



Muskingum Valley Council Boy Scouts of America

Cub Scout Resident Camp

(FOR WOLVES, BEARS, WEBELOS and CUB SCOUT AGE GIRLS)



Session 1 July 26th - 29th

Session 2 July 29th - Aug.1st

2018 Cub Resident Camp Leaders Guide

Every Scout deserves a great summer! The Muskingum Valley Council has three fun-packed activities planned for your Pack to take advantage of. Fun, adventure, and advancement await each Scout! Remember, it only takes three outdoor activities for each Pack/Den to earn the *National Summertime Award*, which can also lead to the *Cub Scout Outdoor Activity Award* as well. Whatever activities your Pack decides to partake in, we hope you include our Summer Programs, or develop your own. The key is to keep Scouts active, and have fun, year-round.

Cub Scout Summer Camps To-Do List for Packs

1. Appoint a Summer Camp Coordinator
2. Invite a Camp Director to speak at a Pack meeting
3. Collect the names of Scouts and Youth interested in attending Resident Camp
4. Distribute forms and information to Parents (don't forget about the Campership Application)
5. Collect forms and fees early enough to meet the registration deadlines for each camp
6. Come to camp and have a great time!

Muskingum Valley Council Camperships

Camperships are available to help financially needy families of the Muskingum Valley Council. Camperships may be requested to help send a scout to any Day Camp or Resident Camp provided by the Muskingum Valley Council. Campership forms are available online from the Council Website and at the Council Office. Because there are limited funds available, unit leaders should consider how much financial assistance the unit can provide before submitting any campership requests.

Summertime Activities: Awards & Advancement

Activities should be fun, but also should be award or advancement-based. Day Camps and Resident Camp will provide a list of completed requirements, achievements, etc. Make sure you get a copy of these before you leave camp. Review the *National Summertime Award* and *Outdoor Activity Award* requirements to include these into your outdoor activities. Awards earned during the summer should be awarded ASAP, preferably at the August/September Back-to-the-Pack Meeting.

NOTE: As of June 1st, all Cub Scouts “roll-over” into their new Dens for the coming Fall. If your Scout joined as a Tiger in the Fall of 2016, he will attend Day Camp or Resident Camp as a Wolf (what he will be in the Fall); and so on. This gives the Scout an opportunity to work on and earn new advancements and awards during the summer.

2018 CUB SCOUT RESIDENT CAMP

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GENERAL CAMP INFORMATION

We are working very hard to bring you a Great Cub Scout Resident Camp program and experience; fun, adventure, excitement, and advancement. We are still building the program, but here's an idea of what we will have in store for you:

For Wolves: **Paws on the Path & Digging in the Past**

For Bears: **Baloo the Builder & Fur, Feathers, and Ferns**

For Webelos I: **First Responder, Art Explosion, & Into the Woods**

For Arrow of Light: **Build It, Fix It, & Adventures in Science**

Girls will be divided according to age...

For everyone: **Archery, BB, Lake, Pool, & The Outdoor Challenge, Campfires, Great Food, Memories, and FUN, FUN, FUN!!!**

Registration & Fees Cub Scout Resident Camp

Session 1 July 26th - 29th Youth \$115 (**June 25th Deadline**), \$140 (Late Fee), \$165 (Day of Camp)

Session 2 July 29th - Aug. 1st Youth \$105 (**June 25th Deadline**), \$140 (Late Fee), \$165 (Day of Camp)

Registration open April 2nd with a \$25.00 Non-Refundable deposit for youth will hold spot.

Remainder due by June 25th.

Includes all food, T-Shirt, Water bottle, & Cinch Sack (If registered by deadline)

Adults \$50 Includes all food & T-Shirt (If registered by deadline)

*****NOTE: If you register past the June 25th Deadline, you are not guaranteed a t-shirt, water bottle, or Cinch sack.**

Refund Policy

1. Deposits are not refundable, but are transferable from one Scout to another attending a Muskingum Valley Council Cub Scout Camp.
2. Paid Camp Fees may be applied to any Scout attending a Muskingum Valley Council Camp.
3. If a youth is not able to come to camp for medical or serious family emergency reasons only, the family can apply for a refund, It must be done in writing, clearly stating the reason.
4. Refund requests must be made within 30 days of your scheduled visit, using the *Camp Refund Request Form*.
5. No refund requests will be considered if received after August 31st.
6. The amount refunded, if any, will be determined by the Council Camping Committee, and will be based upon the information provided on the *Camp Refund Request Form*.

