



Cub Scout Resident Camp

A Nationally Accredited Cub Scout Camp

2018 Leaders' Guide

Western Massachusetts Council

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Online Registration System

Log into the council website (www.wmascouting.org/cub-resident) to do the following:

1. Reserve a campsite for the week, if you have not done so already. This includes a payment of the \$50 deposit (which is put towards your total balance) and a listing of your three choices of sites.
2. Pay the \$50 per Scout deposit that is due May 1. This step is important since it gives us a preliminary roster for camp which allows us to ensure we have the appropriate number of staff.
3. Pay balances for the Scouts who are attending camp with your unit.

Important Pre-Camp Information and Dates

Reserving Your Place

Units should register using the **Online Registration System**. A **\$50 pack site deposit (to be applied to camp fees)** is due to the Council Service Center at the time of registration. (Please note that no balances will be carried forward from previous years to cover this deposit.) Use the **Pack Reservation** form if you cannot access the online system.

Cubs wishing to register as **provisional campers** should register using the **Online Registration System**.

Preliminary Roster with Deposits

Due May 1

Submit a preliminary roster of Scouts and adults, including a \$50 deposit *per Scout*. Deposits are transferable should a Scout not be able to attend camp.

Spring

A **Pack Parent's Night** is planned for camp promotion. If you'd like someone from the Council to assist with this promotion, contact the Council Service Center to make arrangements.

The pack committee meets to discuss camp. **Two deep leadership** for camp should be arranged. Both leaders must be registered Scouters and must be 21 years of age or older.

Campership Applications

Due May 1

Cubs with financial needs apply for **campership assistance** using the **Campership Application**.

Due May 31

Early Bird Fees Paid

Scouts register for camp by **May 31** and pay in full for early bird fee. After May 29, the fee increases as indicated below. Use the **Online Registration System** or the **Pack Roster** form if you cannot access the system.

Medical Forms

Due June 1

Medical forms (Parts A, B & C) for all Cubs and all adults staying overnight should be completed and 2 copies should be returned to the pack. One copy (with Unit #) should be sent to the Council Service Center by June 1 for nursing review. The unit should bring a second copy with them to camp, and the original should be kept by the Scout's family.

Note: State law prohibits campers who do not have a completed medical form from staying in camp. This includes any forms which do not have the doctor's signatures and immunization dates. State law requires a tetanus shot within the last ten years.

Pre-Camp Meeting

July 18

The Pre-Camp Meeting will be held in the Manor House at camp and will begin promptly at **7:30 pm**. The Cubmaster, other Den Leaders and interested parents should plan to attend this meeting to learn about important information for camp. Please bring a copy of your **pack roster, special dietary requests, and late medical forms** to this meeting.

Refunds

Refunds will be handled on a case-by-case basis. A request for a refund must be done so by emailing steven.roberts@Scouting.org.

"Homesickness" is not considered to be a refundable medical reason.

Fee Schedule for the 2018 Summer Camp Season:

For packs attending with their own leadership, or for Cubs attending as a provisional camper.

Full Week (Runs until 1:15 pm on Friday)

Deposit due by April 1 (per Scout)	\$50
Paid in full by May 31 (Early Bird)	Base Fee \$330/Sibling \$305
Paid in full past June 1	Base Fee \$355/Sibling \$330
Extra Unit Adult/Den Chief	\$90

Short Week (Runs until 1:15 pm on Wednesday)

Deposit due by April 1 (per Scout)	\$50
Paid in full by May 31 (Early Bird)	Base Fee \$195/Sibling \$180
Paid in full past June 1	Base Fee \$215/Sibling \$200
Extra Unit Adult/Den Chief	\$60

Short Week & Full Week Options

There are two options for Cub Scouts attending resident camp. The "short week" runs from Sunday thru Wednesday (1:15 checkout), and the "full week" runs from Sunday thru Friday (1:15).

The short week is intended for Cub Scouts who are Tiger, Wolf or Bear. The full week is designed for Webelos and Arrow of Light. Webelos and Arrow of Light scouts camp and eat with their Packs. The only difference is during the morning and afternoon sessions. The activities for the two groups are age/rank appropriate.

