Webelos Resident Camp

at Camp Cedars

2019 Parent and Leader Guide

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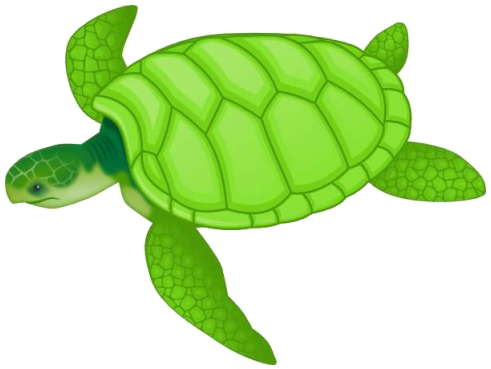

CAMP IS AWESOME

Welcome to Webelos Resident Camp at Camp Cedars! we look forward to providing an unparalleled experience for you and your scouts in 2019!

Expect an UNPARALLED summer adventure this year! Our theme of **Under the Sea** will be integrated into every aspect of camp from our meal service to the programs. Our 2019 Webelos curriculum uses the latest updated Cub requirements, helping to keep parents and leaders ahead of the curve.

In this guide, you will find the information needed to prepare for a great camping experience with your Scouts.

We hope you find the information included here helpful. We look forward to seeing you at camp!

Sessions and Fees

2019 Webelos Resident Camp Date

- July 19-21, 2019

Resident Camp Fees

2019 Camp Fees for Cub Scouts: $150

$135 if registered by June 7

2019 Camp Fees for Adults & Leaders: $80

Packs and individual families can register online at www.GoCubCamping.org and choose their session today!

Camperships

No Scout should miss out on the opportunity to attend resident camp due to financial need. Funds are available to help Scouts who need financial assistance to attend camp. Scouts from units that conduct an Investment in Character campaign presentation as well as participate in popcorn sales and camp card sales will receive first priority. All campership information is kept confidential. Campership applications must be received in the Durham Scout Center by **April 5, 2019.** The application is online at https://247scouting.com/forms/form.php?OrgKey=BSA326&id=510

Refunds

Part of a Scout or Leader's fee will be refunded only under one of the following circumstances:

- Individual illness or injury
- Death or serious illness in the immediate family
- Relocation of the family outside of Mid-America Council

The Cubmaster must make such requests by submitting a completed Activities Refund Request form. Refunds may be requested up to two weeks after concluding camp. **Pre-registration fees for a Scout or Scouter may be transferred to another Scout or Scouter.**

Cub Scout to Adult Attendance Ratio

BSA National Standard of Two- Deep Leadership requires	
Webelos Ratios	
# of Scouts	# of Adults
1-10	2

BSA National Standard of Two-Deep Leadership

Any adult must be at least 21 years of age and a registered leader or participating parent. National Scouting policy requires two-deep leadership (two registered adult leaders/parents). It is not required that each Scout have their parent/guardian attend for the Scout to attend. Our Resident Camp maintains the above ratios of leadership to ensure BSA's National Standard is met. All adults must show proof of current Youth Protection training to attend. To get trained, visit www.My.Scouting.org. You can create a free account and click on "E-Learning" then "Youth Protection Training." You can print the certificate of completion and bring it with you to camp. All registered adults should also input their BSA member ID into their profile, so any training courses taken online will automatically update their Scouting record.

In the instance that a Pack does not have a second or subsequent leader/parent, we will pair those Scouts and leaders with another Pack to allow them to attend. However, there must be at least one leader in camp at all times from each unit for which they have Scouts attending.

All units must have at least two adults to a maximum of eight Scouts, and one additional adult for each four boys (or part thereof).

Other Pre-Camp Information

Special Needs

We are working hard to make our camp comfortable and accessible to those with special needs.

