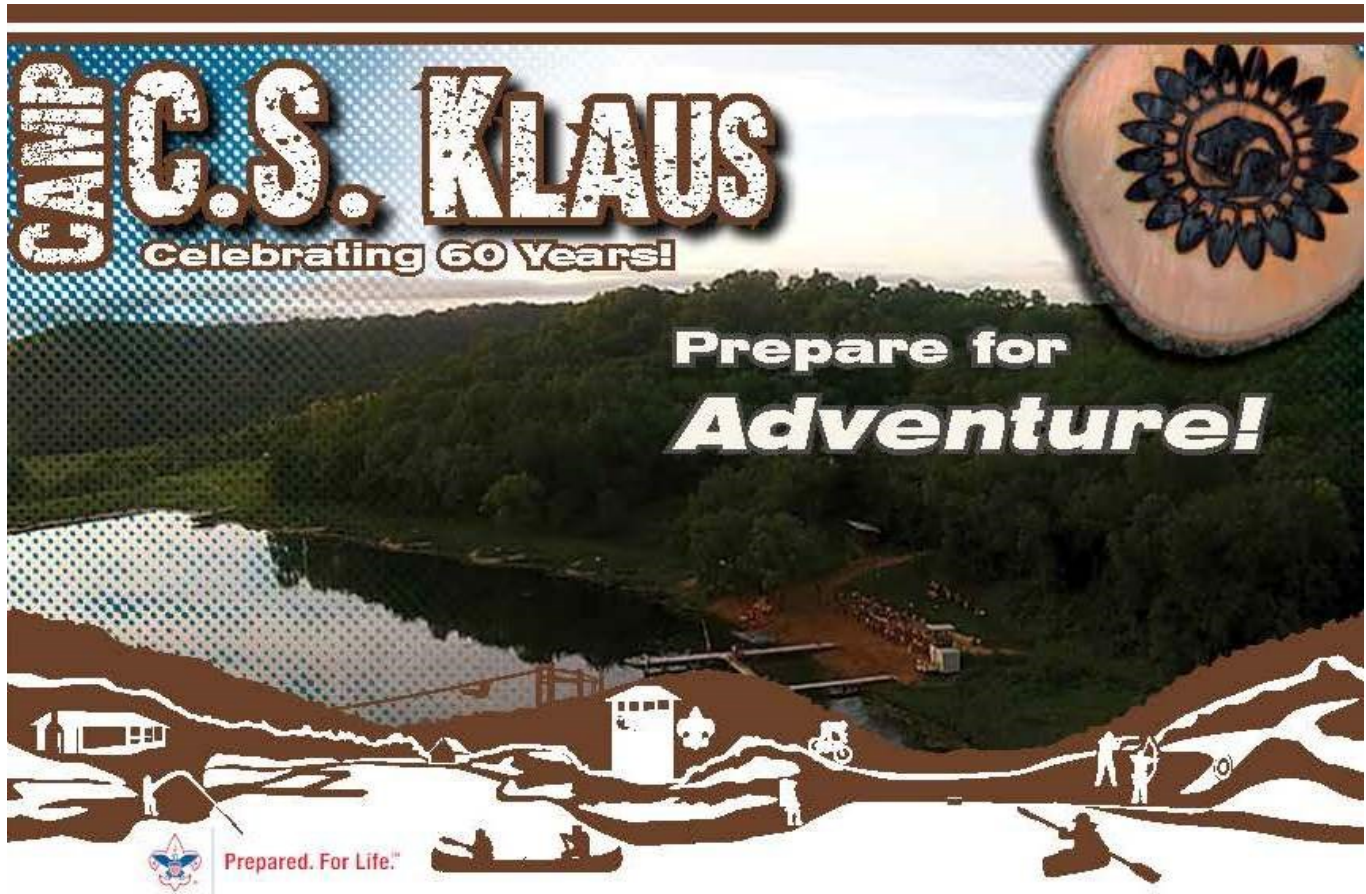


2018 Leader/Parent Guide



BOY SCOUTS
OF AMERICA®

NORTHEAST IOWA COUNCIL



Notes

Camp's address is to be used only while summer camp is in session. During all off-season times, use the Northeast Iowa Council contact information.

