

## **Dear Cub Scout Leaders**

Sioux Council is proud to present Cub Scout Camp 2010, 'A Century of Scouting'.

We have been hard at work planning an adventure to remember! There are many new and exciting things happening at Cub Scout Camp this year, so please take a few minutes to read through this Guide. We hope that it will answer most of your questions. If not, feel free to e-mail us. We will be happy to answer your questions.

We look forward to working with you and your Pack's Day Camp Coordinator to make Camp 2010 the best Day Camp ever!!!

Yours in Scouting,

Sioux Council Cub Scout Camping Committee

**Corey Davis**

Day Camp Staff Advisory

## THE PURPOSE OF CAMP IS...

1. TO HAVE A GREAT TIME!
2. TO GIVE EACH BOY A SENSE OF WORTH AND ACCOMPLISHMENT!
3. TO BUILD CHARACTER IN EACH BOY!
4. TO FULFILL REQUIREMENTS ON TIGER, WOLF, and BEAR BADGES.

## WHO CAN ATTEND CAMP?

### **Cub Scout Day Camp:**

Registered Cub Scouts completing grades K – 4<sup>th</sup>. Parents and leaders too! **All boys who are Cub Scout age must be registered members of the Boy Scouts of America.** In addition, all who attend must have a medical form on file.

## COST AND REGISTRATION INFORMATION

### **Cub Scout Day Camp**

The fee for Day Camp 2010 is tentatively set at \$30.00 per session. Registrations received after May 1 will be charged a \$5 late fee and will **NOT** receive a free T-shirt. Scouts newly registered in the spring are exempt from the late fee so long as they register at least 1 week prior to the start of camp. All persons attending camp as Campers must complete a Day Camp Registration form and Health History, found at the back of this Guide. Walkers must complete a Walker Health History form. These forms must be returned to the Council Office with payments. **Without a health history form the Camper will not be able to participate at Day Camp.**

### **Refund and Transfer Policy**

A written request with a brief explanation for the cancellation must be sent to the Sioux Council Service Center. **The council must receive the request at least two (2) weeks prior to the camp start date.** A \$10.00 administrative fee will be withheld from the refund. Refund requests received less than two weeks before the start of camp will be denied (extenuating circumstances may be the only exception). Transferring fees from one Scout to another is permissible before the camp. The Council must be notified in writing of all transfers.

## **Camperships**

Council Camperships are available on a limited basis to help Scouts in need of financial assistance to pay for camping program fees. Please contact the Council Service Center for more details on applying for support.

## **OTHER CAMP INFORMATION**

### **Transportation**

Transportation to and from camping programs is the responsibility of Cub Scout packs and/or parents/guardians. If you are car-pooling, you need to fill out a Local Tour Permit. They are on [siouxbsa.org](http://siouxbsa.org) web site. Vehicles will be restricted to designated camp parking areas. Roads in the camps are restricted to service vehicles.

### **Arrival/Departure Times**

Daily arrival and departure times may vary slightly depending upon which camp you attend. Check with your specific camp for schedules

### **Food Services**

Day camp participants will need to bring a sack lunch (containing only non-perishable items) each day. Refrigeration is not available. Packs are encouraged to supply coolers/ice for their Scouts' and Leaders' lunches and drinks.

### **Leadership Requirements**

**Cub Scout Day Camp is not a camp to "just drop off your scout."** All Packs attending camp must provide a minimum of one adult chaperone/walker each day, who is at least 21 years of age. Packs sending more than five registered participants must provide at least one adult chaperone/walker at least 21 years of age, for every four registered participants. The Boy Scouts of America requires these guidelines to ensure the safety of all those attending camp.

### **Safety**

The complete safety of campers in camp is our top priority. Campers must observe certain ground rules, for example:

1. All archery and field sports are run by trained, qualified supervisors.
2. Any activities not typically part of the Cub Scout program will be avoided.
3. Any hazards in the camp area will be off limits.
4. No smoking while working with boys. No alcohol or recreational drugs while working with, or responsible for boys will be allowed. The Camp Staff is charged with contacting the authorities if they suspect illegal drugs are being used.

