

**HOWARD H CHERRY
SCOUT RESERVATION
SUMMER CAMP
LEADERS GUIDE
2012**



Prepared. For Life.™

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Letter from Scout Executive

Dear Scouter,

Welcome to your camp, the Howard H. Cherry Scout Reservation. I am proud of this camp and the people behind its success. I hope you feel that same way as you spend a week or a weekend at this wonderful place.

I am happy to tell you that while many councils and other non-profits are cutting back on outdoor program, selling or closing camps, and shortening camp seasons, we are doing nothing like that here. In the past year, we have invested in our camp by adding land, purchasing new tools for our ranger staff, performing maintenance improvements where needed such as the new concrete pad at the pool and shower house, and creating a new endowment fund totally dedicated to camp! Add into this new program areas such as a paintball target activity in the lower meadow and you can see camp is expanding not contracting.

Part of our investment over the last year has been to provide a quality summer camp staff. This is more than just about money, it is about the experience your Scouts will have while they are at their "second home." I am confident in the staff we have chosen to spend time with your Scouts, they are dedicated to fun and learning.

Please tell us how we are doing during you stay at camp. I look forward to visiting with you during the Boy Scout family night, campfires, Cub Scout overnights and the like. Thank you again for using camp as a tool for better program.

Yours in Scouting,

Travis Christopher
Scout Executive/CEO
Hawkeye Area Council

Program Information

The desire of our summer camp program is to assist with skill instruction and development that can supplement regular unit programming

Aquatics

There is no better place to “chill out” than our two aquatics areas—the pool and John’s Lake. Aquatics areas are fully staffed to operate in complete compliance with all BSA aquatics standards.

John’s Lake

Waterfront merit badges have prerequisites. Please check current Boy Scout Requirement Book. Kayaking, canoeing, sailboarding, and rowing opportunities are to be found on John’s Lake.

Lake Rules

- Must have a buddy boat.
- There is no diving or swimming, the lake is for watercraft activities and fishing.
- Lifeguard and staff must be present to use watercraft.
- Fishing requires adult supervision, staff or adult leader.
- Lifeguard and staff instructions must be followed.

Buddy Tags

Everyone using watercraft must have a buddy (buddy boat) to enter the lake. Buddies will be arranged if needed. The only person to move or remove a buddy tag is the person whose name is on the tag. Buddy tags will be made after the completion of the BSA Swimmer’s test.

Pool

Our pool provides near limitless opportunities for learning and fun. Pool merit badges have prerequisites. Please check current Boy Scout Requirement Book.

- Snorkeling BSA
- Safety Afloat/Safe Swim Defense
- Free Swim
- Mile Swim **must** attend each session

Mile swim schedule is:

Monday	6:30 a.m.
Tuesday	6:30 a.m.
Wednesday	6:00 a.m.
Thursday	6:00 a.m.
Friday	6:00 a.m.

Pool Shower Hours

Youth 17 and younger..... 24 hours daily
Adults 18 and older.....24 hours daily
Youth protection rules must be followed, use the proper section.

Valuables in Pool Area

Scouts are asked not to bring valuables to the pool area, or the shower area. The aquatics staff is not responsible for lost or stolen items.

Pool Rules

- All swimmers must shower before entering the pool.
- Running is not allowed on the pool deck and shower house areas.
- Cut-off shorts are not allowed.
- Gum, food, or drinks stay outside the pool and shower areas.
- No horseplay is allowed.
- Stay off boundary and lane ropes.
- The diving area is for diving only.
- Do not cross over or under the ropes.
- Diving from the edge of the pool is not allowed.
- Lifeguard and staff instructions must be followed.

Buddy Tags

Everyone swimming must have a buddy to enter the pool. Buddies will be arranged if needed. The only person to move or remove a buddy tag is the person whose name is on the tag. Buddy tags will be made after the completion of the BSA Swimmer's test. Swim checks can be completed prior to arriving at camp. This should be coordinated with the district and supervised and signed-off by a certified Lifeguard or the Scoutmaster with certified lifeguard supervision—a copy of lifeguard certification must accompany the swim check spreadsheet. Please bring a copy of completed swim checks to the aquatics director at check in on Sunday.

CPR Certification

We plan to teach CPR Certification. These classes are limited in size. There is a fee for the course; this offering will be held at the Dakin Dining Hall on Tuesday evening.

Ecology and Conservation

One of the busiest areas of camp is the Davidson Shelter. Eco-Con is the place for all things natural and wild. Specimens and information on Iowa species of flora and fauna are available. The many merit badges available in this program area offer something for every Scout. Units looking for something extra to do will find their list of prospective Baden-Powell Award conservation projects here, or with the camp commissioner. (Tools and supplies for projects will be arranged after consulting with the Eco-Con Director/commissioner, Quartermaster and Ranger.)

ALL Eco-Con merit badges require a notebook and pen or pencil.

Other Offers

- Camp Conservation
- Nature Exhibits
- Tracking Pits
- Nature Trail

Handicraft

All handicraft merit badges are scheduled; however, Scouts and Leaders can always take advantage of the tools and materials to be found at the pavilion. Handicraft projects may be purchased at the Trading Post or may be brought from home (typically \$4-\$10). Some merit badges require more than one project.

+ Basketry merit badge will be offered during afternoon open time. Cost for supplies will be approximately \$10. at the trading post.

