

## GENERAL EMERGENCY PROCEDURES

Report all emergency situations (fire, accidents, etc.) and serious injuries to the nearest staff member.

The staff member will report directly to the Camp Director, Program Director or the Camp Ranger.

If the situation is evaluated as a Camp-wide Emergency, a sounding device will be sounded to alert all staff and campers that we have an emergency in the camp.

There will be a training during the opening campfire for the entire camp concerning the two different siren sounds:

- a. One long lasting burst -

- i. Everyone to take immediate cover in designated zones

- b. Three short bursts repeating -

- ii.. All staff members will close down their areas, then report to the dining hall flagpole for further information.

All Scoutmasters and Scouts will report to the dining hall for a roll call to make sure that all Scouts are accounted for. One leader from each troop will report on their status.

## HEALTH LODGE

The Health Lodge is staffed by a medical professional and is available for camp emergencies. Leaders must conduct their own first aid in camp, just as if you were on a weekend camping trip. Please do not use the Health Lodge for minor injuries such as scrapes, splinters, or bug bites. In the event of a medical emergency such as broken bones, sprains, deep cuts or sickness, please send the affected Scout to the Health Lodge with a buddy and/or leader.

DO NOT LEAVE THE CAMP WITH A MEDICAL EMERGENCY WITHOUT HAVING SOMEONE CHECK-IN WITH THE HEALTH LODGE OR CAMP DIRECTOR.

## MEDICAL RESPONSE PROCEDURES

Trips to hospitals and doctors' offices from camp

Except for emergencies, it is the responsibility of the unit leadership to provide transportation for campers who require the attention of a doctor or the services of a hospital.

## YOU MUST CHECK OUT OF CAMP

Youth protection guidelines must be followed when transporting unit member(s) to the doctor or hospital.

Remember to take the insurance forms with you for completion at the doctor or hospital. You must obtain your Scout's health record (AHMR – Annual Health & Medical Record) from the Health Lodge before going to the doctor or hospital because it contains a consent to treat and insurance information. The adult leader must be prepared to pay for any prescription that the doctor may prescribe for the patient. Circle Ten Council will not pay for prescriptions, hospital, or emergency room bills. The Camp Director will work with you to notify the parents in the event of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you how they may be contacted, including phone numbers. Directions to doctors' offices and hospitals are available at the Health Lodge.

## LIGHTNING

During periods of severe thunderstorms and lightning, generally all campers and staff members will take cover in the dining hall or nearest program pavilion. Aquatics Director will institute hazardous weather protocol as defined by the National Council. All persons will refrain from making contact with metal flagpoles. If a thunderstorm is approaching during class time, the Area Director will not send campers back to their campsites due to the lightning. They will radio the Camp Director and let him know that all areas are safe and will dismiss after the Camp Director issues an all clear. All camps are equipped to monitor lightning.

## BULLYING AT CAMP

Bullying has no place in Scouting, especially at camp. Be on the lookout for it. Increase adult supervision in targeted areas (changing areas, latrines and showers). Encourage Scouts to watch out for each other. Emphasize to Scouts to speak up and ask them if they have seen anything unusual while at camp.

Leaders should **WATCH** for bullying, **STOP IT** and **REPORT IT** to the Camp Director.

Become an Upstander by taking action to stop prohibited behavior.

## EARTHQUAKE

Upon any sign of earthquake, staff members and adult leaders should first encourage campers to be calm and not panic. Have everyone sit on the ground out of reach of falling objects. Should you be inside and the shock severe, caution everyone to leave the building if possible, or brace themselves in a strong doorway or under a strong table. Remain calm. Following all course of activity including aftershocks, assemble at the flagpole to determine the next course of action.

## CHEMICAL SPILL/HAZARD

In the event of a chemical hazard in the camp, the chemical will normally be a mild problem easily dealt with using the directions on the container. If you are in doubt, consult the Safety Data Sheets (formerly known as Material Safety Data Sheets) on file at the camp office.

In the event of a major toxic or hazardous material spill inside or outside the camp, treat the situation in the same manner as any other emergency by sounding the alarm for assembly at the flagpole unless told otherwise.

Any substantial clean-up should be accomplished by members of the staff and not by Campers or Unit leaders.

