2022

Cub Resident Camp

Leader’s Guide

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Halloween

Welcome to the 2022 Cub Resident Camp at Muskingum Valley Scout Reservation! We have a jam-packed schedule of fun, adventure and advancement for all Cubs. We hope this guide answers all your questions about the four days and three nights you’re about to spend with us. Our theme this year is HALLOWEEN.

Note: As of June 1st, all Cub Scouts “roll-over” into their new Dens for the Coming Fall. If your Scout joined as a Lion in the past year, He/she would attend Resident Camp as a Tiger (What he/she will be in the Fall); and so on. This gives the Scout an opportunity to work on and earn new advancements and awards during the summer.

**Cub Scout Resident Camp To-Do List for Packs**

➢ Appoint a Resident Camp Coordinator or a Pack Contact

➢ Invite a Resident Camp Staffer to speak at a Pack Meeting or Show the promotional video

➢ Collect the names of Cubs interested in attending Resident Camp

➢ Distribute forms and information to Parents (Don’t forget Campership Applications)

➢ Collect forms and fees early enough to meet the registration deadline.

➢ Register on-line at the Muskingum Valley Council website.

➢ Come to Camp and have a great time!

**What Packs should bring to camp**

• Tents

• 1st aid kit

• Medical forms (signed and filled out properly)

• Medications (along with signed permissions)

**What individuals should bring to camp**

• Ground cloth (piece of plastic to put under sleeping bag—not under tent)

• Sleeping bag or sheets, pillow, and sleeping pad

• Proper camping attire and swimwear

• Rain gear

• Toilet kit (toothbrush, soap, washcloth, toothpaste, comb, etc.)

• Flashlight

• Towel

• Uniform

• Fishing gear (optional)

• Insect repellent

• Boots, sneakers, or hiking shoes (no open-toed footwear)

• Day pack/bookbag

**Muskingum Valley Council Camperships**

Camperships are available to help financially needy families of the Muskingum Valley Council. Camperships may be requested to help send a Scout to any Day Camp or Resident Camp provided by our council. Campership forms are available online from the Council office or Council Website www.muskingumvalleycouncil.com.

**Refund Policy**

➢ Deposits are not refundable, but are transferable from one Scout to another attending a Muskingum Valley Council Cub Scout Camp.

➢ Paid Camp Fees may be applied to any Scout attending a Muskingum Valley Council Camp.

➢ If a youth is not able to come to camp for a medical or serious family emergency, the family can apply for a refund. It must be done in writing; clearly stating the reason.

➢ Refund requests must be made within 30 days of your scheduled visit, using the Camp Refund Request Form.

➢ The amount refunded, if any, will be determined by the Council Camping Committee and will be based upon the information provided on the Camp Refund Request form.

**Thursday and Sunday Arrival at Camp**

Check-in will begin at 2:00 Thursday July 21st, in the parking lot. No one will be allowed to check in before this time. You need to check in as a Pack. Please try to arrive before 4:00 p.m. so we have time to go through all the orientation necessary before dinner and the evening activities. Any fees due must be settled at this time with the business manager and professional staff advisor. You will need the (SIGNED) Scouts BSA medical form for each youth and adult at this time. You will also need all medications. These will be handled by the Health Officer.

You will be assigned a USA (Unit Staff Adviser) who will be helping you with the check-in and orientation procedure. This staff member will take the Scouts to your campsite to unload first. If weather permits, you will be allowed to drive to your campsite to unload gear. Only **one** vehicle at a time for each pack will be permitted in the camp. After unloading, please take your vehicle back to the parking lot.

Before you set up camp, everyone needs to change into swim gear. The USA will escort you to the dining hall for meal instructions. Then it’s off to the pool for swim checks. Once swim checks are done, the USA will meet you back in the campsite where you will set up your tents. All participants must bring their own tents. Due to the high number of Packs attending, several Packs may be sharing a campsite.

Dinner will be served at 6:30 p.m. Please wear your uniform. After dinner we will lower the Flags on the main parade field followed by the evening program. Please bring a t-shirt to change into for some active games.

**Campsite Responsibilities**

All campsites are equipped with a trash can. The latrine has a broom, scrub brush, and fire extinguisher. All units in a campsite are responsible for their campsite’s sanitation and safety. Toilet paper, trash bags, cleaning supplies are available from the kitchen or camp commissioner. Take all trash to the dumpster every evening by the dining hall whether the bag is full or not. Each day our Camp Commissioner will drop by the campsite to check for cleanliness, sanitation, and safety.

**MVSR Medical Policies**

Every person coming to camp must have a completed and signed Scouts BSA medical form in order to enter camp. There are **no** exceptions. Parts A and B are all that are required for Cub Scout Resident Camp youth and adults since the camp falls under the 72 hour National Standard. Part C is not necessary.