SCOUT OFFICE

Muskingum Valley Council
734 Moorehead Avenue
Zanesville, OH 43701
(740) 453-0571
(800) 934-2128
(740) 453-2015 FAX

CAMP

Muskingum Valley Scout Reservation
16905 CR 271
Coshocton, OH 43812
(740) 829-2526
(Only operational during camp)

CAMP DIRECTOR

Brent Jones
4125 E Greenwood Rd
Zanesville, OH 43701
(740)319-5553
Email: bsat122@yahoo.com

PROGRAM DIRECTOR

Karen Jones
4125 E. Greenwood Rd.
Zanesville, OH 43701
(740)819-5423
Email: kjsewing@yahoo.com

THURSDAY & SUNDAY ARRIVAL AT CAMP

Check-in will begin at 2:00 p.m. Thursday in the parking lot. No one will be checked in before this time. Please do not arrive any later than 4:00 p.m. so we have time to go through all the orientation necessary. **Any fees due will be settled at time of check-in with the Business Manager.** You will be assigned a USA (Unit Staff Adviser) who will be helping you with the check-in procedure. This staff member will take the boys to your campsite to unload gear first.

If weather permits, you will be allowed to drive to your campsite to unload gear (only one vehicle at a time will be permitted in camp). After unloading, please take your vehicle back to parking lot.

Youth must have swim gear handy, as well as medical forms with medications and instructions. During check-in at the Welcome Center, any medications and medical questions will be handled by the First Aid Officer.

REMEMBER: A new signed BSA health form is due each year. EVERYONE entering camp MUST have a health form. For more detail on medical policies, please see "the Camp and Medical Policies" section in this booklet.

Following medical re-checks, swim checks will be done at the pool.

After this, you will have time to arrange your campsite. Your USA will remain with you for any help you may need. Fireguard charts and emergency procedures will be reviewed at the Leaders meeting.

Dinner will be served at 6:30 pm. Please wear your Field Uniform. After dinner, we will have flag lowering, followed by evening program.

M.V.S.R. CAMP POLICIES

Scout Camp is a unique place where everyone should live by the Scout Oath and Law.

Persons found guilty of stealing, vandalizing, being under the influence of alcohol or illegal drugs, or tobacco (if under age) or breaking camp rules will be told to leave camp immediately with no refund of fees. This applies to the use of firecrackers, explosive devices, slingshots, etc. No gambling!

Please leave I-pods, MP3 players and ALL other electronic devices at home. Enjoy the week without them.

Cell phones for leaders only – not scouts.

No standing trees will be cut without permission of the Camp Director or Camp Ranger.

Shirt and shoes must be worn at all times around camp, except in showers and at the pool or lake.

Liquid fuels must not be used to start fires. Adults must supervise lanterns and cooking equipment requiring liquid fuels. Only the fuel in the equipment can be kept in the campsite, storage containers must be kept at the camp's fuel shed. Please check fuel out through the Welcome Center.

Never leave a fire unattended.

No sheath knives allowed in camp at all. Please make sure scouts are trained and supervised in the use of knives and axes.

There will be no vehicles in camp. Upon arrival to camp there will be one vehicle per troop allowed back at the campsite at a time. Once that vehicle returns to the parking lot, then another vehicle per troop will be allowed back to the site. Troop trailers will be allowed to remain in the site by permission of the Camp Director or Ranger.

Only golf carts will be allowed for handicapped Scouts or Scouters. In order to use these vehicles at camp you MUST have a handicapped sticker for your vehicle. No other vehicles will be allowed in camp during the camp week. Golf carts must use appropriate roads and trails only.

Make sure everyone in your troop understands these rules and those set out in each program area to avoid accidents and injuries.

All youth that attend summer camp must pay the appropriate fees.

M.V.S.R. MEDICAL POLICIES

MEDICAL FORMS:

Every person coming to camp MUST have a completed and signed medical form in order to enter camp; **NO EXCEPTIONS**. **Parts A & B** are all that are required for Cub Scout Resident Camp youth and adults since the

camp falls under the 72 hour National Standard for part C (Dr's physical and signature).

PLEASE check your health forms carefully. Parts A & B must be completed on the "Annual Health & Medical Records" form. If forms are not properly completed, and signed by parents, this could result in a youth, parent, or Scouter, not being able to stay at camp. Please call the Council Service Center or the Camp Director at home if you have any questions.

MEDICATIONS

Youth and Scouters are to be checked by the First Aid Officer at the Welcome Center during check-in. All medications must be turned in at that time.

All medication that needs to be taken during camp must be in the original container with instruction label attached, and be accompanied by a "Medication Instructions" form (see sample below), signed by parent.

Medications are given out 3 times a day, during each meal. If a Scout needs to take medication at a different time, this needs to be on the "Medication Instructions" form.

