

2009 Summer Cub Camp

- 1) Sunday, August 2, 2009: Please meet at 11:30 a.m. at Texas Township Park across from the entrance to Rota Kiwan. We will go over final points & verify camp roster. We will leave park to go into camp at noon.

IF YOU HAVE NOTE COMPLETED A HEALTH FORM FOR EACH SCOUT & ADULT WHO WILL BE IN CAMP, PLEASE BRING ONE WITH YOU. THEY ARE AVAILABLE ON OUR WEBSITE.

(Your medical provider does not need to sign the forms.)

- 2) On Sunday, August 2, 2009, there is NO LUNCH served at camp. Please eat before we meet at 11:30 a.m. or bring a lunch to eat while we are at the park. Scouts may want to bring a snack for Sunday afternoon, as dinner isn't served until 6:00 p.m.
- 3) No electronics (Gameboys, iPods etc.)
- 4) All medications for scouts must be properly labeled (name, dosage instructions, etc) & turned in to the health lodge at the appropriate time Sunday afternoon. The rules state that all adult medications should be turned in as well.
- 5) EPI pens, inhalers & other immediate-need medications should be kept with the scout or responsible adult.
- 6) At the park meeting, Jason will need to know how many will be attending the ice cream social on Tuesday evening.
- 7) Pack and/or Village Picture: Please get with Jason at the park on Sunday, August 2, 2009 to sign-up; he has a single order form. Our pack needs to sign up as a single unit; please do not sign up separately through the council office.
- 8) We will go to camp as a unit. Camp staff is asking that only a couple of vehicles take all the equipment back to the respective village sites. Try to keep the number of vehicles at the villages down. NO vehicles are allowed to park at the camp sites! Once you have dropped off your stuff, please return vehicle to the main parking area. You may also just park your vehicle in the main parking area & walk your items back to camp sites, as you'll have multiple chances to move your items from parking area to camp sites without having to make special arrangements.
- 9) There are no laundry facilities.
- 10) Female adult leaders in Fort & Trapper will stay in the loft area of these two villages' cabins. This is an open area on the 2nd level in which floor space & mattresses are provided. You will need to bring your sleeping bag, pillow, etc. A private, lockable bathroom area will be provided. If there are multiple female leaders, then the women may stay together & scouts can stay together. **No adult can stay in a 2-person with a scout that is not their own child.**

Our Pledge to You

We believe our primary mission to you is to provide a high quality, safe, camp experience, with a fun-filled appeal to Cub Scouts and Webelos Scouts. We value our reputation and will treat others as they would like to be treated. We are old fashioned when it comes to service to our guests. We will take the time to care for our guests, to know them and make them feel welcome. Camp is a Safe Haven from put-downs and hazing or any form of abuse.

We place a high value on our staff for they are the ones that make the camp. They are the keys to the camp's success, therefore the key to your successful camping experience. We treat each other with respect and ensure your successful experience through a commitment to training, open communication and an environment in which individuals can achieve their full potential.

Responsibilities of Adult Campers

The Adult Leader is any person 21 years old or older who has accepted the responsibility to attend camp with and guide the Cub Scouts and Webelos Scouts.

For many Scouts, this is their first time away from home. Listen and watch each camper closely to ensure the physical and emotional well being of the boys. Watch that they are eating properly. Be prepared for homesickness. Young campers should not be encouraged to call home. This generally makes matters worse. Let your Village Director know of any potential homesickness or other problems.

Adult Leaders must observe the following rules of camp:

1. There must be at least two registered adults for each ten boys. You must add one adult for every 5 boys thereafter. During Village time, any adult leaving the Village must inform the Village Director.
2. Leaders are responsible for the discipline of their boys. No physical discipline is allowed.
3. Assist with the program under direction of the Village Director. Please help with Village cleanup after crafts and on your last day.
4. Encourage Scouts to observe personal hygiene and camp cleanliness.
5. Be on time for all events.
6. Set the example for your Scouts. Stress good behavior.
7. Assist with bed checks at night. Curfew for adults is Midnight.
8. Be a resource in case of emergency.
9. Help boys keep track of their gear and money.
10. **No** alcoholic beverages or narcotics are allowed in camp.
11. **No** smoking in front of staff or campers. Smoking is allowed only in the designated smoking area behind the Cub Dining Hall.
12. **No** fireworks or firearms are allowed. A Scout must have earned his Whittling Chip to carry a knife.
13. **No** adult swimming or boating without a lifeguard on duty.

