



CAMP OYO - TROOP 16

HIGH
ADVENTURE

TROOP 16
2014 SUMMER CAMP
LEADER'S GUIDE

Dates: June 22 – 28

Camp Fees: \$300, payable to Simon Kenton Council, or Troop 16. All fees are due by June 20th.

Sleeping Arrangements: Troop 16 will be staying in Lang Lodge. It is air conditioned, has bunks for sleeping, and indoor bathroom facilities, including showers. Scouts should be prepared for each of their program areas.

Program

Troop 16 has selected two treks for their Scouts:

- High Adventure
- BrownSea Adventure

The **High Adventure Trek** is focused on Scouts that have attended summer camp before. The High Adventure Trek is meant to be physically challenging while teaching the Scouts new skills in new areas, including backpacking, horsemanship, whitewater rafting, canoeing/kayaking, water skiing, and snorkeling.

High Adventure Trek participants will have the opportunity to earn all or part of the following Merit Badges:

- Horsemanship
- Motorboating
- Whitewater Rafting
- Watersports
- Rifleshooting

The **BrownSea Adventure Trek** is geared toward newer Scouts. The BrownSea program teaches Scouts how to properly prepare food, prepare campsites, build and manage fires, proper knife, axe and saw handling, rifle shooting, swimming, canoeing/kayaking, and snorkeling.

BrownSea participants will earn and accomplish all Tenderfoot, Second Class, and First Class requirements, excluding the 30 day fitness requirement, Scoutmaster Conferences, and Boards of Review. They will also have the opportunity to earn the following Merit Badges:

- First Aid
- Swimming
- Horsemanship
- Cooking
- Rifle Shooting
- Wilderness Survival

Both treks will earn BSA Snorkeling.

Recommended Individual Equipment to Bring:

- Completed and appropriate medical form
- Official Scout Uniform
- Scout knife or pocket knife
- Extra shirts and shorts
- Scouting-related t-shirts
- Swim suit
- Belt
- Socks for each day
- Scout Handbook for your program level
- Cap or hat
- Underwear for each day
- Pajamas
- Handkerchiefs
- Sleeping bag or blankets
- Toilet articles –toothbrush, toothpaste, soap & holder, comb, etc.
- Towels
- Sleeping pad
- Spending money for the Trading Post
- Pack, bag or foot locker
- Extra shoes and/or boots (NO OPEN-TOED SHOES)
- Water bottle/canteen/hydration system
- Poncho or rain jacket
- Sunscreen
- Lip balm
- Work gloves for projects

BrownSea Scouts need to also bring long pants, long-sleeve shirt, and shoes that will get wet.

Older Scouts going on the “High Adventure” trek must bring a backpack, backpacking equipment and gear for two days on the trail. Specifically:

- Backpack
- Waterbottle
- Eating Utensils
- Clothing – shorts, boots, socks, underwear, t-shirts, and light jacket
- Sleeping bag and pad
- Tent

Additional Items for Scouts to Bring:

- Completed Merit Badge work
- Merit Badge pamphlets
- Totin’ Chip
- Firem’ Chit

Optional Individual Equipment to Bring:

- Insect repellent
- Writing materials
- Small, metal mirror
- Ground cloth / tarp to make shelter
- Camera
- Sewing kit
- Holy Book of preferred religion
- Watch
- Sunglasses
- Pre-addressed envelopes & stamps
- Pillow
- Compass
- Personal first aid kit
- Trading patches

** Please mark all personal items with name and unit number.

DO NOT Bring To Camp:

- Inappropriate knives (including sheath knives)
- Fireworks
- Matches or lighters
- Personal archery equipment
- Personal firearms and weapons
- Private ammunition
- Bicycles
- Martial arts equipment
- Pets
- Radios, TV's, video games, or MP3 players
- Immoral materials
- Non-participant siblings

