

**Ohio River Valley Council**

**BSA**

PO Box 6186

Wheeling, WV 26003

304-277-2660

**Fort Steuben Scout Reservation**

**Resident Camp Guide 2009**

RD#2 79601 Adams Rd.

Freeport, OH 43973

740-942-3438

Dear Scoutmaster,

Thank you for considering Fort Steuben for your summer camp program this year. We hope your troop will come and join in a week of scouting fun this summer. This camp guide is valuable for both the new and the experienced scoutmaster. Read it from cover to cover at least once; as many program changes are made each year.

Through the years, we have watched how successful troops approach summer camp and have come to see a few winning strategies that they use. Here are my suggestions:

- Submit pre-camp paperwork and payments on schedule.
- Meet with each scout in your troop and discuss his goals for camp.
- Encourage young scouts to participate in the Trailblazer program.
- Encourage older scouts to work toward specific goals that meet advancement needs as well as provide time for personal interests.
- Meet with your Patrol Leader's Council to give youth leaders input in camp planning.
- Meet with troop committee members and other key troop volunteers to keep preparations for camp on track.
- Run a balanced camp program that includes troop and patrol activities to complement merit badge sessions.
- Hold an Information Night in March or April for Scouts during a regularly scheduled troop meeting; and invite all parents to attend.
- Hold OA elections (contract lodge leadership).
- Attend your spring district roundtables and pre-camp meeting for your camp session.

Plan to make this upcoming summer a special time for your scouts. We are already looking forward to this year's camp season and hope you are too. If you have any questions, you may contact the Service Center at 1-304-277-2660.

Yours in Scouting,

Ohio River Valley Council  
Camping Committee

"No person shall be denied admission to our camp, or to the benefits of our United States Department of Agriculture Child Nutrition Program(s), because of race, color, national origin, sex, handicap, or age."

**General Information**

## 2009 Schedule

April 1	Campership Application Due
May 16	Summer – Kick Off Meeting
June 1	Early Bird Fees Due
June 13	Camp Prep Day Workday 9am to 5pm
June 13	Staff Development Week begins
June 16	Pre-Camp Meeting for Girl Scout Week Admin Bldg, FSSR, 7pm
June 21-June 27	Girl Scout Week
June 23	Pre-Camp Meeting for Week 1 Admin Bldg, FSSR, 7pm
June 28-July 4	BSA Summer Camp Week 1
June 30	Pre-Camp Meeting for Week 2 Admin Bldg, FSSR, 7 pm
July 5–July 11	BSA Summer Camp Week 2
July 7	Pre-Camp Meeting for Week 3 Admin Bldg, FSSR, 7 pm
July 12–July 18	BSA Summer Camp Week 3
July 14	Pre-Camp Meeting for Week 4 Admin Bldg, FSSR, 7 pm
July 19-July 25	BSA Summer Camp Week 4
July 30-Aug 2	Cub Resident Camp Session 1

## Driving Directions

**From US 250:** US 250 will follow along the shore of Tappan Lake. On the southern end of the lake turn onto a causeway road (Harrison Co. Road 55) crossing the lake. The intersection is clearly marked by a large sign for Tappan Lake Park. Follow CR 55 for 5 miles into Deersville, Ohio. From Deersville there are two ways to get to camp: **A:** On the west side of Deersville look for camp signs at the intersection of CR 55 and a very wide dirt road (Adams Rd.) Adams road runs 6 miles all the way into camp. **B:** In Deersville turn left onto CR 21 at the intersection with stop sign. A small sign on the telephone pole at the corner is marked “scout camp”. As you follow this road it will change designations to US 799. Down on the lake be on the lookout for a dirt road marked with a camp sign. Follow this road up to camp.

**From I-70:** On I-70 in Belmont Co. take SR 800 N. at the Barnesville (202) exit. Follow 800 N. through Freeport, Ohio. About 1 mile N. of Freeport veer to the right at the Y intersection and take US 799. Follow US 799 along the lake for about 6 miles. Turn Left up a dirt road marked with scout camp sign and follow up into camp.