If anyone in your unit has special dietary, health, or mobility needs, we ask that you please make your needs known as soon as possible to allow time for reasonable accommodations for your requests. Be specific and indicate a contact person in case the Camp Director has any questions in meeting the accommodation. **Deadline for special requests is two weeks before the start of your camp session**.

Insurance

All adult leaders and campers must be registered members of the Boy Scouts of America. The Mid-America Council has purchased the National Boy Scouts of America Council Accident & Sickness Insurance Plan, which will cover all registered Mid-America Council Pack, Troop, and/or Crew members for both accidents and illnesses that manifest during participation in Scouting activities. All out-of-council units and other groups or individuals attending camp will not be covered by the Mid-America Council plan. Out-of-council Packs should bring proof of insurance from the council.

Health Forms

All campers, including adults, MUST bring a copy of their BSA Annual Health & Medical Record with parts A & B completed within the past 12 months. **School physical forms cannot be accepted.** Please use this form found online http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf and bring it to camp. **There are no waivers nor exceptions.**

Health & Safety

Our health lodge is maintained and staffed with qualified personnel for the health and safety of all campers at all times. The health officer must check all medications, prescription and non-prescription drugs brought to camp, in accordance with BSA policy. All medications must be brought in the original container. All injuries occurring at camp must be reported to the health lodge and registered in the camp's first aid log.

Swim Checks

Your Den or Pack may test for swim checks prior to arriving at camp. If you choose to do so, you must use the Unit Swim Classification Record form which can be found in the back of this guide. **Please be advised when swim tests are conducted off-site prior to the camp session, the camp Aquatics Director retains the right to review or retest any or all participants.**

Campers will be divided into three ability groups: non-swimmers, beginners, and swimmers.

- *Non-swimmers* have not passed a swimming test or choose not to test.

- *Beginners* must pass this test: Jump feet first into water over the head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to the starting place.

- *Swimmers* pass this test: Jump feet first into water over the head in depth, swim 75 yards in a *strong* manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

NOTE IF YOU CHOOSE TO TEST AT CAMP: Webelos in a boating class will complete their swim test on Friday during check-in.

These classification tests must be renewed annually. Please use the Unit Swim Classification Record found at the end of the leader's guide and bring completed with you to check-in at resident camp if you test outside of Camp.

What to Bring to Resident Camp

- ⇒ BSA Health History Form, Parts A & B (completed and current)
- ⇒ Official Scout uniform (uniform shirt, along with neckerchief w/slide, shorts, belt, & socks if you have them)
- ⇒ Camp t-shirt (will receive upon check-in)
- ⇒ Extra shirts, shorts, underwear, socks, etc.
- ⇒ Pajamas
- ⇒ Sweater or light jacket
- ⇒ Jeans or long pants
- ⇒ Swimming suit (see additional notes below)
- ⇒ Sunblock
- ⇒ Raincoat or poncho
- ⇒ Hiking boots or sturdy tennis shoes
- ⇒ Hat or cap
- ⇒ Bath towels
- ⇒ Toothbrush & toothpaste
- ⇒ Shampoo, soap, comb
- ⇒ Sleeping bag or blankets, pillow
- ⇒ Water shoes or 2nd pair for boating
- ⇒ Personal tent (*See note below)
- ⇒ Sleeping pad or cot
- ⇒ Flashlight & extra batteries
- ⇒ Scout handbook
- ⇒ Paper & writing utensil
- ⇒ Mosquito repellent (non-aerosol)
- ⇒ Water bottle or hydration pack
- ⇒ Excitement for camp!

Optional Items:

- ⇒ Swim check form (completed and current, A blank form can be found at the back of this guide)
- ⇒ Envelopes & stamps
- ⇒ Camera
- ⇒ Sunglasses
- ⇒ Musical instrument
- ⇒ Sewing kit
- ⇒ Trash bags
- ⇒ Football, Frisbee, etc.
- ⇒ Deck of cards
- ⇒ Money for camp trading post

Swimsuits

Men – Trunk style suits only. No competition style swimsuits such as Speedos or Jammers.
Women – One piece swimming suits only. Must be conservatively cut in legs, back, and chest.