## BUDDY SYSTEM

All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. Using a formalized buddy system is mandated in certain adventurous or potentially dangerous activities.

## STAFF HOUSING

Campers and troop leaders are not permitted in the Staff Housing Areas. Remember, this is their camp home. Just as you deserve privacy in your troop site, the staff also deserves their privacy.

## CAMP CURFEW

No Scout may be out of his campsite after 10:30 p.m., unless accompanied by an adult or with authorization from the Program Director or Camp Director to participate in an activity.

## FIRE

Campsite:

Evacuate the immediate area

Drop all tents and tarps immediately after checking if tents are occupied.

Notify Camp Director, Program Director or Camp Ranger immediately.

Use water buckets or hose to extinguish fire.

If help is needed, a camp-wide emergency will be signaled.

If fire can't be controlled, don't stay and try to put it out. Leave campsite and all danger immediately.

(Remember, we are not firefighters and are not trained to handle fires.)

Building:

Evacuate building immediately.

Notify Camp Director, Program Director, Business Director or Camp Ranger.

Stay away from building until given further directions by the Camp Director.

## Fires, Liquid and Propane Fuels

When you arrive at camp, your check-in procedure will include a fire ban status report. Due to the rural nature of our camps, often the local Fire Marshal will mandate a burn ban. The camp management team has assured the local authorities of full cooperation when a burn ban is in effect. Please understand that at times special dispensation can be made at the discretion of the local marshal to allow programmatic burns when appropriate. If there is no ban, fires are to be built only in designated areas and under proper supervision. Liquid or propane fuels are to be used only under adult supervision. Liquid fuels of any type cannot be used to start fires. Liquid fuel must be stored in approved containers and, along with propane cylinders, must be stored under lock and key. BSA policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. **This also includes cigarette smoking.** Firearms, Ammunition, Fireworks, Bows and Arrows

Personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, blow guns, bows, arrows, sling shots), ammunition, laser pointers, and fireworks are not allowed in camp. The Camp Director reserves the right to confiscate and return upon departure from camp any item that may be considered a potential risk to the general health and wellbeing of the camp.

## SUN, HEAT AND HUMIDITY

Camp leaders should see that campers are exposed to the sun gradually. Sun screen is recommended. Camp leaders should see that campers wear sufficient covering to protect their skin from sunburn. Campers should be taught to avoid excess exposure to the sun: seek shade and rest at the onset of any suspicious symptoms. They should be warned against the danger of sunstroke and heat exhaustion and be taught how to recognize the symptoms. The waterfront is the scene of most sunburn. Illness from heat is most likely to occur during strenuous, prolonged activity.

**SCOUTS MUST BE ENCOURAGED TO DRINK LOTS OF WATER ON HOT, HUMID, AND WINDY DAYS.**

During periods of extreme heat or smog, strenuous activity will be restricted and all activities will be restricted to pavilions, buildings, and water areas.

### Drinking Water

Dehydration at camp is a significant issue and is 100% preventable. Proper amounts of water are important during hot weather. Troops are encouraged to use water coolers, but must provide separate cups or water bottles (disposable/reusable) for each person. Each Scout and leader are required to carry drinking water with them at all times when water fountains are not available

**HEAT INJURIES CAN BE SERIOUS!**

**HIGH WATER INTAKE is a must.**

NOTE: Soft drinks or coffee do not replace water!

## LOST CAMPER

In the event a camper is reported lost, immediately send someone to notify the Camp Director or Program Director. At the same time, send two adult staff members over the age of 18 to the missing camper's campsite, his scheduled activity area for that period, as well as any other likely place to determine the accuracy of the report (including the front gate entrance). The designated person for the front gate entrance should be instructed to not let anyone leave camp until the search is concluded. After those reports have returned negative and other likely spots have been searched, the Camp Director or his representative has determined that the missing camper will not be easily found, the alarm will be sounded for a camp-wide emergency. Additional steps to be taken in sequence are: continue search and alert authorities.

## TORNADOES

Everyone should be familiar with designated safe zones and their markings

When a tornado warning has been issued, Camp Rangers should drive through all areas of the camp and sound an alert by making long bursts with their truck horns. Staff will be notified by radio to make sure that all persons are safe.

The Program Director should also communicate with Staff Members to close all program areas immediately following the Camp Rangers' horn alerts.