## Arrival Procedure at Camp

<b>Location</b>	<b>Activity</b>
Parking Lot	Arrive at camp arrive at camp around 1 p.m. Scoutmaster picks up troop guide # at admin Bldg. Scouts should be wearing or have ready access to their swim trunks and a beach towel. Vehicles with utility trailers are to unhitch trailer on maintenance road as directed. Camp staff will take trailer to campsite. Unload all other gear in the parking lot so it may be transported by maintenance to the campsite. Upon arrival troop leader should get # at check in (Troops will be checked in numerically starting with one) The scout master then checks in and meets Troop Guide who leads troop to their campsite. All members of your troop and parents should stay in parking lot area or trading post prior to guide escorting the troop to their site.
Parking Lot	The check-in table opens at 1:30 pm.
Troop Site	The staff guide and the scoutmaster take inventory of camp equipment in the troop site while scouts move gear into tents and gather gear for the swim check.
Health Lodge	All campers, both youth and adult, will need their medical forms when you arrive at the health lodge. Scouts line up at Health Lodge for a quick medical recheck. Scouts should be given their medical forms to hold while waiting their turn and line up in reverse alphabetical order. The health officer will collect the exam forms and prescription medicine. Scouts and leaders will be given wrist bands to identify them as campers.
Dining Hall	The troop moves to the dining hall for an orientation on meal procedures and to make table assignments.
Waterfront	The troop then walks to the waterfront for swim tests. After returning from the swim test everyone changes into their scout uniforms for retreat and dinner. Each unit needs at least one adult to accompany troop guide to the waterfront.

### **Camp Kick-Off Meeting**

Program planning information and camp preparation help will be provided at the camp kickoff. Scoutmasters and SPLs are encouraged to attend. Bring this guide and a list of questions. The meeting will begin at 10:00 am. **Extremely beneficial for new troops attending FSSR.**

### **Pre-Camp Meetings**

Last minute changes, late payments, program scheduling and paperwork problems will be addressed at these meetings. The scoutmaster and SPL should both attend. Medical alert forms and merit badge session scheduling forms with troop totals should be turned in at this meeting. Any special transportation needs or special food needs while in camp will be addressed at this meeting. This meeting is scheduled Tuesday, 7 pm at the the Admin Building the week before your troop is to be at camp.

### **Mail and Telephone**

Mail pickup and delivery is made daily. Place outgoing mail in the mailbox by 10 am for the same day pickup. Incoming mail will be distributed daily. Mail to camp should be addressed to:

John Scout, Troop #0000  
Fort Steuben Scout Reservation  
RD #2 79601 Adams Rd.  
Freeport, OH 43973

The camp number is 740-942-3438. Scouts may use the camp phone only with the permission and presence of a troop leader. Long distance calls must be made at individual expense by calling collect or by using a calling card.

### **Troop Registrations**

Troop registration is made by making a non-refundable campsite reservation payment of \$50.

### **Individual Registration**

A scout may register for and attend camp as an individual if he cannot attend with his troop. An individual scout pays the regular fee. Contact the service center for more information about individual camping.

### **2009 Summer Camp Fees**

The individual camp fee is \$175 per scout and \$50 per adult. There is no surcharge for out of council troops. The discount scout fee, for fees received in the service center by the early bird date of June 1, 2009, is \$160. Camp fees may be paid at check-in although payment through the service center is preferred. Bring receipts for previous fee payment for your troop with you to camp.

Every troop attending camp may bring one adult leader without a fee. Troops with 20 or more paid scouts will receive an additional free leader. Troops forced to rotate leadership throughout the week due to work schedules need not pay for

each individual leader: pay only for the number of adults you maintain in camp.

### **Refunds**

Individual camp fees are generally non-refundable but are transferable from person to person within a troop. Individual refunds, whether partial or full, will be granted only for exceptional circumstances. The camp director may offer a full, partial, or no refund for these requests; serious illness or family emergency. A written refund request detailing the circumstances must be submitted to the camp director for his consideration.

### **Campership**

The council, aided by local donors, provides a campership fund to help scouts in financial need pay for camp. Camperships cover a third to one half of the camp fee. If a scout in your troop is unable to pay for camp due to financial hardship, submit a campership application to the service center by **April 1, 2009.**

### **Leadership Requirements**

Each troop must keep at least two leaders in camp during the week. One leader must be 21 years old and registered with the BSA, the other may be a registered member at least 18 years old or the parent of a scout camper. Troops unable to maintain two leaders in camp should notify the camp director at the pre-camp meeting or before.

### **Staff Positions**

Staff positions are available for qualified older scouts and adults. Scouters who would like the opportunity to spend a week at camp as a volunteer member of the staff are cordially invited to join us for a week serving as a guest commissioner.

### **Counselor in Training Program**

The C.I.T. program is a weeklong training for experienced scouts at least 15 years old. It provides practical experience in camp that will help participants develop scouting knowledge, counseling skills and leadership potential. There is no cost to the scouts for this program. Many scouts in the program attend a week of camp with their troop and then come back to camp for the C.I.T. program. If you know a scout who might be interested in this program, please encourage him to apply by filling out the application form. C.I.T. cannot work in aquatics area, as all aquatics staff must be 16 years of age and older.

