versions of the medical forms cannot be accepted.*** Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The pack's medical forms will be kept on file with the Health Officer for the session. They will be returned to the pack representative at the end of the session. Even if a leader is arriving late in the session, all efforts should be made to have that person's health history with the pack during check-in, so that the health officer can review the forms, even before the leader arrives. If a Scout or leader is arriving late to resident camp, and they were not able to give the health forms to the leader before camp, then they will need to give these forms to the Health Officer upon arrival in camp. Please keep a copy of each Scout's physical for the unit's records.

Transportation & Parking

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer – whether it is covered or uncovered – is against the policy of the Boy Scouts of America, as well as poor judgment. Vehicles are not to be parked in the campsite during the session. Packs are encouraged to leave a trailer in the campsite to store gear, though one vehicle per unit will be allotted in the event a pack does not have a trailer. To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the Campmaster building during the session of camp, except those being used in campsites for storage purposes. These vehicles are not to be driven around camp, except when approved by the Camp Director. Pack vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and pack equipment. While driving in camp, please use four-way flashers and observe the camp speed limit of 10 miles per hour or less. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in without permission of the Resident Camp Director.

SUGGESTED CAMP PACKING LIST

Necessary Items

- ▶ Completed [BSA Annual Health & Medical Report](#) (parts A, B, and C), including parent and physician signatures and accurate immunization dates
- ▶ Medication, if needed, with original label (prescription meds must have Scout's name printed on the label)
- ▶ Inhaler or bee-sting kit, if needed
- ▶ Water bottle
- ▶ Scout Uniform
- ▶ Shorts and T-Shirts
- ▶ Underwear for full week of camp
- ▶ Socks for full week of camp
- ▶ Sleeping bag or blankets and pillow
- ▶ Sneakers (closed-toe shoes must be worn at all times for safety)
- ▶ Hiking Boots (closed-toe shoes must be worn at all times for safety)
- ▶ Pajamas
- ▶ Sweater, Sweatshirt, Windbreaker and/or Jacket
- ▶ Raincoat or Poncho
- ▶ Swimsuit/Swim Trunks and Towel
- ▶ Toiletries (toothbrush, toothpaste, comb, mirror, soap, shampoo, deodorant)
- ▶ Washcloth and hand towel
- ▶ Flashlight & spare batteries
- ▶ Kleenex or handkerchief
- ▶ Insect Repellent
- ▶ Wallet & money for Trading Post purchases (Trading Post does not provide individual accounts)
- ▶ Tent (ONLY for Arrow of Light Scouts participating in Outpost)

Optional

- ▶ Fishing pole
- ▶ Camera
- ▶ Sunglasses and Sunscreen
- ▶ Watch or alarm clock
- ▶ Musical instrument
- ▶ Reading material
- ▶ Handbook for Scout's program (reminder that Cub Scouts will need the handbook for the rank that they will be headed into in Fall 2024)

WHAT TO DO WHEN YOU GET TO CAMP

Arrival

Pack representatives will receive an email in late May to sign-up for an arrival time. We ask that packs plan to have all participants arrive at camp before this scheduled time.

Check-in

The first thing the pack should do at the scheduled time is report to meet their assigned pack guide in the parking lot. This pack guide will bring the entire unit to the check-in station to complete check-in and then proceed to medical re-check.

The pack representative should bring the following items to check-in:

- A completed roster reflecting the names of the Tigers, Wolves, Bears, Webelos and Arrow of Light
- Copy of signed Hold Harmless Agreements for Climbing and Shooting Sports for each Scout (can be found at <https://susquehannabsa.org/camping/camp-karoondinha/resident-camp/>)

The pack representative should bring the following items to medical re-check:

- All medical forms
- Medications, if needed, with original label (prescription meds must have Scout's name printed on the label)

Everyone – youth and adult – must have a current health form.

A buddy tag will be issued for each person with a health form.

The Check-in Process at a Glance

Arrival to Camp

The pack representative will receive an email in late May to sign-up for an arrival time. The entire pack should plan to arrive at camp before this time and report to the front gate to begin the check-in process.

Pack Guide

Once at the front gate, you will meet with your pack guide. This guide will help direct you through the check-in process and will lead you on a camp tour.

Check-in

The pack guide will first lead your pack to check-in. This will include roster verification, and ensuring additional paperwork such as Outdoor Program permission forms, and additional adult registration paperwork is turned in. You will also pick up armbands, schedules, and any other information from camp here.

Camp Tour and Pack Photograph

The pack's photograph will be taken at the Camp Karoondinha sign at the entrance before beginning the registration process. On Saturday, each unit will be lead on a camp tour by their pack guide. There are a couple of required stops on the camp tour – the Aquatics area (for swim checks) and the Dining Hall (where you will learn about the waiter system).

Saturday Night Campfire

Your pack will meet the resident camp staff at the opening campfire. Scouts and leaders should wear their Field Uniform shirt (commonly referred to as Class A's).