Eagle Quest

The first year camper program at summer camp is arguably the most important offering. This aspect of camp has the potential to influence a Scout's future in the BSA—short and long term. A first year camper program requires patient and caring staff not to mention essential program resources and tools.

The importance of a high-quality first year camper program is not lost on us. Howard H. Cherry Scout Reservation is proud to offer our first year camp program—Eagle Quest—for all Scout, Tenderfoot, and 2nd Class Scouts.

Our first year camper program offers instruction in the basic Scout Skills.

The Eagle Quest Program is an advancement program for Scouts not having reached the First Class rank. Second Class and First Class requirements are part of the all day program, along with working toward the Leatherwork and Soil and Water Conservation Merit Badges. These Scouts will also tour and participate in other program areas in camp, such as Scoutcraft, Shooting Sports, etc.

Outdoor Skills

The Scout Handbook comes alive at Outdoor Skills. All of the advanced Scout skills, introduced in Eagle Quest, are taught at Outdoor Skills in depth. Scouts learn all the latest about camping gear and techniques. Special events—like “Tomahawk Throw” and “Wilderness Survival Overnight”—are big draws.

Shooting Sports

Campers can expect a slew of shooting sports opportunities in 2012. Our comprehensive shooting sports program includes archery, rifle, shotgun, and black powder rifle shooting and **Paintball**.

Recreational shooting opportunities and leader “shoot-outs” occur throughout the week. All ranges are operated under the direct supervision of BSA certified instructors and range officers. Firearm and range safety are the primary concern of our staff.

Scouts taking the Rifle or Shotgun merit badge classes **MUST ALSO** take the shooting safety class; it covers part of the requirements and allows for a safe range.

Age and Rank Requirements

- Rifle Shooting:		\$10 fee
- Shotgun:		\$35 fee
- Paintball	13 years old and First Class by camp	\$25 fee

Open shoot requirements

- Rifle Shooting:		\$0.25/5 shots fee
- Shotgun:		\$0.25/shot fee
- Paintball	13 years old and First Class by camp	\$5/round fee

Scouts working on the Archery merit badge will need to purchase an arrow kit from the Trading Post for completion of the badge.

C.O.P.E.

C.O.P.E stands for Challenging Outdoor Personal Experience.

C.O.P.E consists of a series of elements and challenges designed to foster problem solving skills, leadership, teamwork, and group interaction. Eight key goals are developed: Leadership, Trust, Communication, Teamwork, Planning, Self Esteem, Problem Solving, and Decision Making.

These goals are accomplished through a challenge by choice program designed to encourage the group to work together, communicate with each other, and trust the group decision as they attempt a solution to the objective. The C.O.P.E. program generally consists of Initiative Games, Low Course Elements, and High Course Elements. Each team of participants will move from one level to the next based on their abilities and understanding.

The C.O.P.E. Program is restricted to Scouts age 13 and older by January 1. The size of the group is limited. Required clothing includes closed-toe shoes and long pants. C.O.P.E. is a five day program. All participants must attend all five days. No Exceptions. Project C.O.P.E. provides each participant the opportunity for success as an individual and member of their group. While this activity is challenge by choice, it is very physical and requires stamina. Be prepared to meet the challenge. Although Scouts are anxious to participate in C.O.P.E., this program is intended for older Scouts. Leaders are encouraged to critically evaluate the maturity level of the Scouts interested in participating. If space is available after all Scouts who wish to participate are signed up, a limited number of registered adult leaders will be accepted.

C.O.P.E. Bandanas are available to participants who complete the program at an additional price.

Safety is the most important part of all C.O.P.E. aspects. C.O.P.E. staff members are trained by a current national camp school certified director.

Mountain Biking

The mountain biking program is a challenging and physically strenuous five-day program. The session meets Monday through Friday at the bike barn, just north of the Gibson Shelter. It will involve miles of increasingly difficult, bike-specific trails. This is a strenuous activity and recommended only for those persons in good physical condition.

This program is for older Scouts – First Class and 13 years old.

The Scouts in the program work toward the Cycling merit badge, including instruction on proper riding technique, trail etiquette, safety, maintenance, and repair. Scouts are usually unable to complete its requirements for the rides of specific distances.

Climbing

Climbing Merit Badge will be offered at the AEgon Climbing Tower. Climbing Merit Badge is a two hour session, which will cover all the requirements for the Merit Badge.

Free Climb will be offered during each week of summer camp. This is open for anyone. Climbers must have closed-toe shoes and no slick material shorts.

Programs

Program Area	Aquatic (Pool)	Aquatics (Waterfront)	Climbing	COPE	Eagle Quest	Ecology	Handicraft	Outdoor Skills	Shooting Sports	Personal Development
Merit Badges	Swimming	Canoeing	Climbing			Astronomy	Indian Lore	Camping	Archery	First Aid
	Lifesaving	Kayaking				Bird Study	Leatherwork	Geocaching	Rifle	Emergency Preparedness
		Rowing				Environmental Science	Metalwork	Orienteering	Shotgun	Personal Management
		Fishing				Fish & Wildlife Mgt	Photography	Pioneering		
						Forestry	Pottery	Wilderness Survival		
						Insect Study	Woodcarving			
						Mammal Study				
						Nature				
						Reptile & Amphibian Study				
						Soil & Water Conservation				
						Space Exploration				
						Weather				
Activities	Snorkeling	Open Area	Open Area	COPE	First & Second Class Requirements	Open Area	Open Area	Open Area	Open Area	Open Area
	Swim Lessons				Leatherwork		Art	Hawk Throwing	Action Archery	CPR Skill
	Open Swim				Soil & Water Conservation		Basketry			
Training	Swimming & Water Rescue	Paddle Craft Safety	Climb on Safely			Leave No Trace Awareness				CPR Certification