Scout Uniforms

Scouts and leaders will be asked to wear Scout uniforms at all evening flag ceremonies and evening meals.

Tenting

Scouts and leaders will have the option of tenting in canvas tents. Families can choose to bring personal tents and set them up in the campsite if they prefer. Tents don't come with cots but are on a wooden platform.

At Camp

Arrival to Camp

Please plan to arrive between 1:00 p.m. and 5:00 p.m. on Friday. **Please do NOT arrive before 1:00 p.m.** Early arrivals are not able to be accommodated.

Upon arriving, please have one adult leader from each Den/Pack prepared to turn in all necessary forms, including health forms and swim classification. Camp Medical Staff will review these at check-in, according to BSA protocol, and may request a follow-up discussion with the camper or a responsible adult, to go through any health concerns and/or any medications they may have brought to camp. If your Scouts will need to complete a swim check upon arrival at camp, please show up wearing swim trunks.

The leader who checks in the Den or Pack will be issued wristbands for the identification of all who are staying at camp. For security, the wristbands are required to be worn at all times to help verify individuals who are authorized to be on camp grounds. Individuals without wristbands will be asked to go to the camp office.

During check-in, Scouts will unload equipment at the main parking lot and carry it down to the campsite. Camp staff will be available to assist with this process.

Sleeping Arrangements

Once in your campsite, scouts and leaders will be assigned areas. Scouts and leaders will have the option of tenting in canvas tents. Families can choose to bring personal tents and set them up in the campsite if they prefer. Tents don't come with cots but are on a wooden platform.

Showers

Camp Cedars features a private shower house available to all campers.

Valuables and Gear

Leaders should ask Scouts to bring as few valuables as possible to camp. Each unit is advised if possible to have a leader responsible for their Scout's money to prevent lost/stolen money. Adult supervision is a MUST. Scouts are not permitted to walk through other units' campsites. Scouts should be encouraged to respect their own gear as well as that of all others. Camp Cedars and the Mid-America Council work hard and spend a great deal of money to provide tools, program supplies, etc. for the enjoyment of all our visitors. Please oversee the behavior of your Scouts to guard against theft or vandalism of camp property. If we take care of all we have, things at camp will only get better!

All Scouts and adults must bring a plastic or metal cup, canteen, refillable water bottle, or hydration pack which must be carried at all times in order to help prevent dehydration. A rain poncho and flashlight are also highly recommended. Scouts may also choose to bring a day pack or other bag in which to carry these items and other incidentals. These items may also be purchased at the trading post.

Scouts are permitted to bring snacks to camp. However, storing food in tents can attract animals, so campers do so at their own risk. If you bring snacks, you are advised to bring individually packaged, healthy items such as granola bars. Meals provided supply sufficient nutrition and energy for the session and the trading post will be open for additional snacks.

Refer to page 7 for a full list of personal items to bring to camp.

Emergencies

While camp is in session, the main camp office will always have someone on duty to help handle any emergency that may arise including those that may involve the camp health officer.

Outside of summer camp and during the business hours of 8:30 a.m. to 4:30 p.m. Monday through Friday, you may call the Camping Director at (816) 868-0815 or the Durham Scout Center at (402) 431-9272. If you are calling the Council office, state the nature of the emergency and provide a contact name, unit number and phone number, and we will contact the camp as soon as possible. Understand that you may normally reach a voicemail, but we will work diligently to respond as quickly as voicemails can be retrieved.

The "S' rules

- Stay with a buddy.
- Stay within camp boundaries.
- Sanitation – scrub with soap!
- Stay out of other people's stuff. Permission must be given to enter another's sleeping area.
- Sticks & stones stay on the ground.