Sunday – Welcome to Camp

1:00 pm –
4:00 pm

Camp Opens & Unit Check-In Begins

Camp will open at **1:00pm** for units to begin arriving. ***You should not plan on arriving before 1:00pm***, as the staff will not be prepared to check you in. **Please note that camp is closed on Saturday. Units are prohibited from arriving on Saturday unless prior arrangements have been made with the camp director.**

Please proceed to the main parking lot where you will be greeted by members of the staff. Unload your gear at the sign for your campsite. The gear will then be transported to the site for you. You will meet your site guide who will assist your unit through the check-in process and give a camp tour.

Unit Check-in

The Unit Leader of each unit should be present for unit check-in. *The Cubmaster will check in the whole unit.*

You will need the following when checking in your unit:

- A roster with the names and telephone numbers of all Scouts and leaders present at camp.
- The names and telephone numbers of all Scouts, who are registered but not yet in camp.
- Any unpaid balances must be paid at this time.

Medical Checks/Wrist Bands- Manor House

Immediately following unit check-in, any members of your unit (youth or adult) for whom the medical staff has questions or who have medications will meet with the staff. All other members of the unit will proceed directly to receive their wrist bands.

The unit leader should bring an extra copy of all medical forms to camp, along with all medications **IN ORIGINAL PACKAGING with original labels!** **Any loose medicine will be discarded.** Every camper will receive a buddy tag for swimming and a wristband which must be worn at all times during camp.

Camp Tour/Swim Tests

After receiving wrist bands, your host will take your unit on a tour of camp, ultimately arriving at the waterfront for swim tests.

5:45 pm

Evening Colors & Camp Opening

Join us for evening colors and the opening of camp at the flag pole by the dining hall.

6:00 pm

Opening Cookout

Held outside the dining hall.

6:45 pm

Leader's Meeting

There will be a meeting for the Unit Leader of each unit at the Manor House. We would like to welcome you to camp and share some important safety and emergency procedures, as well as update you on any last-minute program changes.

7:15 pm

Waterfront Orientation

The waterfront orientation is required for all campers and adults. Here you will learn the safety procedures and other important information about the waterfront.

8:15 pm

Opening Campfire

Join the 2018 Camp Staff for the opening campfire!

10:00 pm

Taps

2018 Daily Camp Schedule

***PROJECTED schedule, subject to change**

Sunday		1:00pm Unit Arrival /Check-In Camp Tour w/ Site Host Medical Rechecks Swim Tests	5:45pm Evening Colors 6:00pm Opening Cookout 6:45pm Leaders' Meeting 7:15pm Waterfront Orientation 8:15pm Opening Campfire 10:00pm Taps
Monday	6:30am Polar Bear Swim 7:00am Reveille 7:45am Buffet Breakfast 8:20am Morning Colors 9:00am Morning Activities	12:15pm Buffet Lunch 1:15pm Den Time/Siesta 2:00pm Afternoon Activities	5:45pm Waiters to Dining Hall 5:50pm Evening Colors 6:00pm Dinner 7:00pm Vespers 7:30pm Evening Programs 10:00pm Taps
Tuesday Order of the Arrow Day	6:30am Polar Bear Swim 7:00am Reveille 7:45am Buffet Breakfast 8:20am Morning Colors 9:00am Morning Activities	12:15pm Buffet Lunch 1:15pm Den Time/Siesta 2:00pm Afternoon Activities	5:45pm Waiters to Dining Hall 5:50pm Evening Colors 6:00pm Dinner 7:00pm Campfire Preparation 8:15pm Mid-Week Campfire 10:00pm Taps
Wednesday	6:30am Polar Bear Swim 7:00am Reveille 7:45am Buffet Breakfast 8:20am Morning Colors 9:00am Morning Activities	12:30pm Celebration Dinner 1:15pm Den Time/Siesta Short Week Campers Depart 2:00pm Afternoon Activities	5:45pm Waiters to Dining Hall 5:50pm Evening Colors 6:00pm Dinner 7:00pm Evening Programs 10:00pm Taps
Thursday	6:30am Polar Bear Swim 7:00am Reveille 7:45am Buffet Breakfast 8:20am Morning Colors 9:00am Morning Activities	12:15pm Buffet Lunch 1:15pm Den Time/Siesta 2:00pm Afternoon Activities	5:45pm Waiters to Dining Hall 5:50pm Evening Colors 6:00pm Dinner 7:00pm Evening Program 10:00pm Taps
Friday	7:00am Reveille 7:45am Buffet Breakfast 8:20am Morning Colors 9:00am Morning Activities	12:15pm Buffet Lunch 1:00pm Check-out w/Site Host 2:00pm Closing Ceremony 2:10pm Departure	

Camp Regulations, Administration, and General Information

Directions to the Horace A. Moses Scout Reservation

Take the Mass Pike to Exit 3 Westfield.