ARRIVAL: CHECK-IN PROCEDURES

1. Arrival. Please plan to arrive in camp between 2:00 p.m. and 3:00 p.m. in the afternoon. Please DO NOT plan to arrive early – the camp cannot accommodate units that arrive early, and you will have to wait to check in until 2:00 p.m. If you do arrive prior to 2:00 pm, please stay in the parking lot area. Upon arrival, camp staff members will greet you and introduce you to your unit guide, a staff member who will guide your unit through check-in and serve as a liaison throughout your week at camp. ***Note: Having your troop wearing their swimsuits under their uniforms, or in their backpacks, can greatly reduce campsite setup and swim check time***

2. Medical Screenings and Registration. After checking in at the parking lot, your troop will be assigned a staff member to guide you to your campsite and through the rest of check-in. Each person attending camp will be given a brief personal medical screening during which their health form will be checked and they will be asked about recent illnesses. The Unit Leader responsible for registration will be checked first, and then will proceed to registration as instructed by either a commissioner or the troop's guide. While the Unit Leader is at registration, the rest of the unit will receive medical screenings. For registration, please have the following items completed and ready when you arrive to make check in at camp as simple, quick and efficient as possible:

- Two (2) copies of your unit's camp roster, including any leaders who may rotate in or out of camp during the week.
- Copies of receipts of all camp payments made at the council service centers prior to your arrival at camp
- Check, cash, or money order for any balance due for camp fees or visitor meals o Completed Refund Request, if applicable
- Tour Permit
- Visitor Night Meal Order
- Special Dietary Needs Alert if you have anyone who cannot eat certain foods for medical or religious reasons.
- Current and appropriate Health Forms with all appropriate signatures for each person (youth or adult) who will be staying overnight during the week. A health form is required for anyone staying overnight at camp. Health forms and special needs request forms are available on our website at www.skscouts.org/campforms/

3. Initial Campsite Setup. After medical screenings, your unit will go to its assigned camping area to unload equipment and minimally set up the area (you will have more time later in the afternoon to complete set up). At Camp Oyo, each troop sets its own tents each week. At this point in the Sunday schedule, however, do not expect to set up all of your tents. To keep you moving through check-in, you will just set enough tents to store all your gear and provide accommodations for changing into swim suits. Once tents are set, have everyone store gear and change into swimsuits. Closed-toed shoes must be worn at all times while in camp, so please make sure everyone is wearing close-toed shoes before you head to the Dining Hall.

4. Go to Dining Hall for orientation

5. Go to the pool for swim check. Buddy tags are given only to persons who have been given a medical re-check. Every unit must visit the waterfront to receive Waterfront orientation and have buddy tags made, no prior swim check results will be accepted. Every youth and adult must be present for the waterfront safety talk, regardless of whether they are testing or not. Swim Tests will be given to

everyone during check-in to determine their swimming ability, and each person's buddy tag will be color-coded to match the swimming ability demonstrated in their swim test. Swim Tests are also held during the week for those who wish to move up in classification. The swimming area is sectioned off by depth for each ability group (non-swimmers in shallow water, swimmers in deeper water) during Free Swim time. Classifications for ability groups are as follows:

- Non-Swimmer : all-white buddy tag – comfortable in shallow water
- Beginner: red and white buddy tag – can swim 50 feet
- Swimmer: red and blue buddy tag – can swim 100 yards (75 yards with any strong stroke and 25 yards using a resting backstroke) and rest by floating

6. Return to the campsite for additional camp set-up. Conduct the Opening Inventory / Damage Check of your campsite with your unit's staff guide.

DAMAGED EQUIPMENT

It is expected that Scouts will properly take care of all equipment they use. Sometimes, however, equipment is damaged and it needs to be repaired or replaced. If members of your unit misuse camp equipment, the cost of repairing or replacing any damaged equipment should be settled before your unit leaves camp. Damages should be reported to your unit guide, a Commissioner, the Quartermaster, or a member of the Ranger Staff. In the event damages are discovered after your departure from camp, an invoice will be sent to your unit for payment.

If you find something that needs repair in your campsite, please notify your unit guide, a Commissioner, the Quartermaster, or a member of the Ranger Staff, or write up a Work Order. Work Order forms are located in dining halls and camp offices, and each camp has a designated location to collect work order requests.