Check your health forms carefully. If forms A & B are not properly completed or signed by parents and the youth, it could result in a youth, parent, or Scouter not being able to stay at camp. Any medical form other than the Scouts BSA form is unacceptable.

All medication that needs to be taken during camp must be in the original container with instruction label attached. Each medication must be accompanied by a “Medications Instructions” form (see sample below), SIGNED BY A PARENT.

All medications (adult and youth) must be turned in to the Health Officer during check-in. Medication will be locked in the Dining Hall. It will be available during mealtimes for the unit leaders to distribute. Inhalers and epi-pins will be allowed to stay with the Scout or leader as long as the medication is registered with the Health Officer. NO OTHER PRESCRIPTON MEDICATIONS ARE ALLOWED IN THE CAMPSITE.

**Camper Release Policy**

It is the policy of the Muskingum Valley Council to release a camper only to an authorized person listed on the Camper’s Health/Medical corm or in writing from the legal parent or guardian.

Each camper leaving camp will do so with the permission of his/her unit leader or adult in charge. Each camper must sign out at the office before departure and will sign back in upon his/her arrival back to camp. Each camper will remain in the office for pick-up so verification can be made by camp personnel as to the identification of the transporting person(s).

When the transporting person(s) arrive, the camp administration will verify that the correct person(s) are approved transport people as specified by the legal parent or guardian. NO CAMPER WILL BE RELEASED TO ANYONE NOT APPROVED IN ADVANCE.

Any camper, adult or youth leaving camp for ANY reason must check out and in at the Welcome Center.

**Visitor Policy and Meals**

All visitors must stop at the Welcome Center to check in and out. They will be given an identification wrist band to wear while in camp. Meals are $10.00 per person per meal. Reservations for meals may be made at the Welcome Center and must be paid upon arrival at camp.

**Special diets**

If anyone has special dietary needs, there is a form on the Muskingum Valley Council website that must be filled out and turned in to the office two weeks prior to Resident Camp. If we do not have this information, we may not be able to accommodate the individual.

**Valuables**

Valuable items such as cameras, jewelry, watches, money, cell phones, etc. are the responsibility of each individual. The camp cannot take responsibility for lost, misplaced, or stolen items. Only bring those valuables to camp that are necessary. Youth are not allowed to have cell phones or other electronic devices.

**Uniforms and Attire**

During the day, shorts, t-shirts, and shoes are appropriate. Please—no inappropriate pictures or words on clothing. NO OPEN-TOED FOOTWEAR MAY BE WORN AROUND THE CAMP OR IN THE CAMPSITE! A field uniform is requested for supper, flag retreat, and campfire.

**Showers**

North Camp—across from Zane campsite.

South Camp—pool

Flush restrooms are available at the dining hall for adults only. Port-a-johns and latrines are available throughout the camp.

**Program Areas**

Please do not enter program areas when they are not in session. Follow all staff instructions and rules in each area.

**Lake**

No swimming in the lake. Personal floatation Devices (PFD’s) must be worn at all times in the boating area. No fishing from the boats or anywhere in the boating area. Fishing is allowed on other areas of the lake as long as youth are accompanied by an adult.

**Buddy System**

Always travel in groups of two or more when outside the campsite. This would include adults. This prevents people from getting lost, getting hurt with no help, and keeping folk safe.

**Trading Post**

All youth and staff will have an opportunity to visit the Trading Post. We will have individual Scout Items, handicrafts, camp t-shirts, pop, ice-cream, candy, collectibles, books, uniforms, camping equipment, insect repellent, ice, etc. Hours will be posted.

**Youth Protection**

No adults are allowed to sleep with any youth unless they are the parent of the child. No female youth are allowed to sleep in the same tent with male youth. No youth may sleep with other youth if there is more than a two-year difference between youth.

**Intruder policies**

National policy is that all staff and campers must wear an ID or color-coded wristband. Any person found without ID or proper identification will be escorted to the camp off. All unauthorized visitors will be asked to leave the premises.

**M.V.S.R. Camp Policies**

Everyone is expected to live by the Scout Oath and Law.

Persons found to be:

• Stealing

• Vandalizing

• Under the influence of alcohol

• Under the influence of illegal drugs

• Smoking (if under age)

• Breaking camp rules

• Hazing or inappropriate contact

• Gambling

• Possessing fireworks, explosive devices, weapons, slingshots, etc.

Will be told to leave camp immediately with no refund of fees. In addition, law enforcement may be notified.

Cell phones are to be kept in an adult’s possession at all times.

No standing trees will be cut without permission of the Camp Ranger. If caught violating this rule, you’re unit may be asked to leave camp and be fined.