Turn RIGHT off the exit onto Route 10/202 South and drive toward the center of town.

Turn RIGHT onto Route 20 West.

Follow Route 20 to Route 23. Turn LEFT up the hill.

Take your first LEFT onto General Knox Road.

The camp entrance is on your RIGHT on Birch Hill Road.

Drive slowly (speed limit is 15 mph) up the hill to the parking area in the Parade Field on the right.

Have GPS? Set it to: 310 Birch Hill Road, Russell, MA 01071.

Camp Office

The Camp Office is located in the Manor House. At all times, there will be a staff member assigned to the office. During regular business hours, this person is the Camp Clerk. Please report any emergencies, direct any questions, and check in and out of camp at the office.

Signing in and Out of Camp

Everyone (adult or youth campers, visitors) who enter or leave the camp must sign in/out of camp at the Camp Office.

You may sign in/out 24 hours a day, 7 days a week.

Occasionally, it is necessary for a Scout to leave the reservation during the camp session. **Only the individuals listed on the medical form are authorized to pick up a Scout from the camp.** We are required to confirm the identity of each adult who is removing a child from camp (a driver's license is preferred) for any reason. If your child may not leave camp with a particular individual, please notify the Camp Director and your son's unit leader of the situation. If a Scout has a non-emergency reason for leaving camp (doctor's appointment), please give us **at least 1 days' notice.**

Telephone: (413) 568-0211

In case of emergency, parents may contact the camp office. Please advise parents that it is not possible to immediately contact their son to get him to a phone. Please leave a message with the person answering the phone, and your son or leader will be contacted as soon as possible. **It is recommended that Scouts not bring cell phones to camp.**

Mail and Correspondence

Scouts love to get mail and care packages from home. Please inform parents of the address below. Keep in mind that if you are sending something, please mail it no later than Tuesday to ensure that items are received on time.

Scout's Name and Pack #

Moses Scout Reservation

310 Birch Hill Road

Russell, MA 01071

To save postage, write your letters and notes in advance, write on the envelope the day of the week the letter is to be opened, and send your correspondence along with your camper or unit leader.

Internet at Camp

WiFi is available for adult leaders, and is password protected. Use of the camp's WiFi is limited, and all users must agree to follow the camp's Acceptable Use Policy before access will be given.

Medical Checks

Each person's medical form will be reviewed by the Camp Health Officer **prior to arrival.** In those cases where there are questions or for those with medications, the person will meet with the Camp Health Officer upon arrival. All Scouts and adults registered in camp MUST have a completed medical and immunization form signed by their family doctor. Anyone without these records cannot remain at camp. The necessary forms are available at the Council Service Center. Due to state law and BSA requirements, **NO OTHER FORMS CAN BE ACCEPTED. PLEASE SUBMIT YOUR COMPLETED MEDICAL FORMS (PARTS A, B & C) FOR ALL SCOUTS AND ADULTS COMING TO CAMP BY JUNE 1.**

Notes on the medical form:

- * Requires physical exam within 24 months (updated yearly); tetanus shot within the past ten years.
- * Completed and signed by a doctor or licensed health-care practitioner.
- * Signed by a parent or guardian.
- * Adults over 40 require a yearly physical.

The camp reserves the right to remove any Scout or leader who might endanger the health of other campers.

Health & Safety in Camp

The Health Lodge is well equipped and capably staffed by trained personnel. Please comply with the following points:

- ❖ **All medications (prescription and over-the-counter) must be administered under the supervision of the Health Officer and must come to camp in their original packaging!** Certain medications (such as asthma inhalers and bee sting epi-pens) may be carried by the user after check-in with the nurse.
- ❖ At the first sign of illness or injury, bring the Scout or adult to the Health Lodge.
- ❖ Camp insurance will cover only those claims that are treated by the Health Lodge staff.
- ❖ When serious accidents or illness occur, parents will be notified immediately by camp personnel.
- ❖ In case of emergency, Scouts will be taken to the hospital. Unit leaders may be requested to drive.
- ❖ If a Scout must be confined to bed away from his unit, his parents will be advised to have him return home for recuperation.
- ❖ Forms are available for any Scout or leader requesting a religious exemption.