Our Ranger Staffs pride themselves on meeting your needs in a timely fashion. If a pressing need is not being met, please approach a member of the Commissioner's staff or camp management and they will be happy to help facilitate your request.

EQUIPMENT DAMAGE CHARGES

Each camper and troop is responsible for taking care of the camp equipment assigned for their use. In case of damage to this equipment caused by the unit, the individual or troop is responsible for the cost of repairing or replacing the damaged item. The current fees for damages are as follows:

- | | |
|---|-----------------|
| • Canvas Replacement for Cots (Rips, Cuts, Writing on Canvas) | \$30.00 |
| • Cot Replacement (when canvas and frame are both damaged) | \$70.00 |
| • Cot End Board Replacement | \$5.00 each |
| • Cot Leg or Side Board Replacement | \$6.00 each |
| • Picnic Table Boards | \$15.00 each |
| • Writing on or Rip in Tent | \$5.00 per inch |

Charges for destroyed waterproofing and types of damage not noted above will be determined on a case by case basis. The maximum fee per tent and platform set is \$400.00.

SUMMER CAMP BASIC SERVICES

Smoking

Smoking in camp is prohibited. If you do smoke, please do so only in the designated smoking area located in the parking lot. Please respect the outdoors by properly disposing of any cigarette butts. Please share this information with any guests or rotating leaders that will be in camp during the week.

Mail

Mail is picked-up and delivered each day. Outgoing mail should be placed in the camp mailbox located in the Administration Building. Incoming mail will be distributed to your unit during a meal by a staff member, or can be picked up in the camp office. Mail received after a unit has left camp will be returned to sender, so be sure that there is a return address. Stamps and envelopes can be purchased in the trading post. Mail should be addressed as follows:

Camp Oyo
Troop 16
Attn: Scout's Name
168 Shawnee Rd.
West Portsmouth, OH 45663

Quartermaster

The Quartermaster is responsible for camp equipment, including tents, stakes, cots, posthole diggers, service project equipment, etc. If at any time throughout the week you have an issue with any of your campsite equipment, including leaky tents, the Quartermaster is there to help you. You may also check out tools and other equipment with the Quartermaster. The Quartermaster will announce at the beginning of the week a regular time and place that you can bring your concerns and they can be addressed. If you cannot locate the Quartermaster in a timely manner, you may leave your request in the Administration Building.

Showers and Restrooms

Camp Oyo has warm water showers and flush toilets for use by adult leaders and youth. Separate facilities are provided for men, women and girls, and boys. Restroom/latrine facilities are also located in camping sites, program areas, dining halls, and other central camp facilities.

In order to ensure appropriate behavior, hazing, or bullying behaviors, troops are asked to send at least one adult to stand outside the entrance of the shower house while your boys are using the showers. Every incident of misbehaving scouts in the youth showers occurred when an adult leader was not present in the proximity to the shower house

Telephone

Camp Oyo now has mobile phone service. Scouts are permitted to bring mobile phones but are strictly encouraged to leave them with their adult leaders while at camp.

Trading Post

The camp Trading Post is open every morning, afternoon, and evening for your convenience. An exact schedule is posted on the Trading Post door. The Trading Post provides a wide assortment of souvenir, program and comfort items for sale. Handicraft Kits, supplies, patches, T-shirts, hats, merit badge pamphlets, candy, soft drinks, ice cream, sundries, and many other items are available. Items not available at the Trading Post can usually be obtained upon request. \$25 - \$50 should be sufficient to meet the needs of most boys for a week of camp, depending on the program they are attending and the projects they wish to complete.

Lost and Found

The "Lost and Found" box is located at the Camp Office. After the camping season concludes, all unclaimed items left in the box will be donated to charity after September 1st. To inquire about lost items after camp, contact the Ranger at 740-702-2279.

The Scout Uniform

Uniform promotes unity!

We encourage proper uniform at all times. This includes Activity uniform throughout the day, and Field uniform for flag ceremonies (Breakfast and Dinner).