Camp Information

Advancement in Camp

Rank advancement and merit badges are often used to measure the success of a unit. Our goal at summer camp is to assist the unit's regular instruction program. Council resources allow us to offer programs that may not be practical or easy for the individual unit. We are here to supplement your unit's year-round program. Summer camp should not be viewed as a residential merit badge university. We offer many exciting opportunities for Scouts to learn the skills necessary for advancement. Our staff is chosen and trained to provide the highest quality instruction.

First year Scouts are encouraged to attend the Eagle Quest Program. It is designed to help these Scouts advance to First Class.

Unit Leaders

Current BSA policy requires that each Unit be under the leadership of at least two(2) adults at all times, one at least 21 years of age and the other at least 18 years of age. It is preferable that the Unit's Scoutmaster attends, but if this is not possible, the Unit committee names a "Camp" Scoutmaster. Both of the attending adults must be registered with the Boy Scouts of America. A parent of a Scout may substitute for the 18 or older adult. The Camp Scoutmaster works with the Senior Patrol Leader in developing their camp program. The Camp Scoutmaster coordinates all adult leadership in his Unit. All Unit adult leaders are responsible to the Camp Scoutmaster. Any leaders coming in or leaving camp must sign in and out at the camp office. Leader accommodations will be the same as for Scouts unless prior arrangements have been made. (See Camp Fee section.)

Senior Patrol Leader

Each Unit's Senior Patrol Leader (SPL) is part of the Camp Senior Patrol Leader's Council that meets with the Camp Commissioner, daily at 1:15 pm at the TSB. The SPL works on planning camp wide events as well as coordinating other Unit activities. If your SPL is not able to attend, a "Camp" Senior Patrol Leader should be appointed.

Camp Leaders Meeting

This daily meeting with the Camp Director, Program Director, and Camp Commissioner will be held at 9:15 a.m. at the Troop Service Building (TSB). A leader from each unit should be in attendance. The meeting keeps lines of communication open between camp administration and Unit leaders. Very important information is passed on each day.

Security in Camp

While at camp, please secure personal belongings by possibly locking in footlockers or other means.

Hawkeye Area Council Camping Policies

Howard H. Cherry Scout Reservation is guided by the Scout Oath and the twelve points of the Scout Law. All camp participants are expected to live by these principles. Behavior which does not meet the high standards of the Scout Oath and Law is unacceptable. All campers and leaders are asked for their cooperation in helping to maintain these high standards of moral and personal behavior. The following rules have been established for the health and safety of all Scouts, adult leaders, camp staff, and visitors. National camping guidelines state:

- 2 deep leadership is required at all times.
- No open-toed shoes (sandals, tevas, etc.) are allowed. These are only allowed at the pool/showers.
- No flames in tents! All bulk flammable fuels must be stored in the fuel shed provided at the camp quartermaster. All tents—both Unit and Reservation—must be marked “No Flames in Tents.”
- You may not bring weapons, firearms, or ammunition of any sort to camp. The Reservation provides all necessary shooting equipment and ammunition.
- Tobacco use is not permitted by youth campers or by adults in the presence of youth campers nor in any structure, tent, or building. Smoking is restricted to designated areas. Smokers are also reminded of the ever present fire danger!
- Vehicles must be parked in the main parking lot in front of the Dakin Dining Hall. If more information is needed consult the camp director. All ATV's are prohibited from use by Scouts and adult leaders. Posted speed limit of 10 MPH **MUST** be obeyed. No one may ride in the back of a truck or on a trailer. RV's are not allowed.
- Pets are not allowed in camp.
- Only those persons authorized by the Camp Director or Camp Ranger may operate power tools or equipment on the Scout Reservation.
- All personnel arriving at camp or leaving camp must check in/check out at the camp office. (Troop Service Building)
- Leaders and Scouts who will be arriving or leaving the Reservation during the week MUST check in and out at the Camp Office. Scouts are permitted to leave prior to the normal departure day only with a completed and signed permission slip.
- All youth and adults MUST shower and change clothes separately. Separate hot shower facilities are provided for youth, male adults, and female adults. Youth are defined as less than 18 years of age. Adults are defined as over 17 years of age.
- Alcoholic beverages and illegal drugs are not allowed on camp property. Possession or use of same on Reservation property will lead to dismissal from the Summer Camp Program without benefit of refund. State and Federal law mandates incidents of this nature be turned over to the proper authorities.
- Fireworks of all types are prohibited on the Reservation.

Early and Late Arrivals

Check in time at Howard H. Cherry Scout Reservation is from 1:15 p.m. to 3:00 p.m. Sunday. Early or late arrivals must contact the Camp Director at least two weeks prior to arrival at camp.

Visitors and Special Guests

Families and guests of Scouts are encouraged to visit Howard H. Cherry Scout Reservation on Wednesday afternoon and/or evening beginning at 4:30 p.m. to visit units and attend the evening campfire. Potluck with the Troop or dinner is served in the dining hall from 5:30 to 7:30 p.m. there are many activities on the parade ground with flag ceremony at 8:00 p.m. followed by the campfire and OA callout. All vehicles **MUST** be parked in the main parking lot.