Youth Protection Policies

The following policies have been adopted by the Scout Scouts of America to provide security for the youth in our program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

1. **Two-Deep Leadership** – Units are required to provide a minimum of two registered adult leaders or one registered adult leader and a parent of a participating Scout at all times in camp. One must be at least 21 and the other must be at least 18. Co-ed units must have at least one male and at least one female leader. If there is a problem, contact the Camp Director.
2. **No One-on-One Contact** – One-on-one contact between youth and adult members, except in parent-child situations, is strictly prohibited. In situations that require a personal conference, the meeting should be conducted in the view of others.
3. **Respect of Privacy** – Leaders must respect the privacy of youth in situations such as changing clothes and taking showers. Adult leaders are not permitted to enter a youth shower facility and youth members are not permitted to enter an adult shower facility.
4. **Separate Accommodations** – When in camp, no youth is to share or sleep in the same tent as an adult, other than his or her own parent/guardian.
5. **No Secret Organizations** – There are no secret organizations recognized by the Scout Scouts of America. All Scouting programs are open to parents and leaders.
6. **Proper Clothing** – Proper clothing for activities is required. Skinny dipping is not an appropriate Scouting activity.
7. **Constructive Discipline** – Discipline in Scouting should be constructive and reflect Scouting values. Corporal punishment is not permitted.
8. **Hazing** – Physical or mental hazing is strictly prohibited and is not included in any Scouting activities.
9. **Supervision** – Leaders must monitor and guide the leadership techniques used by junior leaders and see that the BSA policies are obeyed.

Unit Radios

Each unit will be provided with a radio that can be used to contact the camp director and other staff in the case of an emergency. These radios should be charged during the day (special charging stations in the Manor House) and be present in the campsites during the night.

Scout Travel out of Camp

If a Scout requires transportation from camp, the unit will work with the camp to ensure youth protection is followed. On trips away from camp, two adult leaders must be present.

Unauthorized Persons in Camp

The Western Massachusetts Council takes very seriously the safety of its campers and all involved in the Scouting program. If you happen to notice an individual who looks or acts suspiciously, i.e., emerging from the woods or just wandering around aimlessly, you should do the following:

1. Do not jump to conclusions or take things in to your own hands. Keeping your eye on the individual, send another adult leader to contact one of the following in order of sequence.
 - a. **Camp Director or Camp Ranger;**
 - b. If the above are not immediately available, contact the Program Director or any Area Director, who will contact the Camp Director and/or Camp Ranger.
2. Once the Camp Leadership is notified, they will assess the situation with your assistance and make a determination at that point of what action should be taken.

Alcoholic Beverages, Smoking, Fireworks, and Pets

No alcoholic beverages are permitted on the Scout Reservation. Per Massachusetts Regulation 430.165 smoking is not permitted on camp property. No fireworks are allowed on Scout property. Leave Fido at home... No pets are allowed while at summer camp!

Vehicles in Camp

Leaders are required to park their vehicles in the designated parking lot. Parking regulation will be strictly enforced to ensure right of way for camp and emergency vehicles. **Illegally parked vehicles will receive one warning then are subject to be towed.** All drivers are requested to respect the **15 MPH speed limit on all camp roads.** No passengers are to be transported in the beds of trucks, trailers, or campers for any reason. Mandatory National Camp Standards have been implemented, prohibiting the use of motor vehicles on roads going through campsites and program areas. These roads are for service vehicles only. This rule is in place for your safety. Please abide by it.

Rifle and Archery Ranges

Only camp rifles and ammunition may be used at summer camp. Only camp bows may be used in camp. Safety and Massachusetts Gun Laws mandate this to promote the safety and well-being of all campers. No other guns, weapons or ammunition are allowed in camp.

Adult Leadership

Two adult leaders are required for each unit in camp. There is no charge for these leaders. **Both leaders must be over 21 years of age;** other assistants must be over 18. Additional adults are welcome and will be charged \$90 or \$60 for the week or for individual meals at the rates of \$4.00 for breakfast, \$6.00 for lunch, and \$8.00 for dinner. Remember that any adult staying overnight must have a medical form- Parts A and B completed unless they plan on using the waterfront or staying more than 2 nights. Check in with the health officer upon arrival at camp and wear a wrist band.