Camp Tour

If arriving on Friday night, packs will be taken right to their campsite. The pack guide and the unit leader will take an inventory of all equipment in the campsite. If any equipment is damaged or missing, the pack guide will note it and report it. The pack guide will also report the number of tents in the site to ensure that each person has a place to sleep. On Saturday morning, the pack guide will return to take the pack on a tour of camp, pointing out camp landmarks and the various program areas. There are a couple of required stops, such as the Aquatics area, and the Dining Hall. Even if the unit has communicated and cleared completing swim checks prior to camp with the Aquatics Director, they still must visit the Aquatics area for safety procedures.

If arriving on Saturday morning, the pack guide will meet their assigned unit at the entrance gate. The pack guide will take the pack on a tour of camp, pointing out camp landmarks and the various program areas. There are a couple of required stops, such as the Aquatics area, and the Dining Hall. Even if the unit has communicated and cleared completing swim checks prior to camp with the Aquatics Director, they still must visit the Aquatics area for safety procedures. Packs will then be taken to their campsite. The pack guide and the unit leader will take an inventory of all equipment in the campsite. If any equipment is damaged or missing, the pack guide will note it and report it. The pack guide will also report the number of tents in the site to ensure that each person has a place to sleep. This is a good time to get settled and prepare for lunch and afternoon program.

Pack Photographs

Before entering camp, the pack will organize for a group photograph. Scouts and leaders should be in their Field uniforms whenever possible for their pack photograph. It is a good idea to have the pack arrive at camp already dressed to help save time and keep the check-in process moving. These 8-by-10-inch photographs will be available for purchase in the Trading Post for \$10.

Leaders' Meeting

A meeting of key leaders will be held directly after lunch on Saturday. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the session. Also, an opportunity will be provided to answer questions. In addition, a leaders' meeting will be held each afternoon after lunch. At this meeting, pack representatives will get the opportunity to ask questions, and get updates on any special events going on in camp.

Quartermaster

In addition to what is in the campsite, the camp provides equipment through the camp Quartermaster. The Quartermaster is located behind the Trading Post. Items such as tools and cleaning agents, and toilet paper are available for check-out. All tools and unused cleaning products must be returned – clean and in good condition – before the pack checks out. Packs are welcome to bring their own items (as listed above) from home.

Tents

Generally speaking, all packs will be housed in standard two-person wall tents. These tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters have four bunk beds. If your pack wants to bring its own tentage to camp, this is permitted but not encouraged.

Two-deep leadership rules still apply, and adults cannot stay in tents with Scouts. The only possible exception to this is when a parent stays in the tent with their child. If your pack chooses to bring a portion of its own tents, please be sure that you communicate this to the Resident Camp Director, as space for these tents can become a consideration. Camp tents should not be moved for any reason.

Daily Schedule

Each day follows the same schedule shown below. The schedule may vary on the days the pack checks in and checks out. On the first night of resident camp session, the evening activity is a camp wide campfire at Thunderbird, starting at 7:45 pm. Everyone in camp is asked to attend and wear his or her Scout uniform.

Resident Camp Daily Schedule	
7:00 AM	Reveille
7:45 AM	Waiter's Call/AM Flags
8:00 AM	Breakfast
9:00 AM	Session One
10:30 AM	Session Two
12:15 PM	Waiter's Call/Assembly
12:30 PM	Lunch
1:00 PM	Siesta
2:00 PM	Session Three
3:30 PM	Session Four
5:00 PM	Pack Free Time
5:45 PM	Waiter's Call/PM Flags
6:00 PM	Dinner
7:30 PM	Evening Program
10:00 PM	TAPS

Uniform

The official Cub Scout Field uniform shirt is recommended for wear by both youth and adults while in camp. This uniform – commonly referred to as Class A uniform – is encouraged to be worn to breakfast, supper, campfires and Sunday’s *Scouts’ Own* service. The Activity Uniform – commonly referred to as the Class B uniform – consists of a Scouting t-shirt (whenever possible) and may be worn at all other times during camp.

Since the Field Uniform is worn so much, here are a few tips to help it stay fresh longer:

- Don’t wear it at times when it does not have to be worn; change clothes after breakfast and supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won’t get lost.

It would be a good idea to have several pairs of socks and undergarments to avoid wearing the same pair all session.

Dining Hall

With everyone visiting three times a day, the Dining Hall is the most popular place in camp. Before each meal, packs line up in formation on the parade ground outside of the Dining Hall. A member of the staff will take roll call of the packs, lead grace, and at the morning and evening meals, lead the flag ceremony. Scouts and leaders should wear their Field uniform to breakfast to raise the colors and at supper to retire the colors. Scouts and Leaders will be divided into two lines and enter the dining hall in an orderly fashion and proceed to their assigned tables. Note that each pack will eat at the same table(s) during their stay at camp. After the meal, the Program Director usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the Dining Hall Steward. The waiter system is used in the Dining Hall for setting the tables and cleaning up after meals. It is important to stop at the Dining Hall during the camp tour for a demonstration of how the waiter system works. Some people have special dietary needs. We will work the best we can in accommodating these needs with the food that we have available. Dietary supplements should be brought from home for specific dietary requirements. Before every meal, a member of the Camp Karoondinha staff will lead the camp in giving thanks. The Camp K Grace is often said. It is recommended that Scouts learn this, so they will be able to join in.