### **Emergency Contact**

Each troop needs to submit to the council office an emergency contact person's name and telephone number in case there is a catastrophe event happen while the troop is at camp. This person should have the name and telephone number of each scout or leader whose at camp.

## Preparing for Camp

### Plan Your Summer Camp Program

Planning and executing a balanced program is an important part of providing a quality camp experience for your troop. Work with scout leaders to set goals for the troop, each patrol, and each individual. Look in the *Scoutmaster's Handbook*, *Boy's Life*, *Scouting Magazine*, *Wood's Wisdom*, and other scouting literature for good ideas. Remember that good advancement should be achieved through natural experience; plan activities to give scouts opportunities to use skills for a purpose and to demonstrate proficiency naturally. Make the most of your troop's camp experience by running a program in your troop's campsite and by working with the program staff to schedule activities in your campsite, in program areas, and around camp for your troop and for your patrols.

### Help Scouts Make Good Scheduling Choices

Use the Merit Badge Scheduling Sheet to help scouts create their personal camp schedule before arriving at camp. Don't let a scout schedule all his time with difficult badge sessions, he should have time to go fishing or take an exploratory hike around camp.

Scouts should be familiar with the requirements for the badges they intend to take. Some badges have requirements that cannot be completed at camp.

As a general rule, a scout who proposes to take five merit badges is going to over reach himself: he will fail to complete one or more of the badges and will lack full understanding of those he does complete. A three or four badge schedule, complemented by existing patrol and individual activities, is the best schedule for most boys. Young scouts should participate in the trailblazer program in either the morning or afternoon session. Handicraft badges, swimming, mammals and space exploration work out well for young scouts. Don't push a first year camper to compete 4 or 5 merit badges. It is better for a young scout to do well and enjoy his time in the trailblazer area than to begin work on 3 or 4 tough badges and earn nothing.

A first time camper who participates in the Trailblazer Program, earns two merit badges, gets in some time at the range and participates in Logan and overnight outposts, has completed a full and successful week at camp.

Encourage older scouts to create a schedule where they will participate in venture activities and a few tough badges sessions that will give them a good challenge both physically and mentally but still leaves them time to interact with the rest of your troop.

### Promote Camp Attendance

Insure high camp attendance by sharing camp information with scouts and parents. Scouts and parents need to know what to pack, what activities are planned, what badges are offered and what camp costs. Parents need to know the dates for camp and travel directions. Contact information and visitor's night information must also be shared. Hold a camp information night in February or March. This event could be held during a regularly scheduled troop meeting, Court of Honor, or Christmas dinner.

### Follow an Organized Plan

Work with the Troop Committee to:

- Register for camp, collect fees, and keep good records
- Contact scouts not already signed up
- Arrange for medical exams for scouts and leaders
- Arrange for a camp board of review, if desired

At a Camp Promotion Activity in February or March:

- Discuss the need for medical exams and distribute forms
- Discuss what camp is about and why all scouts should attend
- Review personal equipment lists
- Invite parents to attend Visitor's Night
- Distribute information: camp address, phone, driving directions

With Patrol Leader's Council one month before camp:

- Make Patrol and Troop Leadership assignments
- Finalize desired Troop Program
- Review camp rules, procedures, and programs

At a Troop meeting 2-3 weeks before camp:

- Discuss Scout Oath and Law as it pertains to camp
- Review personal equipment need
- Give final travel plans
- Collect or account for all Medical Forms
- Collect special activity Permission Forms
- Have scouts work out individual program schedules

At the Tuesday Evening Pre-Camp Meeting have:

- Estimate of # of parents buying dinner
- Wednesday Night
- Medical alert forms
- Merit Badge Scheduling Form to show troop totals in each area
- Estimate of # of scouts participating in special programs
- Troop Roster
- **Any special food or transportation requests**

Have Ready for Check-in on Arrival at Camp:

- Receipts for scouts and adults who have already paid
- Completed Medical Forms for all scouts and adults
- Prescription drugs with dosage requirements in original bottles
- Blank troop checks to pay any unpaid fees
- Troop Roster

## **The Camp Program**

### **Merit Badge and Program Changes This Year**

Scoutmasters will be notified if any new merit badges will be offered when that information is available.

Plumbing will be offered instead of Farm mechanics merit badge. We have bird study and for older scouts electricity. .

A special session for swimming instruction will be offered at 11:00 AM in the aquatics area.

### **Program Activity Area**

**Handicraft Area** activities allow scouts to make useful or beautiful craft items with their own hands. These crafts teach patience, self-expression, and coordination. Supplies for many projects are sold at low prices in the Trading Post. Badge sessions have scheduled hours of instruction, but the schedule is very flexible, and many scouts successfully complete a handicraft badge on a walk-in basis. First year scouts have a high rate of success with handicraft badges.