Campsite Obligations

The camp reserves the right to transfer a pack from one site to another when necessary. This also applies when pack registration exceeds the maximum capacity of the site. If your unit cannot fill the site to the maximum capacity, we may move another unit into your site in order to achieve the site's most efficient use. Each site has platforms set to meet its maximum number determined by the Council Camping/Maintenance Committees. In the event you exceed the maximum listed, you will either be moved to a larger site or **the Camp Director may request that you set up an additional tent** (supplied by the camp) for every two additional Scouts. The tent will be set up with the help of your camp Host. The camp provides one cot per person. **No platforms will be moved without the consent of the Camp Director or Camp Ranger.**

Campsite	Maximum	Campsite	Maximum
Bunker Hill	42	Nathan Hale	24
Champlain	18	Pynchon	28
Crown Point	22	Ticonderoga	30
Ethan Allen	32	Saratoga	34
Fallen Timber	34	Yorktown	24

Damage to Camp Property

Repair/replacement fees will be assessed for any damaged or missing equipment or facilities at check-out. It is understood that normal wear and tear happens at camp, but your care helps keep costs down.

Maintenance Request

If a unit notices that maintenance is needed on their site, a CTS, etc. during the week, please fill out a Maintenance Request Form located in your campsite binder and turn it in at the daily leader's meeting or in to the camp office.

Unit Equipment

Each unit should bring along their unit flag, campsite furniture, tarps, saws, lanterns, axes, sharpening stones, fire gloves and any other items that will make their stay at camp more comfortable.

Campsite Safety

Please share the following important safety tips with all of the members of your unit:

1. **Buddy System** – The buddy system should be used at all times. Scouts should never travel alone, even if on short walks.
2. **Walking Barefoot** – Walking in camp barefoot is dangerous. Scouts may only be without their shoes in the immediate waterfront areas, camp showers and in tents. Shoes must be close-toed so as to protect all parts of the foot.
3. **Knives** – Knives with fixed blades or knives having blades longer than 5" are prohibited for both Scouts and leaders with the exception of knives designated for cooking purposes only. They are to be kept in a sheath when not in use and may not be carried by Scouts at any time.
4. **Food in Campsites** – Since food and food odors attract animals, all food maintained in a campsite must be secured in tightly sealed containers. Trash generated during the day should be secured in plastic bags and brought to the dumpster behind the Dining Hall.
5. **Lanterns and Stoves** – Propane stoves and battery or propane lanterns are allowed. The use of liquid fuel may only be used with prior approval of the Camp Director and stored under the supervision of the Ranger.
6. **Flames in Tents** - Under no circumstance should there be flames of any kind in tents. **NO Flames in Tents!**

Showers & Toilets

Showers are available at camp. We ask the cooperation of Pack adult leadership in careful supervision of the shower areas and in leaving the shower house neat and orderly.

Units share the responsibility of keeping the shower houses, CTSs and latrines clean and sanitary. A duty roster will be distributed to unit leaders at the start of each week. Unit leaders are required to verify that their unit properly cleans their assigned area after lunch on the day assigned. Camp commissioners will inspect the facility every day at 2:00 pm to ensure it has been properly cleaned. Please immediately notify the Camp Director or Program Director if you experience any problems with these facilities or any plumbing problems.

Camp Trading Post

The Trading Post is for Scouts and leaders and provides personal comfort items, handicraft projects, and outdoor skills materials. Snacks, drinks and camp souvenirs are also available. The hours are posted at the Trading Post. If Scouts wish to set up a pre-paid account at the Trading Post, they should see the Trading Post manager.

Additional Program Materials Fees

PERSONAL..... Scouts may want to bring personal spending money for the Trading Post.

Pack Pictures...A pack picture will be provided electronically to each unit.

The Scout Uniform in Camp

While the Scout uniform is an important part of the Scouting program, we encourage the Scouts to wear costumes appropriate to our Cub Scout World Travelers theme during the week. If desired, the **full dress uniform** may be worn at the morning and evening colors ceremonies and during the evening meal. Adults are encouraged to join the fun by wearing costumes as well.

Magee Fund

As you travel about camp, you will note many buildings, like the pavilion on the Parade Field, that have a sign indicating that they were erected with money provided by the **Magee Fund**. This fund contributes money annually to camps across Massachusetts to assist in providing the best possible facilities for Scouts. During camp you will hear more about this fund and its founder, **George W. P. Magee**. The Wednesday morning campwide event will be run in his honor.

Emergencies in Camp

It is essential that all leaders, campers and staff be familiar with the following Emergency Procedures. Please take a few minutes to review these procedures with your unit.