A Typical Day at Camp

Morning Routine

Each morning, all campers will assemble at the flagpole at 7:45 a.m. for the flag raising.

Meals

Meals are served cafeteria-style and will be followed by a brief period of announcements and other merriment. Here is a typical day's menu:

Breakfast	**Lunch**	**Dinner**
Eggs	Pulled BBQ Pork	Burgers / Hot Dogs
Sausage Links	French Fries	Mac and Cheese
Potato Wedges	Salad Bar	Vegetable Medley
Waffle Bar	Sun Butter/Jelly	Sun Butter/Jelly
Cereal / Fresh Fruit / Yogurt	Lemonade / Tea	Salad Bar
Milk / Juice		Lemonade / Tea

Morning & Afternoon Programs

Throughout your time at camp, Scouts will travel with their parents, adult leaders, and staff to various program stations and activities. Adult leaders may be asked to assist the staff as needed. Campers will be provided activity schedules, and it is essential these are followed for camp to run smoothly.

Evening Activities

Each evening, a different (optional) fun activity will be announced.

Program Offerings

Webelos Programming

Webelos will be offered more challenging activities at each area to better fit their age/skill-level, and/or to meet Webelos-specific rank advancement requirements.

All Program Areas at Resident Camp will be structured according to the new Cub Scout Rank Advancement Program requirements. A specific outline of activities, as well as the requirements in the "new" program that will be covered.

Program Areas

Program areas may include:

- Shooting Sports
  - BB Gun Ranges
  - Archery Ranges
- Aquatics/Waterfront
  - Swimming
  - Boating
  - Fishing
- Nature Study
- Climbing / Games
- STEM/NOVA Activities
  - Robotics
  - Science Experiments

Departure from Camp

Evaluations

Each adult will be given an evaluation form. Please take the opportunity to fill out the evaluation form and return it before you leave camp. Your feedback is valuable to our camp. We appreciate your comments, concerns, and opinions. Adults who are only staying for a portion of the three days should fill out an evaluation before they depart. Evaluation forms will be available and can be turned in at the camp office to the Camp Director or his/her designee.

Campsite Clean-up and Check-out:

Time will be allotted for campers to pack up camp and load vehicles. We ask that leaders do not deprive boys of program time to get packed up early. Camp staff will be available and willing to help campers move their gear from the campsite to the parking lot. With all of us working together this process can be completed smoothly and quickly. Remember ***"Leave No Trace."*** All Scouts in a campsite will check out together to ensure the site is ready for the following session of camp.

Camp Policies

Staff Responsibilities

Each campsite will have an assigned camp staff member that is familiar with the program, camp layout, and camp policies. He or she will be a registered member of the BSA, and will be your group's primary resource for a quality camp experience. This person is to be your support for your *program,* not to provide adult leadership and discipline. The same holds true for all staff members.

Camper Discipline

Discipline is the responsibility of the adult leadership attending with the Pack. The camp staff is available to help with, but not take over, any discipline problem. Under no circumstances is corporal punishment allowed. Take all serious discipline problems to the Camp Director. The Camp Director reserves the right to remove any person from camp who may present a threat to any camp staff or attendees, or to camp property.

Alcohol and Drugs:

There are absolutely no alcoholic beverages or unapproved drugs allowed in, or to be consumed at, camp. Anyone violating this policy will be asked to leave immediately and, if applicable, the appropriate law enforcement agency will be contacted. Prescription drugs need to be checked in by the camp's health officer and noted on your health form.

Tobacco Usage

Tobacco usage is not allowed at camp. If it is legal for you to use tobacco and you must do so, you must secure permission from the Camp Director and follow strict directions on where and when it is appropriate.

Knives

Scouts must have a "Whittling Chip" or "Totin' Chip" card to use a knife at camp. This card can be earned at camp, so the knife must not be used until it is earned. Blades may not be longer than four inches and must fold. Sheath knives are not permitted.