**Aquatics Area** activities are a central feature of the camp where scouts enjoy swimming and boating on Clendening Lake. Special activities at the water front include: the mile swim, snorkeling, polar bear swims, the water carnival and canoe outposts. Instructional swimming is offered for scouts who want to learn to swim.

**Field Sports** activities hold a lot of attraction for scouts. Archery, shotgun, and rifle range programs teach scouts respect for firearms and knowledge of their proper use in target sports. Special activities include black powder rifle, troop shoots, competition, evening shooting and hunting safety presentations.

**Scout Craft Area** activities cover the basic to advanced camping skills that lie at the heart of the scouting program. "Learn by doing" is the motto of all scout craft activities. Special activities include: Outpost trips, pioneering projects, cooking demonstrations, backpacking skills sessions, the Paul Bunyan Woodsman award, and Indian dance lessons.

**Ecology and Conservation Area** activities help scouts develop appreciation of natural resources and the beauty of God's creation. A hands-on 'sensory' approach to learning brings scouts up close and personal to all sorts of interesting critters. Special activities include the Dutch Reisling Nature Award, guided and self guided nature walks, muck walks, evening star gazing, critter crawl races and conservation projects.

**Trailblazer Area** activities are designed to help first time scout campers blaze a trail to first class rank. Trailblazer activities stress basic scout skills and fun outdoor activities.

Scouts can sign up for either the morning or afternoon session. Special activities are conducted to help scouts with advancement requirements and include: an overnight outpost, a 5 mile hike, a basic orienteering course and an Indian dance presentation.

### **Other Merit Badge Opportunities**

The camp health officer offers counseling in first aid and emergency preparedness.

The camp chaplain will work with scouts on requirements for communications merit badge in his Chaplain's Aid Program.

## **Special Activities**

### **Troop Photographs**

Photos will be offered during your stay at camp. (Individual and troop) These photos are usually priced in the \$3 range. If your troop plans to have a troop photograph taken, please let us know at the pre-camp meeting.

### **Family Night**

Family night activities will run from 5 PM to 9 PM Wednesday evening. Dinner tickets for visitors who wish to eat in the dining hall are \$5 a person. Special presentations, games, a campfire, and the Order of the Arrow call-out will be part of the evening's program. Visitor restrooms are located in the rear of the staff building located beside the health lodge.

### **Patrol Cooking Day**

Troops will prepare and eat Wednesday breakfast and lunch in the campsite. You will be provided with the menu for these meals and a list of cooking equipment your patrols may need (if any) at the pre-camp meeting. If you would like additional patrol cooked meals for your troop, it can be arranged; simply let the camp director know at the pre-camp meeting.

### **Orientation Wide Game**

The staff will conduct a camp wide game designed to orient the scouts to the camp layout Sunday evening during the leader's roundtable.

### **Supervised Outpost Trips (Canoe Trip)**

A canoe outpost will be held on Thursday night. Participants who must be swimmers, will leave camp Thursday evening, eat a snack and breakfast on the outpost and be back in camp before 9 AM Friday morning. A canoe outpost on Tuesday night or other staff led outposts can be arranged for a troop; set up these trips at the camp planning meeting or pre-camp meeting. Canoe day trips for your troop can be arranged with the waterfront and program director at the pre-camp meeting.

### **Buckeye Trail Hike**

A 10K hike on the Buckeye Trail is offered each week of camp. Each hiker will receive a patch for completing the hike.

### **High Ropes Course**

Project COPE is an exciting activity that appeals to older boys. Participants, who must be first class rank and 14 years old, travel to the COPE course at Camp Elkhorn Valley. Scouts will leave camp Tuesday after breakfast and return Tuesday before dinner. Scouts should know before coming to camp if they will participate; as they must have an Elkhorn Release of Liability Form (signed by a parent) in order to take part. The cost of this program is \$25.

### **BSA Lifeguard – for Older Scouts and Adults**

A substantial amount of time (at least 30 hours) is required to earn the BSA Lifeguard Certification. Those interested should see the aquatics director on the first evening of camp. Participants should be accomplished swimmers and have earned or be comfortable with the subject matter of aquatics merit badges. Participants in this program will not have time to earn aquatics merit badges.

### **Boat Rides**

Pontoon boats may be rented from the Clendening Marina at a favorable rate. The boats have capacities from 8 to 15 persons, and there are more than enough boats to accommodate large troops. Scouts who participate in a boat trip will receive a MWCD patch compliment of the marina. Bring up your plans at the pre-camp meeting so that prices and boat reservations may be made.