What to do: Unit Leaders and Campers

1. When the siren sounds, the program areas will close immediately. **All leaders and campers MUST report to the flagpoles near the Nunes Building** (trading post).
2. The Unit Leader will assemble the unit separately from other units and will take a head-count of Scouts. The Camp Commissioner will be present to collect the report. When all Leaders and Campers are accounted for, further instructions will be given.

ALL CLEAR!

When the emergency (or drill) is over, the camp will be dismissed by the Camp Director or Program Director. Leaders, campers and staff will resume a normal program.

DRILLS

A camp that is prepared has few emergencies. Should an emergency arise, it is essential that everyone in camp know how to respond. Drills will be held to ensure that all persons in camp know what to do and can do so calmly and effectively. Drills are a very serious matter and we expect that all will treat them in that manner.

DIRECTIONS FOR SPECIFIC EMERGENCIES

Medical Emergency & Major Accidents

1. Give the necessary emergency first aid. Do not move an injured person except to prevent further injury.
2. Send two runners to the Health Lodge. Do not call 911. Response time from medical personnel at the camp is ALWAYS FASTER than from emergency services. ***If a radio is available, please use it to notify camp staff.***
3. The runners will report the location and type of medical emergency.
4. The camp nurse will administer necessary care and determine need for further treatment.

Lost Person

1. The pack leadership will conduct a preliminary search of the campsite and immediate area.
2. If unsuccessful, the Scoutmaster will report the situation to the Camp Director and will provide a description of the missing person, including where he was last seen.
3. The Camp Director will organize a search party or take other action as needed.

Communications

1. During an emergency, the telephone will be used only for calls pertaining to the emergency.
2. Only the Camp Director or his designee will notify the Scout Executive of camp emergencies. Only the Camp Nurse, Camp Director, or their designee will contact the parents of a sick or injured Scout.
3. In the event of an emergency please refrain from making any comment to newspaper or television personnel. Refer all questions to the Camp Director or his representative.

Hot Weather

1. During periods of extremely hot weather, we will modify program plans to prevent Scouts from engaging in strenuous activities. We may recommend to leaders that they bring their Scouts to the waterfront to cool off.
2. Water jugs will be dispersed around camp and will be located at the Trading Post.

Earthquake & Floods

1. All leaders and campers must report immediately to the flagpoles in the Parade Field.
2. Scoutmasters will take a head count and report same to the Program Director.
3. The Camp Director/Camp Ranger will assess the danger and announce further instructions.

Lost Bather

1. A missing buddy tag, an unclaimed buddy tag or similar situation will result in an alarm.
2. The Aquatics Director, or in his absence, the assistant director, will sound the alarm.
3. The aquatics staff will empty the swim area and call all boats in.
4. Scouts, leaders and staff will follow the standard alarm procedure.
5. The nurse and assigned staff will report to the waterfront.
6. The Program Director and Commissioners will be stationed at the office to remain by the phone, assign staff as needed and gather unit reports.
7. The Aquatics Director will direct the aquatics staff in a systematic search of the swimming or boating areas.
8. When all Scouts, leaders and staff are accounted for, the all clear signal will be sounded.

Severe Weather

1. In the event of a severe storm warning, the alarm will be sounded.
2. Scouts, leaders and staff will follow the standard alarm procedures.
3. In the event of sudden and unexpected severe weather, all Scouts, leaders and staff will immediately take cover. **DO NOT** attempt to return to your campsite or send runners until the severe weather has ended.

Hazardous Materials Spill

1. Evacuate the area.
2. Alert the Camp Director immediately.
3. The Camp Director will secure the area and issue further instructions as deemed appropriate by authorities.

Rabies

1. Avoid all contact with wild animals.
2. If an animal is observed acting strangely, act calm and stay away from it.
3. Make a report to the Camp Director immediately, including the type of animal and its location.
4. If bitten by any animal, report **immediately** to the Health Lodge.

Child Abuse

1. The Western Massachusetts Council follows the Youth Protection Guidelines of the BSA. The use of the Buddy System by Scouts is required. Two-deep adult leadership is mandatory.
2. If a case of child abuse is suspected, report it immediately to the Camp Director, who in turn will report it to the Scout Executive.
3. The allegations should be kept strictly confidential with as few people involved and as little discussion as possible.

Fire

1. Evacuate the area.
2. Notify the Camp Director
3. Camp Director or his designee calls the Fire Department, which will handle the fire.