Camp C.S. Klaus

Mailing Address

P.O. Box 236
Colesburg, IA 52035-0236

Physical Address

28157 Horseshoe Rd.
Greeley, IA 52050
Phone: (563) 856-3845
Fax: (563) 856-3845

Northeast Iowa Council

Mailing Address

P.O. Box 732
Dubuque, IA 52004-0732

Physical Address

10601 Military Rd.
Dubuque, IA 52003
Phone: (563) 556-4343
Fax: (563) 556-4344



2018 Leader/Parent Guide

FOR LEADERS, PARENTS, AND SCOUTS

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From the Desk of the Camp Director

Dear Leaders and Parents,

For those of you who do not know me yet, my name is Andrew Hunt. I am proud to announce that I am serving as your 2018 Camp Director at Camp C.S. Klaus, and am excited for you and your Scouts to take part in the Klaus program this year. I have served as the Scoutcraft Director and Program Director at Camp C.S. Klaus in 2014 and 2016. I've been involved with Scouting for over ten years as both a Scout and Scouter, attained the rank of Eagle Scout as a member of Troop 48 in Dubuque, been to all the National High Adventure Bases as a Scout and OA member, and have volunteered behind the scenes at Klaus for a couple years. Scouting has been a huge part of my life and I can't wait to continue to serve Northeast Iowa Council this summer.

We are excited to have some new merit badges this year, including Space Exploration, Geology, Search and Rescue and Graphic Arts. As always, we strive to provide Scouts the opportunity to learn merit badges in an engaging, interesting atmosphere that develops their knowledge of the badge, and how it is important to our culture and their future in and out of Scouting.

This leader's guide points out some of the great changes coming and offers assistance in planning your stay at Camp C.S. Klaus. Our goal at camp this year is to provide a program that energizes the Scouts while teaching them vital skills. There are many ways to measure success during a week of summer camp, but the real goals are those within the Scouting movement which includes: leadership, character, service, environmental stewardship, and achievement. Together, we are responsible for creating respectable and thoughtful leaders while at the same time, allowing the Scouts to have fun. As the 2018 Camp Director, I believe the staff can deliver these ideals to the youth we serve at Camp C.S. Klaus.

With summer camp on the horizon, please speak with your Scouts and discover what they hope to gain from their time at camp so together, we can turn their dreams into a reality.

We stand prepared to help the Boy Scouts we serve at Camp C.S. Klaus.

Yours in Scouting,



Andy Hunt

2018 Camp Director

Camp C.S. Klaus

Northeast Iowa Council



2018 Camp Sessions and Visitors' Nights

First Session: June 17-23	Second Session: June 24-30
Visitors' Night: June 21	Visitors' Night: June 28
Third Session: July 8-14	Fourth Session: July 15-21
Visitors' Night: July 12	Visitors' Night: July 19

2018 Camping Fees

NE Iowa Council Troops

\$245 per Scout by April 30, 2018
 \$265 per Scout after April 30, 2018
 \$100 per Leader

Out of Council Troops

\$260 per Scout by April 30, 2018
 \$280 per Scout after April 30, 2018
 \$100 per Leader

BASE Camp Participants (1st Year Scouts)

- ◆ Additional \$10 fee required for program supplies
- ◆ Please pay when registering for summer camp

NEIC new Scouts or Webelos transfers will be charged the \$245.00 fee up to two weeks prior to their troop's arrival at camp. New Scouts from Out of Council will be charged \$260.

LEADERS FEES

It is the National Policy of the Boy Scouts of America that there must be at least two adult leaders (one of whom must be over 21 years of age) for every troop trip or outing. Two leader fees are paid by the \$200 deposit required with a Troop's reservation and is non-refundable. Each additional leader attending camp with your troop pays the \$100 leader fee. Leaders are those registered Scouters who are at least 18 years of age or older.

DISCOUNT FOR BROTHERS

The fee for the second brother that attends will be \$10 less than the camp fee, the third brother \$20 less than the camp fee, and the fourth brother \$30 less than the camp fee.