Only registered Boy Scouts and unit leaders or parents serving as unit leaders may stay in main camp. Other family or friends should come only for the visitor's activities.

Visitors are not allowed to bring pets while visiting.

Visitor's Meals

The cost for visitors eating in the Dining Hall is \$7.50 per person and may be purchased at the door; \$4 for less than seven years of age. Please note that Wednesday evening meal visitor count is needed by Sunday evening; please get this information to the Camp Scoutmaster of your unit so that he/she can report this information at Sunday leader's meeting.

Laundry Facilities

There are laundry facilities for campers available at the shower house.

The Trading Post

The main camp store – "Trading Post" – is where Scouts, leaders, and visitors will find a wide selection of goods for sale that include:

- Souvenirs: T-shirts, caps, beverage mugs, patches, etc.
- Food and Snacks: fruit, hot dogs, ice cream, fruit drinks, soft drinks, candy, etc.
- Personal items: toothpaste, sun-block, combs, soap, etc.
- Camping items: canteens, pocket knives, flashlights, belts, packs, etc.
- Merit Badge Materials: basketry kits, wood carving items, leathercraft, etc.
- Other items: merit badge books, nature books, handbooks, etc.

Trading Post hours will be posted at the Trading Post entrances.

Dining Hall Procedures

Each leader is expected to give attention to proper table manners among the Scouts at their tables.

All Scouts are expected to be clean and wearing shirt, shorts, or pants, and shoes to all meals. The complete Scout field uniform is requested at the evening meal. Hats and swimming suits are discouraged. Our goal at the Dining Hall is to provide you with your meals quickly and efficiently in a clean and safe environment. Your compliance with these procedures will help us accomplish these goals.

- Waiters arrive fifteen minutes before each meal to prepare the table. Each table is set for eight people. Setting includes tableware, napkins, salt and pepper, and one pitcher of water per table.
- Units sit at their assigned table(s). Room is left for one or more staff members to join each table for the meal. Each Unit assigns one or two waiters per table for each meal.
- Waiters are to keep each table supplied during the meal. When a drink pitcher is empty, the waiter takes the empty pitcher to the drink table and fills it.
- No one receives seconds until all are served and seconds are called. No running, please.
- Meals consist of the main meal, seconds, announcements, and meal program. No one is to leave the dining hall until all are dismissed.
- Tables are not to be cleared until everyone has been dismissed. Take dishes to dish washing area. Waiters pour liquids in the buckets provided, gather up all trash and throw it away, wipe down the table with a wet rag, sweep the area around and under the table, see that all chairs are stacked, and wait until the dining hall steward inspects and approves the table.
- The restrooms at the dining hall are kept open as a courtesy to campers. Units MUST help us to keep them clean. Please report any problems to the dining hall steward immediately.

Our dining hall serves an approved balanced menu with fresh fruits and vegetables daily. Outpost meals meet the same standards as the dining hall.

Good faith effort is made to accommodate special dietary needs. Requests must be submitted in writing to the Council Service Center at least two weeks in advance.

Mail

All Scouts and leaders enjoy receiving mail at camp. Please advise parents that all mail must be addressed properly. Mail sent from home later than Wednesday will probably not arrive until after the Unit departs from camp on Saturday. Mail should be addressed as follows:

Scout's Name, Unit Number
Howard H Cherry Scout Reservation
4521 Boy Scout Rd
Central City, IA 52214

Telephone Service

The Reservation telephone is for Camp business and emergency calls only. Home sickness is not usually helped by a call home. The call usually only makes the situation worse. It is suggested that leaders hold all Scout's cell phones during the week.

Howard H Cherry Scout Reservation: (319) 438-1837
Camp Fax Number: (319) 438-1107

Howard H. Cherry Scout Reservation

Equipment Replacement Policy

Each year Howard H. Cherry Scout Reservation replaces and repairs tents, cots, program equipment, and many other aspects of the camp facilities. Some of the damage is the result of regular wear and tear due to normal usage. When damage beyond the normal use of equipment and/or facilities occurs, or damage due to vandalism or abuse is evident, the unit and/or persons responsible for the damage will be held responsible for the replacement value of the damaged items. The following is a sample listing of commonly damaged camp property and their replacement values:

Tent Uprights	\$25.00 each
Wall Tents	\$450.00 each
Water Hose	\$35.00 each
Cot Replacement	\$110.00 each
Mattress Cover Repair	\$35.00 each
Mattress Replacement	\$40.00 each
Rain Fly (Tarp)	\$140.00 each

This is just a sampling of the damages incurred each year. Your assistance in limiting the amount of damages at camp is appreciated and helps hold down the cost of camp.

Health & Safety

Animals at Camp

For a period longer that one could accurately say, the Wapsipinicon Valley has been inhabited by nature's creatures. There are, however, some creatures with whom we must be cautious of during our visit. Raccoons, skunks, fox, opossums, squirrels, deer, chiggers, and ticks all live on our Reservation. Contact with any wild animal could result in bodily harm or the possibility of disease. We are visiting their environment. Please, leave them alone. Report any personal encounter to the camp Health Officer. Please ensure that all your and any visitor's pets are left at home, and not brought to camp even for a visit.