MEDICATION INSTRUCTIONS FORM

Name: _____

Troop: _____ Campsite: _____

Medication name: _____

Instructions (include how much, how often, and times, if needed):

Parent's signature: _____

Date signed: _____

YOUR CAMPSITE RESPONSIBILITIES

All campsites are equipped trash can, and kybo with fire extinguisher. YOU are responsible for its attractiveness and cleanliness. Supplies for cleaning the kybo, (bleach, trash bags, etc.) are available from the Kitchen. If you have any questions, there will be a daily inspection of your site and visits by a staff member. Remember to rope off ax yards and to use fire rings for all fires. Never leave a fire unattended. Remove trash every evening to dumpster at the Central Lodge whether full or not.

PARKING

NO cars are allowed in campsites or to be driven around camp without authorization from the Camp Director. Please move vehicles to the Parking Lot after unloading on Sunday afternoon.

BUDDY SYSTEM

It is the policy of MVSR that every scout in camp follow the buddy system. Each youth must have a buddy youth while doing all camp activities, including badges. Remember there is safety in numbers. It is also not as easy to get lost when you use the buddy system.

CAMPER RELEASE POLICY

It shall be the policy of the Muskingum Valley Council to release a camper only to an authorized person listed on the Campers Health/Medical form or in writing from the legal parent or guardian.

Each camper leaving camp will do so with the permission of his scoutmaster or adult in charge. Each camper will sign out at the office before departure and will sign back in upon his arrival back to camp. Each camper will remain in the office for pick up, so verification can be made by camp personnel as to the identification of the transporting person or persons.

When the transporting person(s) arrive, the camp administration will verify that the correct person(s) are approved transport people as specified by the legal parent or guardian.

NO CAMPER WILL BE RELEASED TO ANYONE NOT APPROVED IN ADVANCE.

LEAVING CAMP

Any camper (adult or youth) leaving camp for any reason MUST check in and out at the Welcome Center.

VISITORS POLICY AND MEALS

ALL visitors MUST stop at the Welcome Center to check in and out. They will be given an identification wrist band to wear while in camp. Reservations for meals may be made at the Welcome Center and must be paid for in advance. Prices of meals are as follows:

Breakfast: \$5.00 Lunch: \$5.00 Supper: \$5.00

INTRUDER POLICY

It is the policy of Muskingum Valley Scout Reservation that all staff and campers wear an ID tag. Any person found without ID or proper identification will be escorted to the camp office. All unauthorized visitors will be asked to leave the premises. Exceptions to this policy will be during family night and when a youth, family or leader is visiting camp. These people must report to the camp office at the Welcome Center and receive proper ID while on camp premises.

VALUABLES

Valuable items such as cameras, jewelry, watches, money, etc. are the responsibility of each individual. We encourage packs to have a "pack bank" and remind everyone "a scout is trustworthy"! The camp cannot take responsibility for lost, misplaced or stolen items. Only bring valuables to camp that are necessary. **No cell phones or other electronic devices for any youth!**

TELEPHONE USE

The camp phone number is (740) 829-2526. Only emergency calls will be accepted for youth. An Adult MUST be present for all youth under 18 to make calls.

UNIFORMS & ATTIRE

During the day, "anything goes", but appropriate shirt and shoes **MUST** be worn at all times around camp. **NO OPEN-TOE SHOES** except when at the waterfront, pool, or shower house. A field uniform is requested for supper, flag, and campfires.

MAIL

To send mail to Youth at camp, please use the following setup:

Youth: (put name) Pack #:
Muskingum Valley Scout Reservation
16905 County Road 271
Coshocton, Ohio 43812

In-coming mail will be distributed to Scout Leaders at meal times. Out-going mail can be dropped off in the mailbox at the Welcome Center. Stamps and envelopes are available at the Trading Post.

SHOWERS

North camp - across from Zane campsite.

South camp - pool

Flush restrooms are available at the pool and Central Lodge.

LAKE RULES

1. The BSA safety-afloat program is followed at all times; the buddy board system is used.
2. **NO** swimming in the lake - except during classes when this is required with supervision.
3. Personal Flotation Devices (PFD's) **MUST** be worn at all times in the boats or on a dock.
4. No fishing from the boats or anywhere in the boating area.
5. Learners can only go in rowboats with a lifeguard. Beginners can only go in a rowboat with an Adult swimmer. Swimmers can go in all boats.