Camp K Grace

Mighty Scoutmaster,
Make our bodies strong,
Our minds sharp,
And our hearts open.

Bless this food and the hands that prepared it.
Bless this day and the time we have together.
And bless Karoondinha, our home forever.

Amen.

Commissioner Staff

The Commissioner staff will stop by the campsites each day to visit and will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced.

Shower Facilities

Individual, single stall showering facilities are available in two locations around camp. The main Shower House is located between Harris Cabin and Bear Campsite. The other Shower House is located across the road from White Buffalo and Dan Beard Campsites. Campsite showers are the responsibility of the pack(s) to help keep clean. These showers are considered unisex.

Scouts' Own Service

The Scouts' Own service is a short fellowship service held during Sunday evening program. The Scouts' Own service is held at the Chapel, located down the path from the Welcome Center. Everyone is encouraged to attend. Camp staff will conduct the Scouts' Own service with assistance from a visiting chaplain. Scouts and/or packs may volunteer to assist with the service during the session. Scouts who may be working on a religious award are especially encouraged to do so.

Campfires

Campfires bring out the spirit and fun of camp. We have two campfires planned for resident camp. The first night (Saturday) will feature a grand opening campfire. It will kick off the session with an exciting beginning. Songs, cheers, stunts, and the chance to meet the camp staff will be just a few of the treats in store. On Monday night, we will have a closing campfire and say goodbye to the Cub Scouts. Awards and many neat activities are also planned for this campfire. All campfires will start at 7:45pm and should conclude around 9:00pm.

Advancement at Camp

There is a NEW Cubs program beginning June 1, 2024. All resident camp activities will be programmed around this new program! If obtained prior to camp, pack representatives/leaders should be sure to remind Scouts to bring their rank books (Tiger, Wolf, Bear, Webelos and Arrow of Light Handbooks) to camp. During camp sessions, leaders should make notes on the activities their Scouts complete. This can be recorded in their handbooks each evening to assure Scouts receive credit toward electives. A document outlining what each den completed while at camp will also be handed out at Monday evening's campfire.

Trading Post

The Trading Post – located near the entrance to camp – stocks a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meals and during camp wide activities. It is a popular place for Scouts and leaders to get a snack and relax. Visa and Mastercard are accepted.

Fishing

Fishing is a popular activity with many Scouts at Camp Karoondinha. Please bring your own equipment for out of session fishing. You may not fish off the dock and on the southern bank of the lake for the safety of our boating program. Fishing can take place on the north, east and west banks of Faylor Lake. The fishing program at Camp Karoondinha is strictly a catch-and-release program.

Lost & Found

Lost and found areas are located at the Trading Post and Dining Hall. If you lose something during the session, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area. At the end of resident camp, all lost and found items will be boxed and stored until summer camp ends. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and pack number.

Postal Mail & Messages

Scouts may receive mail at camp. Please be sure to include the Scout's pack number on all mail; this will make it much easier to route the mail to the proper recipient. Also include a return address on all mail in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the day the pack checks into camp. For such a short session as resident camp, it is recommended that parents mail their letters about five days before the Scout arrives. A letter or postcard can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured. You can also send a Scout a message that will be printed and delivered to the Scout during their stay. To send a message, go to [our Google Form](#) and fill out the form.

Mailing Example

Scout's Name
Unit #, Campsite Name
Camp Karoondinha
225 Thomas Dam Road
Millmont, PA 17845

Visitors

Visitors should park in the parking lot, check-in at the Campmaster building, and then walk to the campsite area. If desired and adequate space is available, visitors may eat in the Dining Hall with advanced notice to the camp. Visitors may purchase tickets for their meal from the Trading Post as they enter camp. The meal price \$14.00 for breakfast, \$16.00 for lunch, and \$18.00 for dinner, and the meals are served on a regular schedule. Seating space can be a concern for visitors as packs have assigned seating, so visitors should be prepared to be at the back of the line and expect to sit in an area apart from the pack as space allows. Visitors at any time should check in and out at the Campmaster building. There are no facilities at Camp Karoondinha to allow visitors to stay overnight.

Safety

While we want every Scout to have a fun and exciting stay at resident camp, safety is the top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Camp Karoondinha has an emergency alarm system. This system will be explained at the leaders' meeting on the first day you are in camp, and a test of the system will be conducted on the first day.

Under no circumstances shall flames of any kind be used in any tent or adirondack. Flashlights or battery-powered lanterns – which do not pose the threat of fire or asphyxiation – are the only acceptable light for use in tents.