Behavior Guidelines for Summer Camp

Scouts in camp are the responsibility of the Unit leadership with them. The discipline of the Scouts will remain in the hands of that Unit's leadership. The guidelines at camp will be those stated in the "Guide to Safe Scouting", the youth protection guidelines of the BSA as well as the Boy Scout Handbook and the Scoutmaster Handbook.

Health and Safety Information – Medical Examination

Every Scout and adult staying in camp must, upon arrival, present a completed medical form. The medical form must bear the signatures of the examining physician and parent as well as the Scout's insurance information. **PLEASE DO NOT MAIL OR DELIVER MEDICAL FORMS TO THE COUNCIL SERVICE CENTER.** This form is to be brought to camp by the unit.

Scouts are not to stay in camp without a BSA medical form SIGNED BY A PARENT AND AN APPROVED MEDICAL PROVIDER. Leaders staying more than two nights must also have a BSA medical form signed by an approved medical provider and include insurance information. A leader staying less than three nights may fill out the medical form Parts A and B, sign it, and go through a medical check. We suggest you request that parents and the Unit make copies of the medical form for your future reference. The forms will be returned on Saturday morning.

Express Health Check-In

Units have the opportunity to collect medical forms prior to camp for pre-screening before arrival. Unit leaders that inspect the forms for signatures and medical information will be allowed to go through an expedited Health Check process on Sunday.

Physical Forms

Please note that BSA national policy requires an annual physical. That means that the physician's physical examination must be within one year of the last day of camp. Also be sure that the health history, signatures, and insurance information are complete.

Medications

If a Scout requires special medication, a parent/guardian may be required to come to camp, meet with the Health Officer, and sign authorization forms. These parents should call our Health Officer before arrival at camp to clarify this information. The medication is to be in the original container and the Health Officer is required to follow the directions on the container. If changes have been made to dosage or frequency we require a new label on the container.

Accident Insurance

Insurance is provided for campers subject to certain maximum limitations. Policy is available upon request. Claims that exceed these limits must be borne by either Unit insurance or the individual. This insurance is secondary after the participant's insurance.

Glass Bottles

Please do not bring glass bottles, such as beverage bottles, to camp due to the inherent safety risks with broken glass.

Health and First Aid

Our first aid room is staffed with a properly qualified Health Officer. The local hospital in Cedar Rapids is open 24 hours a day for emergencies. The camp leader must make arrangements to contact the parent/guardian of a Scout who must go to the hospital or see a doctor. Camp Administration will work with unit leadership as soon as practical to assure proper medical attention and/or transportation is provided. However, care and attention to the Scout's need is the first priority. The parents of any Scout needing medical attention at the hospital will be contacted and informed of the reason for transport.

Shower shoes and/or sandals are not acceptable shoes outside the pool or shower area. Please, no open toe shoes.

Vehicles in Camp

For the safety of all involved, and to meet BSA National Standards, all vehicles must be parked in the camp parking lot and not driven around camp. The only exceptions are for official camp service vehicles. Only the Ranger or Camp Director will issue such permits and only in the case of extreme need. Please advise your leaders, parents, and visitors of this policy. Also, campers, RV's, pop-up trailers and the like require special permission, contact the camp director.

Fireguard Procedures

In case of fire, notify the camp office IMMEDIATELY. Unit fireguard charts are required to be posted in each campsite. Keep the fire barrel filled. Campfires are normally permitted in the sites, but it is the Unit Leader's responsibility to ensure that proper Scouting safety rules are followed. Refer to your handbooks for information. No fire is to be left unattended.

Liquid Fuel/Propane

Hawkeye Area Council allows liquid fuel usage under proper adult supervision. Propane fuel is suggested. All bulk liquid and compressed fuels must be stored in the camp flammable storage area at the quartermaster's facility.

Camper Safety

The Boy Scouts of America, Hawkeye Area Council, and Howard H. Cherry Scout Reservation have a long and proud record of concern for the safety of its Scout campers and strive to provide a high quality, safe, camping experience. Leadership provided by parents and leaders in scout camps create a safe environment for our youth. The year-round nature of the Scouting program, the patrol method, and boy leadership give leaders a sound basis for determining the trustworthiness and maturity level of all campers within their charge.

Buddy System

The buddy system is to be in effect at all times. This provides a way for a Scout to secure help should an accident occur. Head counts are important in camp. They should occur at Reveille, Taps, and at all Unit formations and activities. Any missing camper must be reported to the camp office immediately. Members of the camp staff are search and rescue technicians and will respond to all emergency situations.

Camper Health Watch

It is the goal of our camp for all Scouts to have a safe and healthy stay in camp. It is important, therefore, that both staff and leaders pay attention to the health and attitudes of the Scouts in order to make sure no problems are occurring. Mealtime is the ideal opportunity for health observation. If a Scout is not exhibiting the normally very healthy appetite of their age group, and food tastes are not involved, it would be prudent to question the Scout as to how they are feeling. In addition, proper hygiene must be encouraged at all times.

It is hot at summer camp. Proper hydration of Scouts and Leaders is important for good health.

DRINK PLENTY OF WATER.

Electricity

Electricity is not provided for Unit Camping. It is unsafe and against camp policy to run extension cords from other facilities for use in the campsite. Provisions will be made for persons with special medical needs. No generators are allowed in campsites.