Food Service

All the menus for the 2018 Summer Camp have been designed to provide nourishing and wholesome meals. The pack eats its meals in the Dining Hall. All meals are prepared by the Camp Chef and staff. Packs provide one or two waiters per table for each meal. **Waiters should arrive at the Dining Hall fifteen minutes before each meal.**

Special Diets and Allergies

We are happy to accommodate campers or adults who have special dietary needs. Please let us know as soon as possible so that we can make special arrangements for such options as vegetarian meals, diabetic diet, etc.

Guests

Guests are always welcome at camp and may eat at the dining hall at the following rates: \$4.00 for breakfast, \$6.00 for lunch, and \$8.00 for dinner. **Tickets for meals** can be purchased at the trading post. In order for us to accommodate guests at mealtimes, tickets **MUST be purchased no later than the day before the meal.**

Sunday Cookout

Parents, family and friends are invited to stay for the Sunday Cookout. The cost for any additional family member or friend is \$8.00 each. **Tickets for the cookout** can be purchased at the Trading Post when you arrive at camp on Sunday.

Provisional Campers

In some cases, the pack may not be able to attend camp under their own leadership. If a Cub Scout still wishes to attend camp, he and an adult may attend as provisional campers. The camp staff will place these Cubs with other units for the week of camp (short or long). The same fees, including early bird and sibling discounts all apply to provisional Cub Scouts.

An adult MUST accompany any Cub Scout who is not attending with their pack.

Camp Commissioner Service

The Camp Commissioner serves the Leaders and units in the camp. Also consider the Camp Director and Program Director at your service. We are knowledgeable about both the Scouting program and camp. We can help you with questions you have about what's going on and ways to take advantage of our program or help with advice for your unit that isn't necessarily related to camp. It is our goal to keep you happy during your stay at camp and ensure you return year after year. Quality customer service is our motto so come to us first and we will work to provide the answer to any question or a resolution to any issue or concern.

Order of the Arrow Day



In 1915, E. Urner Goodman and Carroll Edson instituted an honor society called the Order of the Arrow at the Treasure Island Camp of the Philadelphia Council, BSA. Since that time, the OA has become identified as the National Honor Society of the Scout Scouts of America. It recognizes Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. **Pocumtuc Lodge** represents the OA in our Council, assisting our camps with work details and promotion of Scout camping year round.

Tuesday will be **Order of the Arrow Day** in camp. Order of the Arrow members are encouraged to wear their sashes during the day. Information about the OA and Pocumtuc Lodge will be presented at each of the meals that day. Finally, Pocumtuc Lodge will host an ice cream social open to all campers in the evening.



Camper Participation Beads

The **Gold Bead** award will be given to Cub Scouts who are returning for their **fourth** consecutive year at our summer camp. The award is a gold colored bead and is attached to any device that holds the Scout's beads.



The **Silver Bead** award will be given to Cub Scouts who are returning for their **third** consecutive year at our summer camp. The award is a silver colored bead and is attached to any device that holds the Scout's beads.



The **Bronze Bead** award will be given to Cub Scouts who are returning for their **second** consecutive year at our summer camp. The award is a bronze colored bead and is attached to any device that holds the Scout's beads.



What to Bring to Camp

It is important to bring the right gear to camp with you. Below is a list of gear recommended for a week at summer camp.

- Trunk or Duffle bag
 - Backpack for day trips
 - Cub Scout Uniform
 - Cub Shirt
 - Cub Pants or Shorts
 - Cub socks
 - Web or leather belt
 - World Traveler Outfit
 - Activity Uniform
 - Short Sleeve Activity Shirt
 - Cub Pants or Shorts
 - Cub socks
 - Web or leather belt
 - Sleeping Bag
 - Pillow
 - Sweater or Sweatshirt
 - Raincoat or Poncho
 - Sunscreen
 - Long Pants or Jeans
 - Shorts
 - Extra Clothes
- Insect Repellant (non-aerosol)
 - Sunglasses
 - Swim Suit and Towel
 - Hat
 - Water Shoes
 - Flashlight and extra batteries
 - Water Bottle
 - Camera
 - Watch
 - Notebook or Paper
 - Spending Money
 - Sturdy shoes or hiking boots
 - Old sneakers for boating
 - Laundry Bag
 - Shower shoes
 - Toiletries
 - Toothbrush
 - Toothpaste
 - Dental Floss
 - Soap
 - Deodorant
 - Bath Towel
 - Comb
 - Other Personal

Articles

DO NOT BRING

- Fireworks
 - Sheath Knives
 - Bows and Arrows
 - Alcohol
 - Aerosol Can Products
 - Drugs
- Firearms
 - Ammunition
 - Squirt Guns
 - Un-Scout like literature
 - Pets
 - Any and all valuable items

World Traveler's Event

For this year's theme, we have chosen to look at the challenges of being a good Cub Scout World Traveler. This involves honing your eye for observation and identification skills.