### **Order of the Arrow Call Out**

Scouts who have demonstrated their ability as honor campers are recognized through election to Onondaga Lodge #36 O.A. The call out ceremony is held Wednesday night as part of the family night campfire. If your troop has not held elections, please contact Mr. Greg Stephens at 740-537-2998, home 740-632-8889 mobile

### **Logan Award Program**

Logan, the Fort Steuben camp awards program, is a five-stage yearly program unique to our camp. The Logan Award is a tool to encourage scouts to make and keep goals for camp, to encourage growth in scout skills and leadership, and to develop pride and tradition among all campers. Those completing their requirements will be presented their award on Friday night in traditional ceremonies. Those returning to camp should bring their Logan key from previous years with them.

### **Dutch Oven Cook Off**

For Scouts and evening dutch oven cook off will be held at the amphitheatre. Scouts are to bring their own cookware and cooking supplies. Camping equipment will be awarded to the winner.

### **Iron Man Race**

Scouts who participate in the iron man race will compete on Fridays starting at 9 a.m. Scouts must run five miles, canoe three miles, and swim one mile. The fastest time is the winner. Each scout who finishes will be given FSSR Ironman Patch.

### **Interest Areas (Not Merit Badges)**

Kayaking, snorkeling, tomahawk throwing, and sling shot are interest areas only.

### **Adult Training and Activities**

Adults are always welcome in program areas; if you have a particular interest in a skill we can use your help with the camp program. An adult leader roundtable will be held each day. This roundtable is a great way for troop leaders to keep up on the latest news and bring up any problems to the camp director. The Thursday roundtable will include a brunch; and the council executive and other council officers are usually present.

Summer camp provides an excellent opportunity for adults to catch up on BSA training. Safe Swim Defense, Safety Afloat, Red Cross Basic First Aid, Red Cross Basic CPR, BSA Lifeguard, Youth Protection, New Leader Essentials, and other trainings are held each week. Special adult training and activity session will be held throughout the week in the program areas to help enrich your own skills and knowledge and improve your troop program.

## **Service Areas**

### **Dining Hall**

Scouts enjoy family style dining in the dining hall using the waiter/host system. This system provides a more pleasant and relaxed atmosphere than cafeteria-style service. The waiter comes to the dining hall 15 minutes before the meal to set the table and stays afterward to clear it. The host serves food to others and greets visitors at the table.

Let the program director know about any scout in your troop celebrating a birthday and we will be sure to recognize him with the birthday song, a card, and a special treat at lunch or dinner.

Meal times are 8:00 am, 12:30 pm and 6:00 pm.

A knot board will be posted at the dining hall detailing a 'knot for the meal'; each scout will be given a small piece of rope to tie a different knot to gain entrance for each meal.

Visitors in camp may purchase meal tickets in the Trading Post at \$3 for breakfast, \$4 for lunch, and \$5 for dinner.

### **Trading Post**

What would camp be like without someplace to stack up on goodies after the supply from home runs out? The Trading Post accepts cash and checks. Items available at the Trading Post include:

.22 tickets	cook books	meal tickets
camp hats	hat pins	ponchos
candy	ice cream	soft drinks
compasses	pocket knives	bagged ice
handicraft kits	tooth brushes	soap
Merit B Books	belt buckles	postcards
stamps	camp t-shirts	batteries
chips	camp patches	flashlights
canteens	pizza	other camping
Shot gun tickets		essentials

**Individual scouts buying from a troop forms fund must use FSSR Form**

### **Tool Shed**

Troops may borrow tools and other camp equipment from the quartermaster at the tool shed. Many different tools, consumables, and program items are available for troop use. Borrowing hours are posted on the shed.

### **Shower House**

The shower house is divided into youth and adult sides. The shower house may be scheduled or open, depending on the circumstances of each week of camp. Each troop will be scheduled to clean the shower house once during camp. A private shower for women is available. Female leaders shower house is located in the rear section of the female staff building directly beside the health lodge.

### **Chapel Services**

Both inter-faith and ecumenical services will be held. Morning Watch, an old scouting tradition, is held each day at 7:30 am in the parade field. Mass is usually celebrated at camp by a visiting priest on Tuesday evening each week.

The Chaplain's Aid Training Program gives scouts the opportunity to learn: how the Chaplain's Aid serves the troop, how to plan a worship service, and how the religious emblem program works. Participants will help plan the Wednesday Vespers Service and may work on communications merit badge requirements.