Summer Camp Fees

Unit Deposit

A deposit of \$75 and a campsite reservation form will reserve a campsite for the week of your choice. The deposit is non-refundable if the Unit does not attend camp.

Scout Fees

In council	\$235
Out of council	\$245

*Early Bird Discount on Camp Fees

Take advantage of "early bird" discount of \$10 per participant on camp fees. Early bird fees require that the full camp fee is paid by May 25, 2012. There will be no exceptions.

Special Program Fees

- \$35 per participant for shogun.
- \$10 per participant for rifle.
- \$25 per participant for paintball.

Some merit badges will need materials that can be brought from home or purchased in the Trading post.

Adult Leader Fees

3-23 boys in camp.....2 leaders no charge

24-31 boys in camp.....3 leaders no charge

One additional free leader for each additional 8 Scouts

Extra leaders fees.....\$80.00 per week

Short-term leaders.....\$15.00 per day

Scout and Leaders will be housed in wall tents with two Scouts or leaders per tent.

Refund Policy

Portions of the fee are refundable on written request while at camp by the Camp Scoutmaster under the following conditions:

- Illness of the Scout prevents his attendance at summer camp.
- Illness or death in the family of the Scout prevents his attendance at summer camp.
- The family moves from the council making it impossible for the Scout to attend summer camp.

Refund will be deposited in the unit account at the Council Service Center. Contact the Camp Business Manager for refund information. Request must be received by August 31. Refunds will be made after the September Camping Committee meeting.

Unit Preparation

Preparing for summer camp is an easy process, but it does require planning ahead. As a unit leader, you are the most important link in this preparation. The following check list is designed to guide you and your unit committee in pre-camp planning for summer at Camp Wakonda.

Immediate Action Required

- Check to see that your unit has reserved a campsite during the desired week at camp.
- Obtain camp leadership – 2 adults per Unit minimum at all times.
- Meet with unit committee to discuss summer program plans.
- Develop a camp sign up and budget plan to assist Scouts with summer camp fees.
- Notify all Scouts and Adults of Summer Camp Dates and encourage their attendance.
- Hold a Parent's Night meeting with a presentation by the District's Camp Promotion Committee.
- Attend Camping Kick-Off (council camp promotion and outdoor program meeting)
- Begin projects to help Scouts with camp fees
- Obtain campership forms, if needed
- Invite Webelos dens to visit your Unit and prepare for summer camp
- Recruit extra leaders
- Inform older scouts about the many older scout programs
- Encourage parents to schedule other activities at times other than summer camp.

March

- Review Unit finance needs
- Begin arranging Unit transportation
- Continue summer camp promotion with 2nd year Webelos
- Encourage Scouts who cannot attend with their Unit to attend during a different week as a provisional camper.

April

- Complete payment for the full amount of camp to ensure merit badge signup.
- Unit leaders begin program planning procedure.
- Ensure that Scouts have completed or scheduled their physical.
- Contact parents of Scouts not signed up to attend camp, including Webelos.
- Enter each Scout's Program requests into the web site program
(<http://hhcsr.badgetracker.com/login>)

May

- Register additional scouts going to camp.
- Insure you have all leadership committed for the dates of camp.
- Determine the wants and needs of patrols and Scouts.

June

- Remind all Scouts of dates, arrangements, equipment needs, departure time, physicals, etc., two weeks prior to departure for camp.
- Submit balance owed on camp fees to the council office.
- Check on final transportation arrangements.
- Remember all forms and fees are due two weeks prior to camp.

Camper Equipment List

Equipment you will probably need:

*Scout Uniforms *Hat or Cap Jacket or *Sweatshirt Hiking Shoes or Boots Extra Pants(long and short) Six pair of underwear
*Socks (Six Pair) *Boy Scout Handbook *Pencil & Notebook *Stamps & Envelopes *Flashlight and Batteries *Canteen
Toilet Kit (soap & towel) Hair Comb or Brush Sleeping Bag Washcloth
Deodorant, *Raincoat or Poncho
Swim Trunks Shampoo Extra Shirts Pajamas
Tennis Shoes Small Pillow Watch Handkerchiefs *Clothing Repair Kit Spending Money
*Toothpaste & Brush Sleeping Pad *Sunblock *Pocketknife
Completed & Signed Medical Form
Backpack, Duffel Bag or Camp Box to store personal gear

Equipment for Swimming and Lifesaving Merit Badges:

Button up long sleeve shirt, long pants and shoes that can get wet.

Equipment for Boating Classes Aquatics

Water shoes, canvas sneakers, long-sleeve shirt, sunscreen, and hat which protects ears from prolonged sun exposure.

Optional Equipment

*Merit Badge Pamphlets *Insect Repellent

*Camera Rope for Clothesline

Alarm Clock Bicycles

Bed Roll

*Cup, Bowl, & *Spoon (if you are going on outpost wilderness survival camping)

*Personal fishing gear (for fishing merit badge)

Do Not Bring

Electronic Games Fireworks Radios Skateboards Guns or Archery Items ATV's or ORV's
Sheath Knives, Candles, Expensive Cameras, Valuables of any kind, Pets, CD Players.

* These items are usually available in the Camp Trading Post

Special Events

Campfires

The Sunday night opening campfire will be presented by the camp staff. Your Unit proceeds to the campfire from the flag ceremony.