POOL RULES

1. Safe swim defense plan is used at all times.
2. Buddy board system is used for everyone.
3. Swimming is allowed only when lifeguards are present. Climbing fence will result in being sent home with no refund.
4. Discipline around the pool will be enforced - no running, diving, horseplay or dangerous activities will be allowed.
5. Help keep the showers clean by tidying up after yourself.
6. Valuables can be left with the lifeguards.
7. You may only swim in the area(s) for which you have passed a test

TRADING POST

We will stock the Trading Post to meet the needs of Scouts, leaders and family guests. We will have individual Scout items, handicrafts, camp T-shirts, pop, ice-cream and candy, collectibles, books, uniforms, troop equipment, leader's books and supplies, patches, insect repellent, ice, fishing bait, Indian crafts, rope, ponchos and mosquito netting. Regular Trading Post times are posted at camp. Candy and ice cream will not be available for purchase until after lunch. Please be aware of your trash and use proper disposal/recycling. Unit accounts can only be opened and used by leaders. The Trading Post manager can help you with this.

PROGRAM AREAS

Many of the program areas your Youth will visit are the same locations used during Boy Scout Summer Camp. Our intent is to familiarize the Scout and Leader with the camp. Program schedules reflect Boy Scout Summer Camp as well, and are intended to give the Scout a fun, adventurous, and a fair opportunity to advance while enjoying the atmosphere of camping, fellowship, and fun; Scouting.

WHAT TO BRING TO CAMP

The Youth, Leader, and Adult will need to bring the following items:

1. Tent
2. Sleeping bag or sheets, pillow, and sleeping pad
3. Proper camping, hiking, and swimming clothing and attire
4. Boots and hiking/walking shoes: **NO OPEN-TOE SHOES EXCEPT FOR SHOWERS/POOL/LAKE AREA**
5. Necessary camping gear: I.E. Battery lantern, backpack, water bottle, etc.
6. Personal hygiene and showering items
7. Rain gear & insect repellent
8. Field Uniform
9. Pocket knife & Whittling Chip

MVSR CAMP EMERGENCY PROCEDURES

EMERGENCY ACTIVATION DRILL

Note: National BSA standards require one drill be conducted within the first 24 hours of camp each week. This is to be treated in a serious manner so procedures can be understood and followed in the event of a real emergency. We have used these procedures in real emergencies in the past and they work, provided we have the co-operation of troops. Please help us to show our Scouts by setting the needed example.

GENERAL PROCEDURES

1. When the alarm sounds, all staff is to report to the camp office, all troop members (youth, leaders, and Adults) are to report to their campsites
2. A staff runner will be sent to each campsite to give the troop leader instructions and information.
3. While awaiting the runner, leaders and Adults are to take attendance and account for each scout in their troop. No scout or leader is to leave the campsite until instructed by a staff member.
4. Aquatics staff will clear pool and lake - checkout by buddy board system.

FIRE EMERGENCY PLAN

1. All fires are to be reported to the Welcome Center where the alarm will be sounded.
2. Packs and staff are to follow the general procedures for emergencies (see above).
3. Director will take charge by sending staff runners to sites with instructions for troops; sending staff to fire site; contact outside help if necessary.
4. When a fire is in a campsite, use the following instructions:
5. Use campsite fire equipment.
6. Drop any burning tents
7. Send runner to the Welcome Center to report fire. Fires discovered in other areas of camp need to be reported immediately to the Welcome Center. You should tell location, time and situation.

SEVERE WEATHER

In the event of severe weather, a general alarm will sound. Follow this general procedure: a staff runner is sent to sites with directions. Storm shelters are the Central Lodge for severe thunderstorms and for a tornado go to a ditch or low-lying area.

OTHER WEATHER CONDITIONS

Announcements of impending weather such as heat, humidity, storms etc. will be made at meals if possible. If not, the P.A. system will be used or runners sent to leaders with instructions. The aquatics and field sports areas will be cleared and closed for 20 minutes after storms have passed.

Earthquakes: If in the open, find an area away from falling debris or overhead wires. If in a building, find a corner away from windows or doors, and cover your head and neck, or hide under heavy furniture like a table, and hold on to it. Be alert for aftershocks following the initial quake. Remain until the all-clear signal is given.

LOST CHILD

1. Report any suspected lost person to the Welcome Center.
2. Camp Director will start a search of the main areas of camp and the campsites before a general alarm is given.

3. If person is not located, general emergency procedures will be implemented.
4. Staff runners will check campsites and report back to the Welcome Center. Packs are to remain in sites until further instructions are received from a staff runner or the all clear sign is given.
5. Camp Director will determine if and when outside authorities are to be contacted and utilized.

CHILD ABUSE

1. Any suspicion of abuse to a child should be reported immediately to the Camp Director in a discreet manner.
2. The Camp Director will investigate the claim and make a report to Council Executive who will comply with our council's policy.