Personal Shooting Sports Equipment

All personal firearms, ammunition, and archery equipment must be left at home. Camp will provide all necessary shooting sports equipment.

Pets and Wildlife:

No pets allowed. Camp abounds with wildlife. Do not attempt to touch or feed any wildlife. Report any wildlife that behaves in a strange manner to a staff member. This includes showing no fear of humans, biting, scratching, etc.

Liquid Fuels

All liquid fuels present a potential safety and fire hazard. They should never be inside a tent. Only adults can use liquid fuels in camp.

Flames in Tents

There will be no flames or heating elements of any kind in tents. All tents must have appropriate fire-dousing materials nearby; the camp will provide these.

Registered BSA Members

All campers must be registered members of the BSA before attending camp. All adult leaders attending camp must be registered with the Boy Scouts of America or the parent/guardian of the child they are attending with.

All registered adults and unregistered parents must have taken Youth Protection Training online, and bring a certificate of completion to camp to show at check-in.

Uniforms

All campers are encouraged to wear a Scouting related shirt for breakfast and lunch every day. This could include a resident camp or Pack t-shirt. The Cub Scout uniform shirt with appropriate neckerchief is the expected dress for evening flag ceremonies and dinner.

Electronic Devices

These devices are not needed in camp. If a radio is needed, it must have headphones. Hand-held video game devices are discouraged due to their significant program distraction.

Parking

All vehicles must be parked in the designated lot. Unapproved vehicles will not be allowed beyond the parking area. Please back your vehicles in when parking, if you are able. In case of an emergency, this will allow for easy evacuation.

Trading Post

The trading post will carry supplies, handicraft material, souvenirs, sundries, snacks, candy, and soft drinks.

Cleanliness

Campsites and facilities will be clean and ready upon your arrival at camp. Leaders are responsible for the cleanliness of their campsites, latrines, tents, and Cub Scouts in their unit during your stay at camp. Please help Cub Scouts remember to wash their hands before meals.

Lost & Found

Please mark all belongings with name, city, and pack number. Lost and found items can be found in the Administration Building and Dining Hall during camp, and at the Administration Building upon check-out. Items not claimed after the completion of summer camp will be given to a charitable organization.

Weather

The weather at camp is unpredictable throughout the summer months. Everything from warm summer days, thunderstorms, and cold nights are considered normal. Be prepared. Don't forget coats, rain gear, and warm sleeping bags rated to at least 20 degrees, or bring an extra blanket. Check the forecast before leaving for camp online at www.weather.com. Camp will continue, rain or shine!

Other Important Rules to Know

- ⇒ Open-toe sandals and flip flops are not permitted in camp. This is for your safety and protection.
- ⇒ Any form of bullying, hazing, ridicule, or fighting is unacceptable and may result in expulsion from camp.
- ⇒ Shower facilities are regulated to ensure no adults and youth will use them at the same time.
- ⇒ All Scouts and adults must carry a water bottle or hydration pack at all times.
- ⇒ Scouts are required to use the “buddy” system when traveling through camp.
- ⇒ Proper adult supervision is strictly enforced in the lake area and is checked regularly by lifeguards, leaders and staff.
- ⇒ Adult leaders must supervise all campfires.
- ⇒ Profanity is unbecoming of a Scout or Scouter and is not tolerated at camp.
- ⇒ Sign-in and sign-out procedures are required. All visitors need to sign in and out through the camp office.
- ⇒ Adult leaders must report any suspicion of abuse to the Camp Director immediately.
- ⇒ If you need to enter a Scout’s sleeping area, before entering, announce your presence first and make sure another adult accompanies you.
- ⇒ In the shower areas, in the event you feel it necessary to enter while a Scout is in the facility due to a behavior issue or possible injury, you may enter only when accompanied by another adult.
- ⇒ Anyone caught stealing or vandalizing will be expelled from camp and the unit will be responsible for providing compensation to the individual/unit/camp