Wednesday night, after family night activities, units will proceed to the campfire ring for a staff organized campfire. This is followed by the Order of the Arrow callout ceremony.

Friday night's campfire features songs, skits and performances by Scouts. This campfire is planned during the SPL meetings. All Units assemble at the parade ground to be lead to the campfire circle.

Pizza on the Patio

Dinner Tuesday night will be a non-dining hall event. A pizza night out will be held on the lawn in front of the dining hall. Waiters are not needed; the staff will make all the arrangements. Please encourage your scouts to put their trash in the containers provided.

Campsite Cooking

Each unit is given the opportunity to prepare three meals in their campsite. Waiters will pick up the Unit food at regular waiter time and take it to the campsite. The ingredients will be provided. You will need to bring basic cook gear (stove, grate, and pot.) You will need something to mix your drink mix in.

Camp wide Cookout

Dinner Friday night will be a non-dining hall event. A traditional, old-fashioned cook-out will be held on the lawn in front of the dining hall. Waiters are not needed; the SPLs will arrange for the cooking. Please encourage your scouts to put their trash in the containers provided.

Chapel Services

Inter-faith religious services will be held at the camp chapel on Monday evening. Everyone is encouraged to attend in uniform.

Conservation and Camp Projects

A list of conservation projects is maintained by the Ecology/Conservation Area Director, the Commissioner, and Camp Ranger. Units may make arrangements with the Director for tools and assistance.

A list of camp projects is maintained at the camp office. Units or leaders may make arrangements with the Ranger, Camp Director, Program Director, or Camp Commissioner.

Wednesday Family Day

Parents and guests of Scouts may begin arriving at 4:30 pm Wednesday to tour camp and visit with Units. Evening meal tickets are on sale in front of the dining hall. Meal cost is \$7.50 per person and \$4.00 for children 6 and under. Everyone (guests and Scouts) will gather at the flag poles to be led to the Wednesday night Campfire program. Evening meal visitor count is needed by Monday morning; please get this information to the Camp Scoutmasters.

Arriving & Departing Camp

When Unit Arrives at Camp

Plan to arrive at camp between 1:15 p.m. and 3:00 p.m. Bring this check list with you. Check – in will occur at the parking lot. Do not go to your campsite until your Unit has checked in.

Have the following with you:

- Health and Medical records for each Scout and adult in your unit.
- Two copies of your unit roster of those attending camp, complete with addresses and telephone numbers. One copy is turned in. One copy is for your records.
- Out of council Unit must have a BSA trip plan issued by their home council and proof of insurance.
- A copy of swim checks if completed prior to arriving at camp.

Check In Procedures

- The entire unit reports between 1:15 p.m. and 3:00 p.m. for check in.
- All Unit gear should be loaded on one Unit vehicle for transport to the Unit's campsite. Scouts should keep towels and swimsuits with them. The Unit vehicle is to be escorted by a camp Harbormaster for unloading. Trailers may be left in the campsite.
- The Entire Unit proceeds to the medical re-check area.
- Scouts take swimsuits and towels and proceed with Staff Guide to dining hall for instructions and table assignments.
- Staff guide and one Scout leader should go to the Unit's campsite and inventory the entire campsite. Count each item and note condition on form. Make a note of any deficiencies or needs.
- Scouts and all leaders expecting to use the pool during the week will go to the pool for swim checks immediately following medical rechecks.
- Staff guide and Scout leader then go to the Administration building for final details.
- Return to campsite and store all gear.
- Be in full uniform for flag ceremony and dinner.

Unit Departure from Camp on Saturday

- Wake up call 7:00 a.m.
- Breakfast 7:30-9:00 a.m.
- Unit leader reports to Administration Building for checkout. One leader will checkout and pay any outstanding bills; another leader will take a Staff guide back to their campsite for inspection and inventory.
 - Units return to campsite after breakfast to pack.
 - Unit leader and staff guide inspect and inventory campsite after site is clean.
 - Have a safe trip home!

Order of the Arrow

Orders of the Arrow members are encouraged to wear their OA sash Wednesday evening through the campfire. Remember that the OA sash is only worn with the full uniform.

The purpose of the Order of the Arrow is:

To recognize those campers, Scouts and Scouters, who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner to warrant recognition.

To develop and maintain camping traditions and spirit.

To promote Scout camping, which relates its greatest effectiveness as a part of the Unit's camping program, and to help strengthen the district and council program both year round and in the summer camp, as directed by the camping committee of the council.

To crystallize the Scout habit of helpfulness into a life of cheerful service to others.

Since its beginning, our Council has worked to uphold the traditions of the Order of the Arrow in all of its activities. We will hold callouts at summer camp. Out of council units must present a letter from their home council stating that it approves a "callout" from the Hawkeye Area Council, CHO-GUN-MUN-A-NOCK Lodge at Howard H. Cherry Scout Reservation.

Adult Leader Programs

Adult leader programs will be conducted during the week. Some of the leader programs are: Safe Swim Defense, Safety Afloat, Youth Protection, Unit Leader Fast Start, Basic Leader Skills, Trek Safely, Climb On Safely, Introduction to Leave No Trace and CPR training. Leader competitions may include Archery, Rifle and Shotgun Shoot-Outs, as well as Horseshoe Tournaments and Leader Merit Badges.