### **Commissioning Staff**

Camp commissioners help orient troops to the camp program. Your commissioner, with his long scouting background, can assist you in running a good troop program at camp. Commissioners also play a role in problem solving by acting as an intermediary between your troop and members of the camp staff. Members of the commissioner's staff help coordinate venture activities, adult training, leader roundtables, good turn projects, the shower house cleanup schedule, and other camp wide activities.

## **Health and Safety Issues**

### **Special Medical and Dietary Needs**

Our staff can successfully meet many special medical and dietary needs if informed at the pre-camp meeting. Very critical needs should be brought to the attention of the camp director earlier. Turn in written requirements for care at this meeting on the Medical Alert Form to help our staff deal efficiently with these situations.

### **Medical Exams**

**All persons attending camp must have had a recent physical exam conducted by a physician. This exam cannot be done at camp.**

Those under the age of 40 are required to have a medical exam within 36 months if coming to camp; use the BSA Class 1 / Class 2 form for these exams. The Class 1 form must be signed by a parent / guardian each year.

A non-BSA physical form (with a physician's signature) showing a physical within 36 months may be substituted for the Class 2 form. Staple these to a completed BSA Class 1 health form.

Persons over the age of 40 are required to have a medical exam within 12 months of coming to camp; the BSA Class 3 Personal Health and Medical Record form is used for these exams.

### **Health Lodge**

A trained medical technician will be in residence at camp at all times while camp is in session. All treatment to scouts (other than the most minor first aid) should be made under his/her direction at the health lodge. Sick call will take place at 9 am each morning at the health lodge.

### **Prescription Medication**

Before arrival at camp the scoutmaster should collect all prescription medicine bottles for scouts along with dosage instructions and bag each scout's bottles in a zip lock bag in preparation for check-in. The health officer will collect them during the medical re-check. Scouts may go to the health lodge to be given their medicine as per the prescription schedule.

### **Critical Medications**

Asthma inhalers, bee sting kits, and some other medicines may need to be kept on the person **at all times**. Make sure the health officer is aware of these situations. Make doubly sure that such medicine really is with the scout when on outpost or away from the central camp area.

### **General Safety Concerns**

Everyone at camp should drink plenty of water to prevent dehydration. During times of high temperature and/or humidity, hiking, wide games, and other physically demanding activities drinking of water may curtail dehydration.

Severe thunderstorms are a relatively common occurrence at Fort Steuben. Aquatic activities will close when thunderstorms pass near camp. In general, campers are safe in their tents, in program shelters, and in camp buildings. Persons caught in a storm should seek low areas and avoid tall isolated trees.

Rowdiness, such as tree climbing, running after dark, throwing rocks, and rough play; is the most cause of injuries at camp. Be on the lookout for dangerous activity and put a stop to it.

## **Emergency Procedures**

### **Camp Wide Emergency Procedures**

In the event a camp wide emergency assembly is warranted the procedure described below will be followed. A drill will be held Monday after lunch to familiarize everyone in case of a real emergency.

- The emergency siren will sound for 1 minute.
- Scouts and leaders immediately assemble in the parade field by troop.
- SPLs will give their reports, accounting for all persons in the troop.
- Everybody will remain at the parade field until dismissed or given further instructions.

Running after dark or during rainstorms could lead to injury, in these cases walk as quickly as possible to the assembly, which in darkness or severe weather will be held inside the dining hall.

### **Lost Person**

After a thorough search of the troop site and it's immediate vicinity report the missing person to the camp office; be prepared to fully describe the person and the clothes he was wearing when last seen. Note if the missing person's gear is still in his tent. A radio check will be made to all program and service areas before a general search is begun.

### **Fire**

Fires should be reported to the camp office immediately. Small fires may be fought by troops in the campsite using a bucket brigade under adult supervision. Tents on fire should be dropped to the ground, if possible, before trying to put the fire out.

### **Chemical Spill**

In the event of a chemical spill, clear the area around the spill, mark the area, and contact the camp office. The camp director and camp ranger will determine proper cleanup actions.

### **Lost Bather/Boater**

When a buddy check turns up a bather short the lake will be cleared immediately and a lost bather search will begin immediately under the direction of the aquatics director. The aquatics staff will notify the camp office by radio and a search of the lost person's campsite will be made. If the campsite search and a quick radio check of program areas does not produce information on the lost bather's whereabouts the camp wide emergency siren will be sounded.

### **Medical Emergencies**

Those present at an accident should: begin first aid to the limits of their training, inform the health officer and camp director as soon as possible, and keep bystanders from crowding. The camp director and health officer will contact the hospital or emergency squad, arrange transportation to a hospital, notify proper authorities and keep the council executive and parent informed of the situation.