The Program at Camp

Everything-in camp is program! Listed below are the areas you'll visit and what you can expect.

The Waterfront- It doesn't matter what you call it, it stands for wet and wild fun! Campers at the Aquatics area will receive swimming instruction that is geared for their abilities and age level. They can just have fun or get involved in water games with the staff. Webelos will be taught the Aquanaut pin and may also check-out a rowboat with their leader/adult and enjoy the beauty of Bass Lake.

The Trading Post- The name conjures images of long ago trailside lodges. Here, scouts can find all the camp essentials and much more. Snack items, souvenirs, equipment, advancement helps, craft supplies and other goodies line the walls and shelves of our Post. There's always something new to be seen so stop in and enjoy!

Cub Scout Administration Office - Information central of Cub Camp. If you have a problem or question this is the place to go. Sign in /out sheets are located here and this is where you'll check-in on your arrival.

Cub Scout Firebowl- We kick-off your stay here on the first night. Then on your last night you have the opportunity to say "so long" at our closing campfire, starring--The Campers!

Human Foosball Arena- Challenge another village, or break yours into teams and see what it's like to play a game usually reserved for 6 inch little wooden guys stuck on poles.

The Dining Hall- An army marches on its stomach and so does a Cub Camp! Sure, this is where we enjoy three nutritious squares a day, but it's also the place for bragging about your village, singing songs and witnessing stunts put on by the staff. Information is given at meals and a separate, screened in "veranda" allows adults to escape to the company of other adults.

Cubcraft – At Cubcraft, we raise Scouts, not pansies! An obstacle course, fire pit, climbing wall and a host of Scout "stuff" and activities will keep the guys busy having fun for hours.

The BB/Archery Ranges- These are the areas where scouts get to try their hand with BB rifles and Bows and Arrows. Trained staff will assist the novice so all can enjoy this popular area.

The Health Lodge (Enterprise)- This is the area to pick up your medicines and take any wounded campers.

Trapper, Frontier Fort, Indian, 49er and Lumberjack Villages- Your Scouts take on the role of Knightly Squires in these villages and here is where adventure begins and ends every day.

What to Bring

Pack everything into an easy-to-carry pack, duffel bag or suitcase. Bring ample clothing for your 3-day, 2-night experience. Remember to plan for the possibility of rain. Feel free to copy this list and give it to your campers.

Essential items:

- | | |
|---|--|
| <input type="checkbox"/> Signed Health Form | <input type="checkbox"/> Swimsuit and Beach Towel |
| <input type="checkbox"/> Necessary Medications
-in original container- | <input type="checkbox"/> Jacket |
| <input type="checkbox"/> Cub Scout Uniform | <input type="checkbox"/> Rain Coat or Poncho |
| <input type="checkbox"/> Blanket/Sleeping Bag and Pillow | <input type="checkbox"/> Bath Towel and Washcloth |
| <input type="checkbox"/> Pajamas | <input type="checkbox"/> Toothbrush/Toothpaste |
| <input type="checkbox"/> Socks | <input type="checkbox"/> Soap/Shampoo |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Comb/Brush |
| <input type="checkbox"/> Shorts | <input type="checkbox"/> Bag for Dirty Clothes |
| <input type="checkbox"/> Long Pants | <input type="checkbox"/> Insect Repellent |
| <input type="checkbox"/> Short Sleeve Shirts | <input type="checkbox"/> Flashlight with Fresh Batteries |
| <input type="checkbox"/> Shoes that are sturdy and comfortable | <input type="checkbox"/> Sweatshirt |
| | <input type="checkbox"/> Cub Scout handbook |
| | <input type="checkbox"/> Class B Uniform (Pack, Camp, or
(Scouting shirt) |

Optional Equipment:

- Fishing Pole and supplies
- Money for Trading Post
- Mosquito Netting
(for tents & tepees)
- Water bottle

Leader's Equipment Suggestions:

- Lawn chair
- Clipboard
- Camp lantern
- Book of skits and songs
- Camera & film, or digital camera
- Knapsack or backpack for extra gear

- **Be sure you have your name on all of your equipment and clothing.**
- **Leaders may want to act as "banks" for their Scouts' money, giving it out as the Scout needs or wants it.**

Note: When using your own tents, the tent must provide a **MINIMUM OF 30 SQUARE FEET OF FLOOR SPACE PER CAMPER** for sleeping and storage. Tents must also be certified by the manufacturer to meet or exceed fire-retardant specification CPAI-84 and have "no flames in tent" marked on or adjacent to tent (see Village Director if you need an adjacent sign).

DO NOT BRING: Alcohol, Drugs, Controlled Substances, Fireworks, Pets, Radios, Walkman, Game Boys, TVs, Firearms, candy, or water guns.

Opening Day Check-in

1. Plan on arriving in camp with your entire pack, all at the same time, consolidated to as few vehicles as you can. Arrive at camp between 12:00 noon and 1:00 p.m. on Sunday or Thursday of your camp period.

DO NOT COME EARLIER THAN 12:00 NOON. THE CAMP AND STAFF WILL NOT BE READY TO GREET YOU AND ALL THE AREAS WILL BE CLOSED. BUT PLEASE ARRIVE BEFORE 1:00 PM. TO ENSURE A SMOOTH CHECK-IN FOR YOUR UNIT.

2. Your Village Staff will meet you and give you instructions on unloading your gear.
3. One adult from each pack **MUST** register the pack at the Cub Scout Administration Office. That adult needs to have the following items in his or her possession:
 - A. A completed unit roster. (Provided in this guide) Each member should be listed along with the name of the Village he is staying in.
 - B. A Completed Photograph Order Form.
 - C. Medicines in their original container along with health forms for each camper--including adults.
4. After registration, you will be able to rejoin your unit in the Village. At this time you will receive brief rules of camp, stow your gear in your new temporary home and begin making new friends.
5. Your first afternoon will consist of getting to know your Village Staff and them getting to know you. You will take a tour of the camp and its facilities and get to know your way around. Pictures will be taken and your medical re-checks will be done. Have your voices ready to practice your village cheers, sing songs and chant in cadence as you travel through our beautiful camp.

Leaders:

We encourage you to bring a "Check-in Fun Kit". This kit might include Frisbees, blindfolds, assorted balls, ring toss, cards, games, etc., that can be utilized by you and your fellow adults as a diversion during the check-in procedure on your first day. The staff is going to make the day go as quickly and smoothly as possible, but because opening day consists of a lot of rules and procedures, the boys may get restless while waiting for their turn. The Check-in Kit you bring will help to keep your Scouts from getting bored and will help keep your adults busy. Thank you in advance.

**The Trading Post will be open each day of your stay
and on check-in day and closing day. Spending money is a must for picking up the
booty and treasures found at the Trading Post.
Be sure to stop by!**

Leaving Camp at anytime while camp is in session

- If an emergency should occur, making it necessary for an **adult** to leave camp, sign out at the Cub Scout Administration Office with the Camp Clerk. Sign out sheets will be posted outside the Trading Post in the event the office is closed.
- No **scout** is to leave camp without the direct approval of the Program Director, Camp Director or Health Officer. There will be no exceptions.
- No scout will be allowed to leave the camp with an adult other than the adults named on that camper's health form by the parent or guardian.
THIS WILL BE STRICTLY ADHERED TO, FOR THE SAFETY OF THE CAMPER.
- Upon returning to camp, sign back into camp at the Cub Scout Administration Building.

Check Out

On the final day, there will be time to pack up your stuff and clean up the village. You will be given an evaluation to fill out and turn in.

Before leaving camp, double check your Village for lost items. Check for other lost and found items in the Cub Scout Administration Building. Pick up medications and health forms from the health officer. Turn in Leader evaluations to the Program or Camp Director. You will be given a packet with your patches and pictures.