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is to be used only by adults. Lanterns or stoves may be used in campsites, under adult supervision. Empty propane cylinders should be taken home with the pack and not placed in fireplaces or trash cans, as they may explode when heated.

In Case of Accident or Emergency

Camp Karoondinha has a Health Lodge that is open 24 hours a day and is manned by staff members trained in handling minor accidents and illnesses. In addition, Camp Karoondinha has a working arrangement with physicians in the area for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders, along with another adult, drive the Scout to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries. At the medical re-check, the camp reserves the right to refuse admittance to any Scout or leader who, in the opinion of the Camp Director and Health Officer, has any physical or medical problem that could present a hazard to themselves or others. If a Scout or leader has any special medication, it may be kept in the Health Lodge. For the safety of all camp, all medications must be kept locked up in the campsite. Only certain medications may be turned in to the health lodge at medical re-check, in which case, they will be maintained and distributed through the Health Lodge. If the unit leader is handling medications in the campsite, you must supply an appropriate, lockable container and medications must remain under the control and supervision of an adult. The only exceptions to these rules are

for emergency medications, such as asthma inhalers or EpiPens. Other situations and circumstances should be brought to the attention of the Health Officer at medical re-check. Under no circumstances should medication be kept in locked vehicles. Most medications must be stored at, or near, room temperature, or according to manufacturer's recommendations. The extreme temperatures in vehicles may alter the beneficial effects of the medication.

Camp Rules & Hints

- No riding in the back of trucks.
- Throwing things at camp, like rocks and sticks, is not permitted.
- Running in camp should be limited to the open fields and play areas. Camp Karoondinha does not have many flat or level areas on which to run. Roadways and paths are not designed for running.
- No open-toed shoes like flip flops or sandals except in the shower facility.
- The buddy system is where Scouts group together in groups of a minimum of two Scouts. These Scouts then stay together at all times when they are not in the campsite. The buddy system should be used during every meeting, outing, and camping trip. The buddy system is one of the ways to ensure that all Scouts are accounted for and is a very important Barrier to Abuse. Scouts should not be sent to the campsite alone, or on any trip out of a leader's view without a buddy or a leader. Camp is a big place and Scouts often get turned around while walking a common trail, even if they have traveled that way many times before. **Please see the additional information on the buddy system to the right.**

- Scouts should not be sent to the campsite alone, or on any trip out of a leader's view without a buddy or a leader. Camp is a big place and Scouts often get turned around while walking a common trail, even if they have traveled that way many times before.
- Any campfire started in the campsite should be completely extinguished before leaving the site for any reason. Unattended fires in camp can be very dangerous.

Buddy System Guidelines

The buddy system should be used at all times, not just for aquatics...you name it, you need a buddy.

It's recommended that buddies know and be comfortable with each other. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

It is strongly encouraged to pair Scouts of similar abilities, ages and maturity. Buddy pairs should be no more than two years apart in age and should be single gender. There are no boy-girl buddy pairs in any programs, including Venturing and Sea Scouts. Adults (anyone over the age of 18) may not be a youth members buddy. This means that a Venturing crew cannot have a 17-year-old youth be the buddy of a 19-year-old Venturing Participant. In Venturing and Sea Scouting, buddies must be under the age of 18 and aged 18-21.

A buddy team may consist of three Scouts when necessary, like an odd number in a group.

- Try to keep knife use to a minimum. Open knives in crowded areas and walking with an open knife pose great dangers. Individuals who have knives should be considerate of others and use those knives safely. Sheath knives are not permitted.
- Please do not cut live trees, no matter how big or small they are. Walking sticks may be made from limbs or trees that are already dead and down. Please do not disfigure the trees, bushes, or shrubs.
- If you dig holes for any reason, please fill them up when you are finished. Leaving open holes in activity fields and campsite areas pose a tripping hazard.
- Please do not hang wet clothes inside your tent. Also, do not attach clothes lines to the tent, as these put stress on the tent and can cause it to fall.
- Clothes lines in campsites should be hung with colored or white cord and as high off the ground as possible to avoid Scouts or leaders walking into them. Please remove any clothes lines that you hang up before leaving camp.
- No pets are allowed in camp.
- Alcoholic beverages are not permitted.
- Firearms are not allowed.

Discrimination Policy

It is the policy of Camp Karoondinha to not to discriminate against any person on the basis of race, color, religion, creed, age, marital status, or any other legally protected characteristic in the administration of any program. Camp Karoondinha will endeavor, as far as practically applicable, to meet the needs of the disabled under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, should contact the camp administration prior to attendance at summer camp.

WHEN IT'S TIME TO GO BACK

Coming & Going

The safety and security of every Scout is of paramount concern to all leaders and staff. To enhance our security efforts, we will require that parents, leaders, or Scouts who are checking into camp over the course of the session to register at the Campmaster building. Scouts who are leaving camp early will need to check out at the Campmaster building with our staff, while being accompanied by an adult from the pack, to authorize the departure. Pack leaders should encourage all guests and visitors to depart by 10:00 pm. If there are concerns of an individual Scout's well-being and protection, the pack representative should contact the Resident Camp Director.