## Sanitation

This aspect of camp complies with all Scout standards as well as any related local ordinances. Toilets for both male and female will be clean; wash water and drinking water will be easily accessible. Refuse pickup and disposal will follow a regular schedule. **Cub Scouts are expected to “police” their own areas.**

All drinking water meets local standards by laboratory tests.

## First Aid

A competent, currently certified first aid person or nurse will be available for minor injuries at camp. For more serious emergencies, a medical doctor or emergency medical service will be on call. Sioux Council conforms to state and local requirements for first aid and medical personnel.

All prescription drugs (including those needing refrigeration) are to be locked up. An exception may be made for asthma inhalers, bee sting kits, or limited amounts of medication approved for use in first aid kits. Medications that are needed to be given are to be given by the Camp Health Officer. An Order For Medication form must be filled out by a parent or guardian. This is for the boy's protection.

## Emergencies

All camp staff personnel will know the location of the nearest telephone and will be completely briefed in regard to necessary actions in case of an emergency. Possible emergencies might include: serious injury, swimming or boating accident, camper lost or left camp without permission, sudden seizure or illness, flood, fire, or windstorm. All campers' telephone numbers and emergency contact information as listed on the registration form will be on file and readily available.

## Medical Information

In an effort to provide better care of those who may become ill or injured and to provide youth members and adult leaders a better understanding of their physical capabilities, the Boy Scouts of America established minimum standards for providing medical information prior to participating in various activities. They are classified as follows:

Part A & C (Parent & Son Camps and Day Camps): Includes any event that does not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, and where medical care is readily available. Examples: day camp, day hike, swimming party, or overnight camp. Medical information required: a current health history, signed by parent or guardian. Youth members and adult participants should use the form provided with the registration form. **PLEASE MAKE SURE THIS PORTION OF THE REGISTRATION FORM IS FILLED OUT COMPLETELY AND IS TURNED IN FOR EACH CAMPER AND WALKER.**

Health forms must be updated annually. They are filled out by all participants and kept on file at Camp for easy reference.

## Camper Security

To sign a boy out of camp, the adult picking up the child must be listed on the camper's health form and must have photo I.D. Anyone picking up a camper early must report to the Camp Office. The Camp Director or designee will locate the camper and bring him or her to the Camp Office to be released. Under no circumstances should a camper leave early without checking out with the Camp Office. Due to the current social climate, this policy will be strictly enforced. Please allow time for this when picking up your camper. We will be efficient as possible but extra time will be needed to pick up your camper.

## Check-in/Check-out

All participants arriving, departing, or returning to camping programs must report to the main camp office to check in or check out. All visitors to camping programs must report to the main camp office to check in or check out. Adults must have photo ID with them for check in.



# CAMP STAFF OPPORTUNITIES

In our efforts to provide a quality Camp experience for our Cub Scouts, ***we are in need of youth and adult volunteer staff members.***

We are looking for youth staff members age 14 and older from your partner Troop or Venture Crew, and adult staff members to staff program areas, serve as walkers (to work with parents and other volunteers who attend Camp with their Packs), and help with Stations.

If you have any Scouts or Registered Leaders in your Unit who may be interested in working with us for one or more of this year's Camps, please ask them to fill out the application found at the end of this Guide (you may make copies as needed) and return the completed application to your District's Cub Scout Day Camp Committee.

We meet several times throughout the year to plan and prepare for Camp. If you would like to contribute to the development of our future leaders, please become involved and help make Cub Scout camping experiences one that will be remembered for year to come.

The following are a list of some of the Available Day Camp Staff Opportunities with a brief description:

- Archery & BB Gun Director –To run the range. Must be over 21 and BSA Trained.
- Archery & BB Gun Staff – To help with running the range. Youth staff is welcome.
- – a ropes, knots, and other interesting things to do with ropes area
- Obstacle Course and other activities area
- Team Sports Activity Area
- Cub Scout Activities Area
- Leatherwork and compass Director – Run the Scout Craft/Skills Station
- Health Officer – Training Required. Be in charge of the Health Lodge/First Aid Station.
- Camp Commissioner – To assist the Camp Director in problems solving.
- Business Manager – To assist the Camp Director with Trading posts, Budgets, and Promotion.
- Trading Post Manager
- Assistants to help each Station
- Den Walkers

For more specific information please contact the Cub Scout Day Camp Committee for your Day Camp.