Throughout the week, as you travel about camp, watch carefully for methods to assist you in preparing to navigate the **World Traveler's Challenge**. For those who attend the short week, you will be able to work on one of these voyages. Those staying the full week, will get a second round of advanced cartography skills to work on during the latter half of the week.

Throughout the week, you will test yourself at various activity areas. Midway through the week, there will be a **World Traveler's Challenge** where you can navigate through a number of fun camp scenarios.

Activity Areas

The following areas will be available at the camp this summer to assist our young Scouts as they train to become World Travelers. All areas will be staffed by qualified people and will present their programs with FUN and exploration in mind!

BB Range

How steady is your aim? The ability to handle a firearm is an important skill for a World Traveler. Hunting for food is always a useful skill to have. Come to the **BB Range and Slingshot Range** to begin the first step in becoming a skilled tracker. Webelos and Arrow of Light Scouts will be able to shoot pellet rifles as well as BB guns.

Archery Range

In addition to his firearm, every World Traveler needs to be proficient with a bow and arrow to hunt for food while on a trek. To test your skills, gather at the **Archery Range** and see if you can hit the target.

Waterfront

Adventure is everywhere, and a World Traveler needs to be prepared to search out fun in all situations. It is important that they be a strong swimmer to be able to survive. Journey to the **Waterfront** and enjoy the cool relief of this great natural resource. If needed a Scout can receive instruction in swimming and be able to retake the swim test. Rowboats are also available if an adult accompanies a youth. Older Scouts will also have an opportunity work on Aquanaut or receive canoe instruction.

Handicraft Lodge

Every World Traveler is encouraged to sharpen his trapping skills, especially as it relates to studying rare bugs. Many such projects are possible within the walls of the **Handicraft Lodge**. Stop by and see what kind of gadgets you can construct!

Ecology Center

Beast identification is essential to traveling. The natural world around us provides great opportunities to search for and observe these beasts. Come to the **Ecology Center** and spend time learning about the world and those that inhabit it as you go.

Scoutcraft

A World Traveler's journey may take him to some hostile places. At the **Scoutcraft** training area, you will begin learning the essential skills for traveling safely and living comfortably wherever you might find yourself.

Bouldering Wall & Climbing Tower

At times it may be necessary for a World Traveler to scale a cliff or other natural obstacle in search of adventure. Come to our **Bouldering Wall** and **Climbing Tower** and begin to learn the fundamentals of this important skill.

Sports Fields

Overall fitness is important to any World Traveler and participation in various sports is an integral part of staying fit. Visit the **Sports Fields** and try your hand at basketball, volleyball, tetherball, the human foosball court and the gagaball pit.

Other Important Areas

The following sites at camp will also be important during the week.

Nunes Station (Health Lodge and Camp Supply Station)

The **Nunes Building** houses the Health Lodge on the first floor for any World Traveler who is feeling ill. Head upstairs to resupply at the **Trading Post** so you can keep globe-trotting in top shape.

Manor House (Camp Office)

The **Manor House** is the best place to find the Head World Travelers (Camp Director and Program Director). Feel free to visit the building if you have any questions or need to sign in or out.

Dining Hall

All of the meals during the week will be served in the **Dining Hall**. The chef will prepare sumptuous meals for all, and an entertaining program will occur after every evening meal. If you'd like to participate in the entertainment with a song, cheer or grace, see the Program Director prior to the meal. No last-minute entries will be allowed.

Campfire Ring

Every good World Traveler enjoys songs, stories and skits. Join us on Sunday and Tuesday evenings at 8:15 at the **Campfire Ring** for some great entertainment. Sunday will be presented by Surveyor Jon's staff, but at Tuesday's campfire, you and your fellow World Travelers can join in entertaining all. See your Program Director to make arrangements to be a part of the program.

The Chapel

A large part of any World Traveler's life is their devotion to God. Join us on Monday evening at 7pm at **The Chapel** for a Catholic service, or at **Ecology** for a non-denominational vespers service.