Check-out

The check-out procedure will begin on the last day of each session, and should be completed before 10:30 am. Any unit with special check-out considerations should make plans through the Program Director or the Resident Camp Director. Health forms will be returned to each unit after breakfast at the Health Lodge. After breakfast, the pack will return to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment.

The Check-out Process at a Glance

Paperwork

Directly after breakfast, a leader from each pack should make their way to the Health Lodge to obtain their unit's health forms and any stored medications. Review this before you leave to make sure that it is all correct, and that it all belongs to your pack.

Campsite

Return to the campsite. Pack up all your gear and clean up the site one last time. Remember that other units will be using this site in future sessions.

Trash

Bag up all trash and take it to the edge of the road to be picked up

Quartermaster

Return any borrowed equipment before you leave camp.

2024 THEME: SHIPWRECKED!

Set sail on an unforgettable adventure at Camp Karoondinha! Scouts will navigate uncharted waters, solve exciting challenges, and discover hidden treasures. They'll learn essential skills like teamwork, leadership, and outdoor survival, all while having fun. Our camp theme adds a unique twist to the Scouting experience, making it even more enticing for young voyagers. Through STEM, crafts, and outdoor activities, Scouts will create lasting memories and friendships.



Our Program Design

Cub Scouting is best enjoyed at the den level, where Scouts can participate in activities with others that are their own age and rank. Because of this, we divide the Cub Scouts into different dens based on their rank. When registering, **please make sure your Scout's rank is indicated on the form as the rank that they will be going into during the upcoming school year.** For example, a 2nd grader just earned their Wolf rank and would be going into 3rd grade next year would register for camp as a Bear.

Shipwrecked! Theme

Our staff is geared up and excited to transform Camp K into a magical, mystical deserted island (or at least we hope it's deserted). Scouts (and adults) are encouraged to come to resident camp with their best nautical folklore and sea shanties to share so that they can be prepared as we navigate the waters of Camp K.

ALL THE STUFF TO DO WHILE AT CAMP

Program Area Information

While at the time of publication of this guide, specifics cannot be released about the new Cub Scout program that goes into effect on June 1, 2024, here is some information about what you can expect your Cub Scout to be doing while at camp.

Archery



Archery challenges young Scouts in ways mentally and physically different from BB guns. The equipment used for Cub Scouts is age-appropriate while emphasizing a serious approach to safety and respect for proper behavior on and around the shooting range. Cub Scouts may only take part in archery at a district Cub Scout Day Camp or council-hosted camp or activity.

BB Guns



BB guns are a part of the Cub Scout Shooting Sports program. They are a great way to introduce young Scouts to the skill and discipline necessary to take part in shooting sports. Scouts will have fun with this activity, but it's also important that they learn the safety rules that come with how to handle and care for a BB gun as well as how to act on a shooting range. Cub Scouts may only take part in BB shooting at a district Cub Scout Day Camp or council-hosted camp or activity.

Climbing (all Cubs) & Rappelling (Webelos/AOL only)



Climbing provides a full-body exercise involving every part of the body including the legs, arms, core, and even the muscles in your hands. It has many benefits, including developing hand-eye coordination and body awareness, increasing problem solving and decision-making skills, and building confidence and self-esteem. All things that young Scouts can benefit from! For many Scouts, this experience will be about overcoming fears and obstacles.

C.O.P.E. and Games



Project C.O.P.E. is an acronym for Challenging Outdoor Personal Experiences. This looks much different for young Cubs than it does at the Scouts BSA age-level. Cub Scouts will play age-appropriate initiative games helping them learn to work together to achieve their goals.

Ecology



Outdoor experiences are integral to Cub Scouts, and Ecology helps to foster respect for nature and environmental stewardship. Through hands-on activities, Cubs learn about ecosystems, wildlife conservation, and sustainable practices. They explore the outdoors with minimal impact, leaving nature as they found it. By adhering to Leave No Trace guidelines, Scouts develop a deeper appreciation for the environment while honing responsibility and empathy towards the natural world. These principles instill lifelong values of conservation and preservation in young Scouts. Warning, Cubs may get dirty!

First Aid



Cub Scouts will dive into age-appropriate first aid training learning vital skills and confidence. Through engaging activities and hands-on simulations, they learn to respond effectively to emergencies. From treating minor cuts and bruises to understanding the basics of CPR and the Heimlich maneuver, Scouts become equipped with life-saving knowledge. Guided by trained staff, they practice bandaging techniques, assess situations, and act swiftly in mock scenarios. Learning first aid isn't just about acquiring skills; it's about fostering a sense of responsibility and preparedness.