Field Uniform:

- Official BSA uniform shirt-or-Venturing uniform shirt
- BSA uniform shorts/pants, BSA zip off pant/shorts, or Venturing shorts/pants
- Scout belt
- Scout socks

(The proper salute for Field uniform for Boy Scouts is three fingers to the brow and Venturing is four fingers)

Activity Uniform:

- Any Scout T-shirt - This can be a troop shirt, camp shirt, or special event Scout shirt.
- BSA uniform shorts/pants
- Scout belt
- Scout socks

(The proper salute for Activity uniform is right hand over heart)

Merit Badge Cards

If you did not bring merit badge blue cards with you, they can be obtained at the trading post throughout the week. Scouts should bring their blue card with them when they begin working on a merit badge. Merit badge cards will be returned to scouts at the end of each session. Areas will not hold blue cards and return them at the end of the week, although they do keep their own records of what the Scout has completed. We encourage adult leaders to glance at each Scout's blue cards every night to keep track of their progress and provide guidance as needed.

CAMP POLICIES

This is not necessarily a complete listing of all policies in place regarding camping at Simon Kenton Council Camps, and these are subject to change without prior notice. Any staff member, leader, or camper unwilling to abide by these policies will not be permitted to remain in camp. The Camp Ranger is the highest authority in camp in interpreting these policies. When deemed necessary by the Camp Ranger, appropriate civil authorities may be notified.

Alcohol & Narcotics

Possession, consumption, or being under the influence of alcohol, narcotics, or dangerous drugs will not be tolerated on the properties of the Boy Scouts of America.

BSA Registration

All participants (boys and at least one of the adult leaders) and staff must be appropriately registered members of the Boy Scouts of America and have completed Youth Protection Training! Youth Protection Training is available online at www.skscouts.org

Campfires

During the week, there are three camp wide campfires. The first night campfire, conducted by the staff, serves as the introduction of the staff and their programs. The second night campfire is a part of our BrownSea program, and is run by the Scouts. Finally, the last night campfire hosts our awards presentations and is a special treat for everyone.

Child Abuse

It is mandatory that any staff member or volunteer report to the Camp Ranger any actual or suspected case of child abuse or neglect immediately. When an individual is suspected of having committed an act of an unacceptable nature, the Camp Ranger must be immediately notified. The Camp Ranger will then notify the Scout Executive, or his designee. Depending on the circumstances, law enforcement authorities may also be notified.

No one shall be deprived of food or sleep, be placed alone without supervision, observation, or interaction, or be subjected to ridicule, threat, hazing, corporal punishment, or excessive physical exercise. Each staff member and adult leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Camp Ranger for the appropriate action. This can be done at swim time for cuts, bruises, etc., and at meals for behavioral changes.

Environmental Statement

The Boy Scouts of America cares about the environment. All Scouts and Leaders are charged to protect and nurture our environment especially while at camp. Help us keep your camp clean by:

Recycling | Practicing Low Impact Camping | Observing the Outdoor Code | Living Leave No Trace

Food

Food inside sleeping quarters or left unattended is discouraged. Food in campsites should be controlled to reduce the attraction of rodents and other wildlife. Do not remove food from the Dining Hall without permission.

Trash

Any and all trash should be placed in appropriate trash cans. Each night, trash cans should be emptied and the trash placed in the dumpsters behind the dining hall.

Fuels and Fire Prevention

Danger from possible fire must be taken very seriously. When severe dry conditions exist, camp officials will take necessary steps to ensure fire safety measures are in place. Everyone in camp should feel a responsibility for fire prevention.