# DAY CAMP WALKER

## Requirements and Responsibilities:

The Den Walker shall be a man or woman 21 years of age or older of well-known good character and ability. The Den Walker shall:

- a. Be responsible to the Camp Director.
- b. Be responsible for your Den throughout the day, during and en route to activities. Share your spirit with your boys – it's contagious!
- c. Before and after the opening, please take attendance and inform the Camp Director of any boy who is absent.
- d. Assign 2 Denners (campers) each day to help. Denners will be responsible for leading the way from one area to the next and helping with any jobs that might need to be done.
- e. Check to see if any camper has special needs, i.e. medical, physical, learning
- f. Ensure each boy is released to only authorized adults. If a camper has not been picked up please bring him to the First Aid Station. If you are concerned about whom is picking up a camper. Escort the camper and adult to the camp director.
- g. Carry out duties assigned by the Camp Director.
- h. Assist and supervise the boys in the Den.
- i. Assist in program areas as needed so that boys make the most of their opportunities.
- j. Be concerned for Camper safety.
- k. Be knowledgeable of Cub Scout and Webelos Scout programs. Your main job at camp is to help your boys have fun, and to have fun yourself. Be a little crazy! Do funny things such as tell appropriate jokes, wear crazy hats, sing funny songs, etc. Instill a fun spirit! And remember that their welfare is your responsibility.
- l. Your next job is to get your boys to their program areas according to the schedule. One blast on the horn is the signal for the next activity. **YOU MAY LEAVE A PROGRAM AREA EARLY IF YOU FINISH THE ACTIVITY, BUT YOU MAY NOT TAKE YOUR DEN TO THE NEXT AREA BEFORE IT IS TIME.** It is very difficult for our program staff to finish an activity with 20 or more lively boys arriving before it is time! If you finish early, just go to your Den Area, or take a short walk. The program staff will admit you to their area at the appropriate time.
- m. Check your Den Roster each day, and keep an accurate record of attendance. You need to know who's here each day in order to keep track of everyone
- n. Prepare an evaluation of each area. Include likes, dislikes, needs, and program ideas that went well, and those that need improvement. Also include suggestions for next year's Day Camp.
- o. Please use the 'Buddy System' consistently. Bathroom runs, water breaks-anytime a Scout needs to leave your Den-they need to take a 'buddy' with them.
- p. You may get into the 'spirit' by dressing in costume, adding accessories, and thinking of simple games or activities for your Den that reflect the theme.

# WHEN YOUR PACK ARRIVES AT DAY CAMP

Here is a checklist of things you should have before you leave for camp:

- List of all registered campers from your pack. Names, phone numbers and license number of all drivers
- Have all camp attendees (Cubs, leaders, walkers, etc.) sent in, or brought along, their Registration/health history form.
- Special notation of anyone with special needs.
- Does everyone have their lunch? Do you have a group cooler to store them in?
- Each boy should have a water bottle. We advise each boy bring the following: sunscreen, rainwear, hat, and a GREAT ATTITUDE.
- Prepare for the weather. Camp does not stop for heat or rain. Bring water, rain gear, bug spray, sunscreen, etc.
- Map or directions to camp.
- Enough Walkers to maintain a ratio of 1 walker to every 4 campers with a minimum of 1 walker per pack.
- Extra activities for time between program areas.
- Any specifics needed for extra activities.

**Here is what you should leave at home:**

- electronic devices including Game Boys, radios, iPods, etc.
- anything that you would be heartbroken to lose or have broken

**Knives, matches, fire starters, fireworks, glass bottles**

## Participants Attending Community Day Camp

	First Name	Last Name	Medical Form	T-Shirt Size
<b>Adult</b>				
Youth				
Youth				
Youth				
Youth				
<b>Adult</b>				
Youth				
Youth				
Youth				
Youth				
<b>Adult</b>				
Youth				
Youth				
Youth				
Youth				
<b>Adult</b>				
Youth				
Youth				
Youth				
Youth				
Total Youth Attending:				
Total Adults Attending:				
<b>Available T-Shirt sizes:</b> Youth Sizes: Youth Small (6/8), Youth Medium. (10/12) Adult Sizes: Adult Small, AdultMedium,Adult Large, Adult XL, Adult 2XL, Adult 3XL				