## **Camp Policies**

### **The Oath and Law**

The Scout Oath and Law will be the basic standard of conduct for all persons at camp. The policies that follow are common sense rules intended to ensure a safe and wholesome program for scouts during camp. Persons who commit serious violations of these policies may be asked to leave camp.

### **Discipline of Scouts**

A troop's scoutmaster bears the primary responsibility for discipline of scouts in that unit. Discipline of a scout who is not from your troop should be left to his own troop leader. In cases where the camp director determines that special discipline is warranted he will work in cooperation with the troop's scoutmaster to try and resolve the matter. Under no circumstances may a camper be deprived of food or drink, isolated, subjected to corporeal punishment, or asked to perform abusive exercise as a means of punishment. Scouts or leaders who intentionally commit serious acts of vandalism, physical assault or other illegal acts will be reported to appropriate law enforcement agencies.

### **Camper / Staff Relations**

Staff members are responsible for ensuring the safety of all scouts in their program areas, for the care of camp property used in their areas, and for the maintenance of an orderly and pleasant environment in which scouts may learn and have fun. Staff members know that it is the troop leader's job to discipline scouts; but staff members will intervene in a situation where the health or safety of a person is threatened, where camp property is being damaged, or where a scout is disrupting the program area. Serious incidents in a program

area involving a scout will be brought to the attention of his scoutmaster.

### **Policy on Pets in Camp**

Pets, seeing eye dogs excepted, are not to be brought to camp by a camper or visitor under any circumstance. This restriction includes check-in, check-out, and visitor's night.

### **Forbidden Items**

Fireworks, firearms and ammunition, alcoholic beverages, and illegal drugs are not to be brought to camp: persons found to have any of these items in their possession will be asked to leave camp immediately.

Immodest clothing, clothing with obscene phrases, or clothing depicting alcohol, tobacco, or drug use is not to be worn at camp.

**Bicycles, chainsaws, personal archery equipment, and hunting knives are not to be brought to camp.**

### **Valuables**

Although a "Lost and Found" box will be maintained, Fort Steuben accepts no responsibility for the loss of or damage to any personal valuables brought to camp.

### **Tobacco**

The use of tobacco products by persons under 18 will not be tolerated. Smoking is not permitted in any camp building, in tents, in program areas, or in the presence of scouts. Designated smoking areas for adults will be provided.

### **Uniforms**

The scout uniform, correctly worn is the proper dress for retreat and dinner. Troops may elect to wear the activity uniform with troop t-shirts to dinner except for Sunday and Wednesday nights.

### **Taps**

All scouts not on outpost or participating in a special activity are expected to be in their campsites at the sounding of Taps (11 pm), SPL's should conduct a tent check every evening at this time.

### **Entering and Leaving Camp**

All campers, staff, and approved visitors in camp are given a plastic armband to identify them as 'belonging' in camp. Those who lose their armband can get a replacement at the health lodge.

All persons entering or leaving camp must sign the logbook on the front porch of the health lodge. Visitors in camp who wish to stay over night must have the permission of the camp director.

### **Release of Campers**

Transportation of scouts to and from camp is the responsibility of the troop and of parents/guardians. It is the responsibility of troop leadership to ensure that BSA transportation requirements as outlined in the *Guide to Safe Scouting* are followed. A scout may be released from camp during the week to a parent/guardian or to an adult authorized by the guardian in writing. If you know that a scout is to leave camp at any time during the week with someone other than a parent/guardian, make sure that a signed Camper Release form is filled out for that individual. The camp office must be informed if any scout leaves camp during the week and the logbook at the health lodge must be updated.

### **Hazing and Youth Protection Issues**

Hazing does nothing to contribute to a boy's training or personal development and will not be tolerated at camp. Watch 'Snipe Hunt' type activities closely; without adult supervision many games may degenerate to the point where hazing, initiation, ridicule, or inappropriate teasing occur. Youth protection measures used at camp include: 2 deep adult leadership, the buddy system, single sex tenting, and separate accommodations for youth and adults.

All BSA youth protection procedures as outlined in *Guide to Safe Scouting* and other scouting literature are to be followed in camp.

### **Incidents of Child Abuse or Endangerment**

The responsibility of any scout or adult who happens to witness or suspects an incident of child abuse or endangerment is to notify the camp director immediately.

### **Vehicles in Camp**

**Passenger vehicles are not permitted in campsites.**

One electric golf cart is available for use by people who have difficulty walking, please bring this to the attention of the camp director at the pre-camp meeting. The speed limit on camp property is 15 MPH. Remind parents of speed limit and to park in parking lot.

### **Chemical Fuels**

The use of chemical fuel lanterns and stoves is permitted in troop sites, program areas, and on outposts provided that BSA rules for safe use as outlined in the *Guide to Safe Scouting* are strictly followed.