- Consult the current Guide to Safe Scouting for guidelines on the proper use of chemical fuels, lanterns, and stoves.
- Because serious accidents can happen when using fuel in lanterns and stoves and igniting fires with liquid starters, adult supervision is required when chemical fuels are being used for cooking or lighting.
- Propane devices are highly recommended over those that use Liquid Fuel. In fact, we request that units bring only propane devices to camp. Stoves and lanterns that use other fuels are permitted on the trail for crews participating in high adventure programs.
- Extra propane cylinders and cans of liquid fuels must be stored under lock and key in the camp fuel shed. Under no circumstances are they to be stored in the campsite. The fuel shed is accessed through the Camp Ranger.
- Bring empty fuel containers to the Camp Ranger for disposal. Do not place in or near fires. ☒ Empty fuel containers will explode if heated and should never be put in fireplaces or with burnable trash.
- No tent material is completely fireproof. It can burn when exposed to intense, continued heat or fire. The most important safeguard is to keep flames away from canvas materials.
- Only flashlights and electric lanterns are permitted in tents or under dining flies. "No flames in tents" is a rule that must be enforced. No Smoking in Tents!
- Never use liquid-fuel stoves, heaters, lanterns, lighted candles, matches, or other flame sources in or near tents.
- Each campsite is equipped with a firefighting equipment.
- Each unit should fill-out the Fireguard Chart given to them at the opening day leaders' meeting and have it displayed on their bulletin board.
- The camp staff is organized and trained in basic firefighting techniques. In case of fire, notify the camp office IMMEDIATELY.

Appropriate Behavior

As a character building organization caring for other people's children in camp, it is expected that all campers, youth and adult, conduct themselves in a manner befitting of the Scout Oath and Law. This also applies to clothing and personal items brought to camp.

Initiations

Initiations or hazing of any kind are not permitted in the Scouting program and will not be tolerated at camp.

Knives

Knives are permitted to be carried when an individual can show proof of completion of a knife safety class, such as Toten' Chip. Knife style and design should be in keeping with appropriate Scouting uses. Folding pocketknives or leatherman-type tools work best. No sheath knives are permitted. Anyone found to have threatened others with knives while at CLR will be asked to leave camp.

Living Quarters

The Boy Scouts of America respects the privacy of employees and campers, but reserves the right to enter quarters during reasonable hours when necessary, in order to provide for efficient service, repairs, improvements, maintenance, fire safety inspections, or to ensure compliance with the regulations and policies of the Boy Scouts of America.

Noise Pollution

To fully enjoy the experience of camp life, leave at home all radios, TV's, video games, etc... Be a good neighbor. Quiet times are 10:00 p.m. to 7:00 a.m.

Respect of Others

Do not create a disturbance or cause others to have a bad experience at camp. Respect other campsites. Respect the private property of the neighbors surrounding the camp property - lines are marked. Respect staff quarters and residences - no camper should enter the staff living quarters. Respect the privacy of others in bathrooms and showers. Take care of the camp facilities and equipment.

Trees

Please do not cut any live trees unless advised by a camp official. Cutting or damaging trees could result in financial charges.

Vehicles in Camp

In the interest of camper safety, the following restrictions apply to vehicles on camp property:

- Only camp-approved vehicles will be permitted on internal roads.
- Only one vehicle at a time per unit will be allowed on inner- camp roads (in camps that permit this) for loading and unloading of troop equipment under the direction of the ranger and administration staff.
- All vehicles are to be parked in the camp parking lot and not in individual campsites.
- Scouts are not to ride in vehicles on internal roads.
- Passengers are not to ride in back of pickup trucks or on trailers at any time.
- Seat belts must be used when traveling to and from camp and on camp roads.
- The speed limit on all camp roads is 10 m.p.h.
- Equipment Trailers are taken in and out of campsites during the check-in and check-out procedures under the guidance of the Ranger Staff. Trailers are generally not permitted to remain in campsites during the week unless special dispensation has been granted by the Ranger Staff prior to camp. (e.g. for medical needs, troop cooking in the campsite, etc.

Wildlife

- Do not attempt to handle snakes, spiders, lizards or other wild critters at camp. No hunting or harming is allowed. In most cases, if you leave them alone, they'll leave you alone. Keep "smellables" in smell-proof containers. Keep your camp area free of garbage.
- If you see a venomous snake or poisonous spider, make sure someone stays to spot the snake or spider while someone else goes to notify a staff member.
- Avoid contact with rodents or rodent droppings. Contact the ranger staff to safely dispose of these.