Handicraft



Handicraft for Cub Scouts is all about unleashing creativity while having a blast! From painting to woodworking, Cub Scouts dive into a world of hands-on fun. They craft unique projects, learning new skills along the way. Whether it's making friendship bracelets, building birdhouses, or sculpting with clay, each activity sparks imagination and teamwork. Handicraft sessions are filled with laughter and discovery, where every Cub Scout can express themselves and take pride in their creations. It's not just about making cool stuff; it's about building confidence and lifelong memories, one craft at a time.

Lake (Faylor Lake)



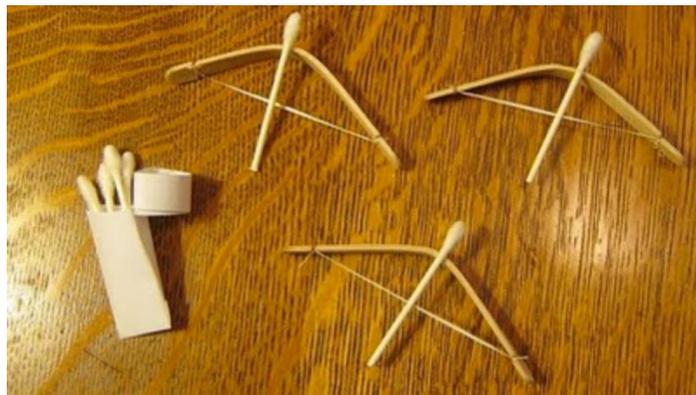
Boating adventures for Cub Scouts are thrilling and educational! Scouts embark on exciting journeys on the water. They learn essential safety skills, including wearing life jackets and navigating currents. Each outing is filled with teamwork and discovery as Scouts explore Faylor Lake while at camp. Guided by experienced staff, they develop confidence in their abilities while appreciating the beauty of nature. Boating for Cub Scouts is more than just a recreational activity; it's a chance to bond, learn, and create unforgettable memories on the water.

The Pool



Swimming skills are crucial for Cub Scouts, promoting safety and confidence in the water. Learning to swim not only equips Scouts with life-saving abilities but also instills a love for aquatic activities. Whether splashing in pools or exploring lakes, swimming fosters physical fitness and teamwork. Scouts develop resilience, facing challenges head-on while honing their strokes and techniques. Beyond recreation, swimming imparts valuable water safety knowledge, ensuring Cub Scouts can enjoy aquatic adventures responsibly and with skill.

Scout Skills



Scout skills are the backbone of Cub Scouts, fostering self-reliance and resourcefulness. From knot tying to fire building, these skills empower Scouts to navigate the great outdoors confidently. Learning to pitch tents, read maps, and cook outdoors not only cultivates a sense of adventure but also teaches crucial survival skills. Through Scout skills, Cubs develop problem-solving abilities, teamwork, and an appreciation for nature. These foundational skills lay the groundwork for a lifetime of outdoor exploration and leadership.

Slingshot



Completing the triad of shooting sports for Cub Scouts, Slingshots are exciting tools used for teaching hand-eye coordination and responsibility. Under supervision, Scouts learn proper handling and safety. They aim at targets, developing focus and precision. Slingshot activities foster camaraderie and outdoor fun, offering Cubs a unique way to engage with nature and build confidence in their abilities. Like the others, Cub Scouts may only take part in slingshot shooting at a district Cub Scout Day Camp or council-hosted camp or activity.

STEM



STEM activities in Cub Scouts offer hands-on exploration and learning in science, technology, engineering, and math. From building simple machines to conducting experiments, Scouts engage in age-appropriate, fun, educational experiences. These activities promote critical thinking, problem-solving, and creativity. Through STEM, Cubs develop skills essential for success in the modern world while fostering curiosity and innovation. With guidance from leaders and mentors, Scouts embrace the excitement of discovery and gain a deeper understanding of the world around them.

Tiger, Wolf, Bear, Webelos, and Arrow of Light Advancement

There is a NEW Cubs program beginning June 1, 2024. All resident camp activities will be programmed around this new program! While the goal of resident camp is to make camp FUN for all Scouts, they will have fun while receiving credit toward electives completed while at resident camp. A document outlining what each den completed while at camp will be handed out at Monday evening's campfire.

Scouts at camp are grouped by pack and put into dens by rank for the purpose of walking from area to area and providing age-appropriate activities to each den.

Saturday Evening Campfire

This campfire is put on by our camp staff as a way to introduce Scouts and leaders to our camp staff. Cub Scout resident camp is a bit different from Scouts BSA resident camp as Cub Scouts will get to interact with all summer camp staff at Camp Karoondinha as they cycle through their programming. All packs will meet at the pool at 7:30 pm to learn Aquatics safety, and from there will form a line to enter Thunderbird for the campfire.

Sunday Scouts' Own Service

On Sunday evening at 7:15 pm, packs will gather at the Welcome Center and will be led by staff to our Chapel for the Scouts' Own service. This non-denominational service will be less than 30 minutes long, and will allow Scouts to do their Duty to God and practice the twelfth point of the Scout Law: being reverent. Please dress in the Field Uniform for this activity. A collection for the World Friendship Fund will be taken at this time.