AT THE END OF THE CAMP SESSION:

All Leaders are responsible to see that boys leave camp with parents or an authorized person. Use of seat belts is the law and part of the National Policy of the Boy Scouts of America.

Ice Cream Social

Parents and families are invited to meet their scouts for an Ice Cream Social and Closing Campfire on the last night of their stay at camp. They should plan to meet their packs at the flagpole at 6:45 p.m. where we will gather for the Ice Cream Social. **(There is no charge for the Ice Cream Social, however, we need to know how many will be attending at check-in.)** After the Social, we will head to the Campfire Bowl for our closing campfire. Please plan on joining us for the evening!

For Your Information...

Health and Safety

There is a full time, certified Health Officer in camp. State of Michigan, Department of Industry Services dictates that all campers' medications at a resident camp must be kept under the protection of a certified Health Officer. They must be kept locked at all times and dispensed by the Health Officer. All medications must be in their original containers. Any injuries must be reported to the Health Officer.

Watch for allergic reactions to food, plants or insect bites, as this may be the first time the campers are exposed to these things. Shoes must be worn at all times. With simple precautions and common sense, camp accidents can be avoided.

You will be briefed on the emergency plan in case of fire, severe weather, lost swimmer or lost camper. In the event of an emergency, follow the directions of your Village or Program Director and lend assistance if asked to do so.

The Aquatics Area, though one of the most popular in camp, is also one of the most heavily regulated ones in camp. The director is certified in lifesaving, Certified Lifeguard and Emergency First Aid with Adult, Child, and Infant CPR. The staff has been trained in the Boy Scout Lifeguard program and is CPR Certified. The life of the campers is, many times, in their hands. There are certain regulations that they will cover with your group on arrival day. These rules are not intended to demean or lessen the authority of Leaders or other adults. They are simply our way of following State Regulations. If you have a problem, please see the camp director.

There is no fishing in the Aquatics Area. With an adult, fishing can be done from shore or fishing docks behind the firebowl. Campers must provide their own fishing equipment.

Lights out at 10:00 p.m. for Scouts and 11:00 p.m. for Adults.

Smoking is allowed only outside of the screened-in Veranda behind the Dining Hall. We suggest you wait until the Dining Hall is cleared of all campers before you retire to that area to smoke. Thank you in advance for helping with this situation.

Meals

Before each meal, campers, Leaders and staff gather on the flag field in front of the Dining Hall. Once together, we have Grace and retreat to the Hall for meals. We're pleased to announce that we have renewed our contract with the food service vendor, Creative Dining. They operate throughout southwest Michigan and have provided meal service for our camp for the last five years. A nutritious well-balanced daily diet will be served, observing proper Scout-like etiquette. Seating is by Village assignment. **Uniforms are worn every evening meal.**

- **Any special dietary concerns should be addressed prior to check-in, preferably at the Leader's orientation Meeting.**

Mail

Mail can be sent to: Camper's name: _____ and Pack # _____
Rota-Kiwan Scout Reservation
Village and Session #
6278 Texas Drive
Kalamazoo, MI 49009

Send letters or cards ahead of time. If you wait until your son or spouse is at camp, it may not arrive on time. Remember that the session is only 2 1/2 days long.

Visitors to Camp

We do not encourage visitors to camp during your stay. They are often a distraction to the campers. In many cases, visiting parents bring on homesickness just by being there. If however, your unit has visitors other than Closing night, it is required that they check-in at the Cub Scout Administration Office. If the office is closed, they may try the Trading Post. If both facilities are closed, they may try the Health Office. If all of these places are closed, then they **MUST** wait in the parking lot until someone arrives at the office. **ANY PERSON IN CAMP WITHOUT THE PROPER IDENTIFICATION OF AUTHORIZED VISITOR WILL BE ASKED TO LEAVE IMMEDIATELY. FAILURE TO DO SO WILL RESULT IN NOTIFICATION TO THE KALAMAZOO SHERIFFS DEPARTMENT TO HAVE THEM LEGALLY REMOVED.**

Thank you in advance for your cooperation.

**Any questions?
Come to the Leader's Pre-Camp Orientation Meeting!!**