HEALTH AND SAFETY

Health Forms and Physical Examinations

It is required that all members of the Boy Scouts of America have periodic evaluations by a physician to participate in the long-term camp program. Scouts and leaders who do not have a valid health form will not be permitted to remain in camp. We also strongly suggest that participants attach a photocopy of their insurance card to their health form to expedite hospital services if necessary. In recent years in an effort to provide better care to 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. The form is three parts including Part C which requires a doctor's signature, for all participants. The medical form is available on our website at www.skscouts.org/campforms/

Medical Recheck

Upon arrival in camp, a quick re-check will be given to all boys and leaders by the Health Officer or a designated med-check representative before participation in any camp activity. Medical forms must be submitted to the camp at this time. They will be returned to the unit at the end of the session.

Prescription Medications

All medications are to be kept and distributed to an adult leader from the unit by the First Aider either directly from the first aid lodge or in a lock-box signed out to an adult leader. This is to ensure the safety of all of our campers by keeping medications under lock and key. Medications cannot be stored at proper temperatures inside a lockbox can be locked in the First Aid Lodge. We ask that a leader from the unit bring their phone pass to the Health Lodge to trade for the medication box. The phone pass will be returned when the medication is returned. Medication times are within 20 minutes following each meal, or flag ceremony, before chapel call on campfire nights, and between 8:00 pm and 8:30 pm. Please take all regular medications at this time. If there is a medication that needs to be taken at a different time, please let the first aider know during Sunday check in. The First Aid Lodge is located on the side of the Administration Building.

First Aid Services

A First Aid Station/Health Lodge is located in camp and is staffed by personnel trained to handle minor accidents and illnesses. First aid at camp is just that . . . first aid. Special arrangements for the treatment of more serious cases have been made with local facilities. All medical emergencies must be reported to the Camp Ranger immediately.

Emergency service is available 24 hours a day. The treatment of pre-existing or non-camp related illnesses or injuries should not be expected, and such cases may be referred to local health-care providers depending on the nature of the injury or illness. Many minor first aid needs can be met by the unit through the unit's first aid kit. Unit Leaders should use common sense regarding what to treat within the unit and what to refer to the Camp Ranger.

First aid kits should include: antiseptic soap, 2-inch roller bandage, 1-inch roller bandage, 1-inch adhesive tape, 3- by-3 inch sterile pads, triangular bandage, assorted gauze pads, adhesive bandages, clinical oral thermometer, scissors, tweezers, sunburn lotion, lip salve, poison ivy lotion, small flashlight, absorbent cotton, water purification (iodine) tablets, safety pins, needles, paper cups, foot powder, and instant ice packs. Because of the possibility of exposure to communicable diseases, first- aid kits should include latex gloves and antiseptic to be used when giving first aid to bleeding victims, as protection against possible exposure. Mouthpieces or mouth barrier devices should be available for CPR. Properly dispose of any items contaminated with blood or other body fluids.

Sick Call

NON-EMERGENCY FIRST AID is to be treated at the SICK CALL. This applies to sunburn, routine medications and treatments, etc. Sick Call hours are one hour after each meal and when prescriptions call for medicines to be dispensed at other specific times. Please adhere to these times as much as possible.

Insurance Coverage

The BSA Accident and Sickness Insurance plan's purpose is not to replace or diminish the need for family health insurance. Rather, its purpose is to provide assurance that financial help is available to help meet emergency medical expenses should an injury or illness occur during a Scouting activity. Particular care should be taken to remind parents and leaders that medical expense benefits are paid on an excess basis after the first \$300.

The "responsible party" for all medical services is the family of the person injured, and the family's health insurance should be reported as such to ensure proper billing.

Units of the Simon Kenton Council are automatically covered by this plan. Out-of-Council units are covered only when: a) their unit purchases this optional coverage, or b) their home council has a blanket policy covering all council units. Some out-of-council units may have their own accident and sickness policy that is completely separate from the BSA plan. In any case, out-of-council units will need to bring with them the appropriate policy number and claim form for use in making claims.

Processing Claims

1. Use the claim form provided to you. The unit leader should complete the leader's statement on the claim form and sign.
2. Have the attending physician complete and sign his statement on the claim form or issue his own statement.
3. Attach all bills to the claim form and give to parents. Parents then complete their statement (especially family insurance information) and send materials to the address on the claim form.
4. Parents should keep a copy of everything sent to insurance companies.