Monday Evening Family Campfire

This campfire is put on by the pack in attendance during that week. All packs will meet at the main entrance to Thunderbird and will be led into the campfire by camp staff. This campfire will recognize the accomplishments of the Scouts and packs during the week. This campfire is open for families to visit camp and attend along with their Scout and their pack. At the conclusion of the campfire, we will bid farewell to our young Cub Scouts (Tiger, Wolf, Bear) as they leave to go home.

Tuesday Evening Activities & Cracker Barrel Event

On Tuesday evening, our council's Order of the Arrow (OA) will put on a demonstration for the Webelos and Arrow of Light Scouts. This demonstration will introduce these Scouts to the OA, an honor society of the Boy Scouts of America (BSA), composed of Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives as elected by their peers.

Upon the conclusion of the OA demonstration, Scouts and leaders are invited to a Cracker Barrel. Location of this event will be determined at camp.

Wednesday Cardboard Boat Regatta

On Wednesday afternoon, there will be a Cardboard Boat Regatta held on Faylor Lake, weather permitting. In order to participate, Scouts and/or leaders must have obtained the “Swimmer” classification during swim tests.

Cardboard Boat Regatta Rules

Materials

Cardboard, Duct Tape, Packing Tape, Hot Glue, Rope or String

Rules

1. Only the items listed above may be used to build boats. Cardboard tubes are permitted but cannot have wood or plastic used to cap the ends. No pre-treated or waxed cardboard is permitted.
2. Design is the builder’s choice. Make your boat look like a race car, a yacht, dragon, flying saucer...let your imagination reign supreme.
3. Only permanent markers can be used to decorate your boat. Use of paint, stickers, etc. will result in disqualification.
4. No wrapping in tape, however, tape may be used to reinforce the bottom of your boat.
5. You must provide your own oar and the paddle. The paddle may only be used to propel the boat. Oars may be made of any material. Rafts or flat boats which use legs for propulsion are not allowed.
6. Each participant must wear a PFD at all times when in or on the water, otherwise, the team will be disqualified.
7. Each pack may have multiple entries, however, no individual scout may be associated with more than one entry.
8. Each boat must carry at least two team members.
9. Boats may be built prior to the camp week. Boats may also be built during the camp week; however all materials must be brought with you. All boats must pass inspection prior to racing.
10. Team members in the boat must not be enclosed above the shoulders. Team members must be visible at all times while the boat is in the water.
11. Team members who start the race must finish the race without leaving the interior of the boat. If a team member exits the boat for any reason during the race, the team will be disqualified.
12. When a boat is finished the race, the team must remove the boat and any leftover cardboard debris from the water area and dispose of it at the designated trash area.
13. Teams are not allowed to sabotage anyone else’s boat. Any rough housing in the water will lead to disqualification.
14. All participants must be wearing a bathing suit and shorts (no denim)
15. Team members must supply their own towels.
16. Judging will be based on time at the completion of the race or distance traveled and time the boat sinks.

Suggestions

- Bring a supply of towels.
- Bring a change of clothes, you WILL get WET!!
- Most importantly... have FUN!!!

Awards

- Speed Boat Award for the team that completes the course in the fastest amount of time.
- Titanic Award for the most spectacular sinking
- Design Star Award for the best design and theme (including boat and crew)

Wednesday Evening Game Night

On Wednesday evening, we will host game night at the sports field beginning at 7:00 pm. A pick-up game of kickball, wiffleball, or ultimate frisbee will take place, as well as can jam, cornhole, board games, card games, and/or trivia.

If possible, special programs for adults will be offered on Wednesday night. Programs that were offered in the past include Leader shoots in archery and/or BB/rifle, adult swims, and/or climbing on our Climbing course.

Wednesday Evening AOL Outpost

Upon completion of Wednesday evening's game night, Arrow of Light Scouts are encouraged to stay at the sports field for Outpost. Scouts should bring a tent, sleeping bag, pillow, flashlight, and any other things they will need to survive the night. Each unit participating in Outpost is required to provide at least one leader for supervision, however it is encouraged that parents do not share tents with Scouts as the idea of the AOL outpost is to prepare these Scouts for their transition to Scouts BSA where tenting with parents is not allowed.

Waiter Schedule

Table Waiter Schedule

Table waiters should report to the dining hall 15 minutes early to prepare tables. Waiters should plan to stay for up to 15 minutes after the meal.