How to Submit Your Scout's Program Activity Schedules

Your Scout's program is scheduled via internet. It is based on badge schedule that can be selected at the time you enter their requests. You submit your program requests after participants fees are paid in full on <http://hhcsr.badgetracker.com/login>. You may return to the website and update your request up to two weeks prior to your unit attending camp. The program only allows selection of classes that are not full and for which the Scout meets the qualifications. This makes it important that the unit gets the participants fees paid as soon as possible.

Helpful Scheduling Hints

Be sure to include your scouts age and rank. This effects which activities they are eligible for. COPE, Mountain Biking, Climbing Tower, Rifle Shooting, Shotgun Shooting, and Night Owl have age and/or rank requirements.

Be aware that some activities require more than one class period. These include Shotgun Shooting, Mountain Biking, Climbing, COPE, Night Owl and Eagle Quest.

The order of entry of requests also affects which activities are available for your Scout. The activities are scheduled in the order you enter them. For example, if you select an afternoon merit badge the afternoon COPE will not be available. The computer software removes badge options as they fill. We suggest that each scout elect 6 to 8 activities in order to schedule adequate activities in case of any conflicts.

Astronomy also includes an evening program with extra observing time. Only mature scouts who can handle a long hard day and still maintain good attention and discipline should request Astronomy. At least 13 years of age is highly encouraged.

When scheduling first year scouts, we recommend putting your Scouts in the Eagle Quest program. These activities will cover requirements for Second through First Class. They also work on leatherwork and soil and water conservation merit badge.

Be sure that your scouts are proficient in basic Tenderfoot through First Class skills before enrolling them in advanced merit badge classes. For instance, if they are not good at the map and compass skills, do not schedule them for orienteering. These scouts should work on these basic skills until they are mastered. This type of merit badge class does not teach these types of basic skills. It is assumed that they already have these skills when taking these classes.

The Mountain Biking activity is a strenuous activity. Each day progressively more difficult rides are taken. A Scout that is not in good condition will have difficulty with this activity.

For Shotgun Shooting, a scout that is not physically mature will have a very difficult time in holding up the shotgun for qualifying. We that you evaluate the physical strength and arm length of any scout wanting to take Shotgun Shooting to insure that he is capable of handling the shotgun. Likewise, Rifle Shooting, Canoeing, Climbing, and Archery require coordination and strength and should be encouraged for older scouts.

You will receive printed schedules for the Scout Leader and for each Scout when you arrive at Camp.

NOTE: This is information for program scheduling only. You still need to register your Scouts through the Scout Service Center and bring a roster for Unit Check-In at Camp.

Use of Electronic Medical Devices

Policy

Participants in scout camping programs at Hawkeye Area Council Camps and events may use prescribed medical equipment at camping facilities when the use does not put the participant or others at risk. Use of medical equipment at camping facilities must conform to rules and regulations, if any, of the Boy Scouts of America.

Procedure

1. Electronic medical devices (to include, but not limited to, CPAP [Continuous Positive Airway Pressure], BiPAP [Bilateral Positive Airway Pressure], Oxygen generators, oxygen concentrators, heart and apnea monitors) are important for some camp participants and allow them to participate in the Scouting outdoor program. Unfortunately, their use can be hazardous in an outdoor setting. These devices are often designed to operate indoors where access to 120v electricity is assured. Generally the devices are not built to handle the rigors of outdoor use where moisture may be present and damage to the equipment is possible..
2. All participants using these devices should consult with their physician and their durable medical equipment provider as to the risks of outdoor use.
3. For participants who choose to bring their electronic medical devices to camp, the following standards apply.
 - a. The participant is responsible for furnishing the electronic medical device, at least one battery pack, and the charging device for the battery pack. As with all valuables, participants should mark all components – especially the battery - with their full name and telephone number in indelible ink.
 - b. Only the original manufacturer's cords and chargers should be used.
 - c. An electrical outlet for charging batteries will be provided in the quartermaster's facility. If needed, transportation between the campsite and the quartermaster's facility may be arranged with the Camp Director, a designee or the Professional Scouter present in camp.
 - d. Generators shall not be used in camp.

Counselor in Training (C.I.T.)

The C.I.T. program is an opportunity for a Scout to experience the role of a camp staff member for one week. There is no cost to the C.I.T. participant. The participant will work under the direction of camp staff Area Directors. The participant will also camp in the regular camp staff area.

C.I.T. participants should be at least 15 years of age. (A few 14 year olds may be selected.)

As with regular staff applicants, not all C.I.T. applicants will be given positions.

Submit the names of any Scouts who may be interested in a C.I.T. position to the council office. No C.I.T. may serve the same week his Unit is in camp.

C.I.T.s should submit the standard C.I.T. Application.

Staff Opportunities

Howard H. Cherry Scout Reservation is proud of its staff members and each year we do our best to select those Scouts who can provide your Unit with the ultimate Summer Camp experience. If you have Scouts or other knowledgeable individuals who you feel would be an asset to the program, please submit their names and other relevant information. See appendix for recommendation form. Complete staff applications should be returned by early January. There is an application in the Appendix and on the council website, www.hawkeyebsa.org.

Requirements for employment are as follows:

- Be 16 years of age by June 1. (some 15 year olds may be hired)
- Be registered with the Boy Scouts of America
- Live by the principles set forth in the Scout Oath and Law
- Have the recommendation of the Scoutmaster

Not all applicants will be hired. Being a member of the camp staff is very demanding but is also very fun and fulfilling.