Exceptions

These insurance policies and procedures do not apply to out-of-council units or units chartered by the Church of Jesus Christ of Latter Day Saints. Out-of-council units should check with their home council for coverage or their unit insurance policy. LDS units are insured through the LDS Church.

Camp Emergency Procedures

- Emergency situations must be reported immediately to the Camp Ranger or a senior staff member.
- All camp-wide emergencies are under the direction and supervision of the Camp Ranger. Everyone is expected to cooperate and follow instructions of the Camp Ranger or his/her designee. This will help to ensure everyone's safety and to resolve the emergency expeditiously.
- All troops should have a plan for accounting for all the members of their troop in case of an emergency, and large troops should be especially careful to have a genuinely well-thought-out plan. If your troop is large, all key members of your youth leadership corps and all your adult leaders should carry rosters and be prepared to initiate your troop's plan for accounting for all members of your unit. If your unit has patrols, use the patrol for this – make patrol leaders responsible for accounting for members of their patrol, make the SPL responsible for accounting for the patrol leaders and checking with them as to status of the members of their patrols, and have designated adults who keep track of your adults in camp.
- All Scouts and leaders must be familiar with basic camp emergency procedures and emergency signals. An emergency drill will be held within 24 hours of the start of each camp session. If the emergency drill is unacceptably slow or disorganized, the Camp Ranger reserves the right to hold more drills throughout the week.
- Firefighting equipment is located in each campsite and throughout camp, and it should not be tampered with. There is a \$25.00 fee to recharge fire extinguishers that have been maliciously discharged.
- In the event of an emergency, while you should proceed with all due haste to you're the emergency assembly area, remain calm and do not panic.

Camp Mobilization Procedures

- The camp emergency signal consists of a series of three horn blasts. We have ten minutes to assemble and account for everyone once the signal is given!
- Everyone should proceed quickly and safely to assigned assembly areas. Campers and leaders will assemble at their campsite's emergency cans, next to the Trading Post. If the emergency is in this area, a staff member will direct everyone to assemble in the parking lot. Unless they have already been given emergency instructions, staff members report to the Administration Building.
- All camp programs and activities will cease, and staff members in those areas will remain until their area is clear of campers before continuing.
- Adult leaders in cabins or campsites should assist in clearing everyone out of the area, making sure that no one is left behind or asleep. However, leaders should not return to their cabin or campsite if they are already in another area of camp, but should proceed directly to the assembly area.
- Leaders should take roll of who is present and missing.
- Campers and leaders remain assembled until further instructions are given or until the all clear is sounded (one long blast of the emergency horn).

Lost and Missing Persons

- Please remember that camp has activities available over a large area, with on-property hikes to remote areas. Most “lost” Scout situations involve a Scout or leader not knowing where another Scout is, rather than the Scout actually being lost.
- First, search the camping area thoroughly – tents, latrines, and the immediate vicinity.
- Second, check areas where the Scout was last reported to have been seen or been heading.
- If a person misses a scheduled meal without prior notification, they are to be considered missing.
- Treat all reports of missing persons seriously. Notify the Camp Ranger immediately of who is missing, where he was last seen, when he was last seen, what unit and campsite he is in, and any other pertinent information.

Medical Emergencies

- Administer first aid to the patient at the location of injury - program area or campsite. Upon decision of an adult Leader or senior staff member, refer to Health Lodge.
- Bring patient to Health Lodge with Unit Leader. If patient cannot be moved, send runner for the Health Officer. If an adult leader is not present, send a runner for an adult leader from the patient’s unit.
- Camp Health Officer will administer further first aid to extent of training. If further medical attention is required, the adult leader, in consultation with the Health Officer, will determine further steps.
- The Camp Ranger is notified before additional steps are taken or outside resources are evoked, unless the injury is life threatening.
- If possible, the adult leader informs the parent/guardian of the patient of the patient's condition. The Health Officer and Camp Ranger are available for reference.
- The Health Officer assembles the following in a packet for the adult leader: ☐ Patient's Health History/Medical Evaluation ☐ Insurance Claim Form ☐ Letter of Instructions to Parents about insurance ☐ Map to Outside Medical Facility o The adult leader, or one of his assistants, transports the patient to the outside medical facility. The camp will provide transportation only if the unit has none available. Camp staff will accompany the patient only if necessary for medical reasons.
- If the patient's condition is determined immediately life-threatening or safe transportation is not available, the Health Officer will request transportation from an emergency service. The Unit Leader must follow the patient to the hospital.
- Upon return to camp, the adult leader and patient must report to the Health Officer what outside care was given.
- Please consult the section on insurance coverage for instructions on filing a claim.