	Breakfast 8:00 AM Waiters 7:45 AM	Lunch 1:00 PM Waiters 12:45 PM	Dinner 6:00 PM Waiters 5:45 PM
Saturday			
Sunday			
Monday			
Tuesday (Webelos/AOL only)			
Wednesday (Webelos/AOL only)			
Thursday			

Pack: _____

Camp Picture Order Form

Camp Karoondinha 2024 Camp Picture Order Form

Unit Number (pack, troop or crew) _____ Name _____

Session Attended (please select one)

_____ Cub / Webelos Camp (June 22-June 27)

_____ Cub / Webelos Camp (June 29-July 4)

_____ Scouts BSA Session One (July 7-July 13)

_____ Scouts BSA Session Two (July 14-July 20)

Number of prints you are ordering _____ X \$10.00 = Total Amount Due \$ _____

Total Paid \$ _____

Payment Method Used _____ Cash _____ Credit Card _____ Check # _____

In the event that your order must be mailed, please provide your full mailing address below and contact information

Street Address _____ Apt. No. _____

City (Town) _____ State _____ Zip _____

Phone Contacts () _____ - _____ / () _____ - _____

Emails _____ / _____

Please provide any notes or comments to accompany your order:

Campsite Inspection Guidelines

Guidelines for Cub Scouts and Scouts BSA Summer Camp Inspectors

The following information is for all Unit Leaders and Campsite Inspectors.

TENTS:

- ★ Neat and orderly - tent flags should be rolled up and secured, if possible (weather permitting). Some tents will be missing ties; points will not be taken off for this reason. Flaps should not be tossed or folded back over the tent roof (should be rolled inwards).
- ★ Bedding (sleeping bags, pillows, blankets) should be in neat arrangement on the cots.
- ★ Clothing should be folded neatly on top of the bedding, hung inside the tent on a rope, or stored in packs or baggage under the cot.
- ★ Outriggers and tent poles are not clotheslines. Do not use them as such.
- ★ Litter should not be present in tents. A scout is clean!

FIRE PROTECTION:

- ★ Fire tools should be stored near the fire ring with easy access. This makes a good pioneering project.
- ★ The campfire area should be neat and free of litter. This is outdoor camping and natural materials are all around us. Points should not be taken off if a leaf or two is around. All combustible materials should be at least 10 feet away from the fire. The fire should have a minimal amount of ashes associated with a clean campfire from the night before. A campfire can be set for the next campfire. If it has unburnt or partially burnt wood in the fire ring, it should be cold if no one is in camp.

TROOP & PATROL EQUIPMENT:

- ★ All camping equipment should be stored away and clean.
- ★ Duty rosters need to be filled out and posted (waiter and fire guard).

AX YARD (OPTIONAL FOR CUB SCOUTS)

- ★ The ax yard should be set up away from the campsite. It must be the full swing of an ax around all areas. It should be marked or easily recognized. Saws and axes should be stored properly.

CAMPSITE/HEALTH/SAFETY

- ★ The first aid kit should be visible to an observer.
- ★ Washing facilities should be clean and neat.
- ★ Camp gadgets should be encouraged in the campsite. Use of lashings should be visible. Tool holders, towel racks, tables, gateways, etc. lashed from rope or twine are examples of camp gadgets.
- ★ No more than one vehicle is allowed in the campsite unless authorized by Camp Administration. Any vehicle in the campsite should have a parking pass prominently displayed on the dashboard.

BONUS

- ★ Service projects can be done within sites (removal of rocks, spreading of stone, etc.)
- ★ Service projects for the betterment of camp as a whole are available (replace roofs, reline trails, construction projects, etc.). Please ask the Camp Commissioner or Camp Director for guidance.

Pack Merit & Honor Awards

Pack: _____

Council: _____

The Honor Pack & Merit Pack awards recognize packs that participate fully in the camp program, follow camp rules and demonstrate the true spirit of Scouting. Please check the box for each requirement completed.

Merit Pack

Complete the following mandatory requirements:

- The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with the tradition of Scout Spirit that is ever-present in the program.
- The Cubmaster or the in-camp designated leader attends the leader's meetings after lunch. The leader also attends the leaders' orientation meeting on Saturday.

Complete 7 of the 8 optional requirements:

- The unit completes all registration materials by the proper deadlines, including forms and payments.
- The unit has a high percentage (at least 50%) of its active membership at camp.
- Two-deep leadership – provided completely by the pack – is present in camp at all times.
- The unit maintains a minimum ratio of one leader for every eight Scouts.
- Scouts attending camp participate in the scheduled activities (daily sessions, free swims, and other activities during the camp).
- The Scouts and leaders in the pack attend breakfast, dinner, and campfires in Field uniform (unless otherwise announced).
- The pack maintains a clean table in the Dining Hall. Each pack should clean up after each meal and prevent messes during meals.
- The pack maintains a clean campsite as recorded on the daily inspection scoresheet.

Honor Pack

In addition to completing the mandatory requirements and seven requirements in the Merit Pack section, a pack must complete **two** of the following four requirements to be an Honor Pack:

- The unit has at least one adult leader attend the pre-camp meeting held in the Spring.
- The unit performs a conservation or camp improvement project while at resident camp. This project should be approved beforehand by the Program Director and checked upon completion by a staff member.
- The pack participates in Monday evening's campfire by performing a skit, chant, cheer, or song that has been approved by the Program Director.
- The pack plans one pack or campsite activity. The activity must foster a sense of Scouting friendship between two or more packs.

Pack Leader's Signature: _____