Only small amounts of extra fuel (e.g. GAZ cartridges, 1 lb. Propane bottles, MSR fuel bottles) may be stored in your campsite. Gallon size fuel containers and extra 20 lb. Or above propane tanks must be stored in the camp flammable building.

### **Campsite Fireguard Plan**

A copy of the BSA campsite fireguard chart is to be posted on the bulletin board of your campsite. Follow the instructions on the fireguard plan to prevent outbreaks of fire. "No Flames in Tents" is a rule that must be strictly enforced in your campsite.

### **Environmental Stewardship**

No live trees are to be felled at camp unless done with the ranger's prior approval for appropriate conservation or trail work purposes. No live bait is to be used for fishing. Wild animals are not to be harassed; animals captured at camp for educational purposes should be placed in the care of the eco-con area staff so they may be released after a few days. No captured animals may be taken from the camp property at the end of camp.

### **Off-Limits Areas**

For safety and security reason some areas of camp must be off limits to scouts. The ranger's home is off limits. The area behind the counters at the Trading Post, kitchen, and tool shed, the shower house pump room, the water tank, the gas wellhead and waterfront road are all off limits. The marked areas downrange of the rifle and archery ranges are off limits. The maintenance area including the storage barn and the flammable building are off limits to scouts.

### **Campsite Privacy**

The staff campsite (Mingo) is off limits to scouts. Staff members are not permitted to invite scouts into the site. Troop campsites should not be entered without an invitation; scouts should be taught not to take shortcuts through other sites. It is always appropriate to ask "Permission to enter, Please?" when you intend to visit at another site.

## **Gear and Equipment**

### **Campsite Equipment**

Each latrine in camp is provided with a fire shovel, a fire flapper, a fire rake, a fire barrel, two fire buckets, a garbage barrel, and toilet paper. Troops will be provided with a picnic table, dining fly, wall tents, floorboards, and cots. Extra picnic tables may be requested from the camp quartermaster.

Your troop is responsible for equipment supplied by the camp to your troop. An inventory will be taken of equipment issued and damage fees will be assessed for lost or damaged items. No aerosol or pump spray products, which attack the water repellent character of tent fabric, should be used near or in canvas tents or dining canopies. No garbage, trash, or chemical disinfectants and deodorizers are to be put into the vaults of camp latrines.

### **Troop Equipment**

The amount of equipment your troop will bring to camp will depend on what kind of program you have planned. Here are some basics to get you started.

troop checks	patrol flags	wood tools
advancement records	water jug	US flag
records	alarm clock	lantern
binder twine	blank MB cards	ice chest
board games	duct tape	nylon rope
Dutch ovens	dining flies	lock box
work gloves	First Aid kit	troop library
magic markers	cooking equipment	repair kit
patrol equipment	pens / paper	propane stove
thumbtacks		

### Spending Money

Scouts should bring enough money to buy a moderate amount of snacks, pop, and possibly a camp hat and t-shirt. Some merit badges require craft supplies that are sold to scouts through the Trading Post at moderate cost. Scouts will ask troop leaders how much money they need to bring to camp, you should know the average scout in 2008 spent \$40 in the Trading Post.

### Personal Equipment

A written list should be given to each scout to help him pack. Check this suggested list carefully; you may want to make changes to it based on your own experience. Have scouts mark all clothing and belongings. Packing is best done in an old footlocker. Plastic Rubbermaid totes or footlockers are great waterproof packing. Scouts should bring an assortment of laundry and ditty bags to keep their gear sorted.

Scouts should check the requirements of any merit badges that they intend to take at camp: merit badges might require materials that could be brought from home but are hard to find at camp. Some aquatics merit badges require the scout to have long pants and a long sleeved shirt. Shoes must be worn at all times in camp. Sports sandals, because they do not protect the toes, cannot be considered shoes.

### Suggested Personal Gear List

sleeping bag	pens
pillow	pencils
soap	pocket knife
wash cloth	water bottle
2 towels	cup
comb	watch
metal mirror	flashlight
toothbrush	extra batteries
toothpaste	3 garbage bags
2 hankies	day pack
deodorant	extra shoes
shampoo	hiking boots
1 uniform	MB book
4 T-shirts	Bible
4 shorts	50' of cord
6 socks + extra	compass
6 undies + extra	plastic bowl
beach towel	back pack
1 long pants	spoon
shower shoes	matches
1 long shirt	fishing gear
swimsuit	bug repellent (no spray)
water socks	sun block
wind breaker	camera
rain gear	spending money
BSA handbook	notebook