Fire Emergencies

- Small fires that are easily fought using immediately available firefighting equipment must still be reported to the Camp Ranger or a senior staff member as soon as possible for further assessment.
- Out-of-control fires and structure fires must be reported immediately to the Camp Ranger or a senior staff member, as the safety of everyone in camp is of paramount importance.
- The camp will assemble according to the Camp Mobilization o Procedures in an area that is deemed safe and away from the fire.
- Camp management will coordinate fire-fighting measures, calling outside resources as deemed necessary.
- If an evacuation is necessary, it will be coordinated and directed by camp management.

Aquatic Emergencies

- The camp will follow the Lost Persons plan when a buddy tag is unaccounted for on the "IN" board or when a person is unaccounted for during a buddy check.
- The aquatic area will be quickly and safely cleared and secured for the search.
- The Aquatics Director will manage the lost bather search until outside authorities (if needed) assume control. The Camp Ranger will be notified immediately.
- The camp will assemble according to the Camp Mobilization Procedures and additional staff members will directed to the waterfront as they arrive for mobilization.
- If an unaccounted-for person is not found after all of camp is assembled, a lost person search will simultaneously be conducted throughout camp and water rescue professionals will be summoned to aid in searching the waterfront.
- Management of buddy tags and buddy boards is the responsibility of the aquatics staff. Campers or leaders who forget their buddy tag are NOT to be ridiculed. Please do your part and make sure you enter and exit the waterfront area only under the supervision of a waterfront staff member.

Heat

Summer temperatures in the afternoon can be blazing. At times it may be necessary to reduce action and increase WATER intake. Soft drinks, tea, or coffee DO NOT replace WATER. The staff will do its best to inform you when extra care and concern are needed, based on a nationally recognized heat index.

Drink Water - Drink Water - Drink Water

Severe Weather

Severe weather at camp can include light to heavy rain, thunderstorms, high winds, tornadoes and flash floods. These can approach quickly and without warning, and they can strike at any time of the day or night. Camp management monitors local weather conditions and takes steps deemed necessary to protect campers, leaders and staff. Follow instructions as directed, including for mobilization. Severe Thunderstorms. Take shelter in substantial buildings or structures. Program areas will remain open when appropriate, or alternative programs will be available. The Camp Ranger when necessary may call for camp mobilization in the dining hall.

Tornado

Proceed to areas as instructed for maximum protection. Stay away from windows, and take safety under strong tables or in interior corridors or basements. If caught in the open with an approaching tornado, seek a low area and lie there. After the tornado passes, the camp will mobilize.

Flash Flood. Flash floods can occur after heavy rains – even when the rains are not in the immediate area. Seek higher ground and shelter. Avoid streams and creeks, and do not cross fast-moving water.

High Wind. Seek shelter from the hazards of flying debris. Lightning. Avoid tall metal objects and aquatic activities. Seek shelter. If caught in an open area, squat with hands shielding the head and avoid contact with the ground except for shoes.

Earthquake

Earthquakes are very uncommon in Ohio, but the following steps should be followed if one occurs: o Earthquakes usually strike without warning.

- If you are inside, stay inside; if you are outside, stay outside.
- Take cover under a heavy table, desk or bench, in a supported doorway, or along an inside wall.
- Do not use any flame source, as there may be gas leaks.
- Avoid electrical wires that may have fallen.
- Follow the Camp Mobilization Procedures and assemble in a safe, outside area.
- Camp management will assess the situation and camp facilities before sounding the all clear.