NO OPEN-TOED FOOTWEAR IS ALLOWED FOR SAFETY PURPOSES! Shirts and shoes must be worn at all times. Sandals or flip flops may be carried to the pool or showers.

**Fires are** **discouraged**. If you must build a fire it needs to be in the fire ring, in an existing fire spot. LEAVE NO TRACE principles are used at camp. Fires may not be left unattended and must be put out each night or each time the campsite is left unattended. Fires may NOT be started with liquid fuels. If any wood is being cut, an ax yard must be set up in the campsite.

There will be no vehicles in camp. Upon arrival to camp there will be one vehicle per pack allowed back at the campsite at a time. Once that vehicle returns to the parking lot, then another vehicle will be allowed back to the site. Vehicles must remain in the parking lot. Pack trailers will be allowed to remain in the site by permission of the Camp Director or Ranger.

Golf carts will be allowed for handicapped Scouts or Scouters. In order to use these vehicles at camp you must have a handicapped sticker for the vehicle. These vehicles MUST BE PRE-APPROVED by the SCOUT OFFICE at least two weeks before the camp. Golf carts MAY NOT be used to transport Scouts at any time. Golf carts must use appropriate roads and trails only. M.V.S.R. does not provide any vehicles.

No sheath knives are allowed in camp at any time. No ¾ axes or full axes are allowed. ONLY adults may use a hand ax.

Liquid fuels may only be handled by adults. Containers of fuel must not be kept in the campsite. Check with the Camp Ranger for proper storage.

**MVSR Camp Emergency Procedures**

**General Procedures**

• When the alarm sounds, all staff is to report to the Director’s Residence. ALL Pack members— youth and adults—are to report to their campsites.

• A staff runner will be sent to each campsite to give the Pack Leader instructions and information.

• While awaiting the runner, leaders and adults are to take attendance and account for each Scout in their Pack. No Scout or leader is to leave the campsite until instructed by a staff member or the all clear is given over the PA system. DO NOT GO LOOKING FOR MISSING YOUTH OR ADULTS.

• Staff Area Directors will clear their areas and send campers to their campsites UNLESS it is deemed safer to keep campers in their area.

**Fire emergency Plan**

• All fires are to be reported to the nearest Program Area Director where the Camp Director will be contacted to sound the alarm. You should be able to tell the location, time, and situation.

• Packs and staff are to follow the general procedures for emergencies (see above).

• The Camp Director will take charge by sending staff runners to sites with instructions for Packs; sending staff to the fire site; contacting outside help if necessary.

• If the fire is in the campsite and is easily contained by using the campsite equipment, put it out and notify the nearest Area Program Director. DO NOT ENTER A BURNING TENT. We value everyone’s safety more than personal belongings or equipment.

**Severe Weather**

Announcements of impending weather such as heat, humidity, storms, etc. will be made at meals if possible or the PA system during the day or night. If necessary, runners will be sent to the campsites with further information. Note that the pool and lake are required to remain closed for at least 20 minutes after the last peal of thunder or lightning is seen.

Lightning or Severe Thunderstorm

• If in a staff area with a shelter, follow the directions of the Area Director.

• If elsewhere in camp go to (or stay in) your campsite if you are close.

• If far away from your campsite, go to the nearest building or shelter.

• Under no circumstances should anyone cross the parade field during a severe storm or lightning.

**Tornado**

• During a tornado watch, be aware of the nearest shelter, ditch, or low-lying area.

• If a tornado warning sounds, follow the directions of the Program Area Director. They will lead campers to the nearest safest place. If elsewhere, go to the nearest low-lying area.

**Earthquake**

• If in the open, find and area away from falling debris or overhead wires.

• If in a building, find a corner away from windows or doors, and cover your head and neck, or hide under heavy furniture like a table, and hold onto it.

• Be alert for aftershocks following the initial quake.

• Remain until the all-clear signal is given.

**Lost Child**

• Report any suspected lost person to the Welcome Center or Camp Director

• The Camp director will start a search of the main areas of camp and the campsites before a general alarm is given.

• If a person is not located, general emergency procedures will be implemented.

• Staff runners will check campsites and report back to the Camp Director. Packs are to remain in campsites until further instructions are received from a staff runner or the all clear is given over the PA.

• The Camp Director will determine if and when outside authorities are to be contacted and utilized.

**Child Abuse, Hazing, or Bullying**

• Any suspicion of abuse to a child should be reported immediately to the Camp Director in a discreet manner.

• The Camp Director will investigate the claim and make a report to the Council Scout Executive who will comply with our council’s policy.

• Any instance of hazing or bullying should be reported immediately to the Camp Director who will take appropriate action according to Council and Scouts BSA policy.

**Contact Information**

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