CAMPERSHIPS

No Scout should miss out on the opportunity to attend camp because of his financial circumstances. Troops should make provisions in their planning to help young men earn money through unit fund raising projects to ensure that they can attend camp. The Northeast Iowa Council has some funds to help truly needy Scouts attend camp. Generally, camperships are available for no more than 1/2 of the camp fee. Leaders of such Scouts may contact the Scout Service Center for information. All campership information is kept confidential. **Funds are limited for camperships, and will be distributed on a first-come, first-served basis. (NEIC Scouts only)**

CANCELLATIONS

If it is necessary for a Scout/Troop to cancel his summer camp reservation prior to coming to camp his refund request can be reviewed by the council camping committee. A refund form must be filled out and submitted to the Council Service Center no later than August 29, 2018. If instances of illness, death in the family, or move from the council territory make it impractical for the Scout to attend Camp Klaus, a partial fee may be refunded to the unit. **Fees are not refundable for homesickness.**

CAMP DEPOSIT

On August 1 the Scout Service Center will start taking summer camp reservations for the next year. Units may reserve their spot using the reservation form, which can be found online or at the council service center. A \$200 deposit is required, which secures your reservation for a specific week. It will be applied towards your troop's first 2 adult leaders. Requests for specific campsites may be made at the time the camp deposit is paid. **Every effort will be made to keep your troop in the campsite that you request, however, the camp program committee and camp director reserves the right to change your campsite for any reason.**

Camp Fees



Camp Arrival Times

Trails End	1:00 pm
Deer Run	1:20 pm
Twin Craters	1:40 pm
Owl Hoot	2:00 pm
Maple Grove	2:20 pm
Bloody Ridge	2:40 pm
Balanced Rock	3:00 pm

Check-In Agenda

- ◆ Check-In at office
- ◆ Health Forms/Med check at office
- ◆ Camp tour
- ◆ Dining Hall talk/Photo at Dining Hall
- ◆ Swim Check
- ◆ Walk to campsite

Please have all Scouts and Scouters in their Field Uniform (Class A) for check-in. Troop photos will be done during the camp tour, at the Dining Hall. Please have swim trunks on underneath or ready when arriving to camp.

Scouts and leaders should plan to arrive on Sunday afternoon at the troop's prearranged time as indicated above. Scoutmasters should be prepared and have their troop there at the arrival time, unloaded in the parade grounds. This will help us to make check-in a smooth process with a minimum amount of wait time.

Each troop will be met by their assigned campsite counselor, in the parade ground, who will stay with the unit throughout the day. He or she will guide the troop through check-in activities and conduct a tour of the camp for all campers.

We encourage your troop and Scouts to bring what you need to be comfortable at camp. We also, however, encourage Scouts to hike their personal gear to their campsites. This will teach Scouts the art of packing properly for an outing.

An adult leader and Senior Patrol Leader (SPL) from each troop must report to the check-in area at the parade grounds immediately upon arrival. They should be equipped with a completed troop roster, all medical forms, all other necessary permission forms, and a check or cash for all camper or adult fees still owed.

The troop will have medical re-checks and swim checks before the evening meal. Dinner will be served at 6:00 p.m. **Please have your Scouts arrive at the dining hall for flags at 5:30pm.** The dining hall process will be explained during check-in. Please be on time and have your waiter selected ahead of time. (See page 13)

Prior to setting up camp, an inspection of all gear checked out and on the campsite must be conducted by the SPL, troop leader and the troop counselor. This means all tents, flies, program boxes, etc.

UNIT CHECK-OUT

Units may check-out when ready on Saturday morning, subject to the completion of the following check-out procedures and approval by the Camp Ranger and Camp Director.

- ◆ All equipment checked out from the Quartermaster must be returned clean and complete Friday evening or Saturday morning. The Ranger must sign your check-out sheet prior to office clearance.
- ◆ An inspection of the campsite must be conducted by the campsite counselor and troop Senior Patrol Leader. Any damages found must be reported to the office for clearance before the troop packet may be received.
- ◆ The adult leaders must settle any outstanding financial accounts (i.e. damage fees, commissary charges, etc.). These cannot be charged against unit accounts at the Scout Service Center or against anticipated refunds due.
- ◆ Finally, make certain you receive the packet containing medical forms, patches, and merit badge completions/partial paperwork. You are encouraged to ensure accuracy of the paperwork before your departure from camp.

INDIVIDUAL CHECK IN/OUT

All Scouts and leaders that either arrive or leave camp during the week **must** check-in or out through the Camp Office. Scouts must have a written release approved by the **troop leader only** and present it to the Camp Director. A "Scout Leaving Camp Early" report is required before check-out. This is essential in case of a camp emergency requiring a troop/camp roll call.



Personal Equipment List

Clothing Items

- Scout Uniform
- 3-5 Pairs of Socks
- Sweater or Jacket
- Swim Trunks and Towel
- Rain Gear
- 3-5 Sets of Underwear & T-shirts
- Hiking Boots/Gym Shoes
- Shorts
- Rugged Jeans or Pants

Camping Gear

- Sleeping Bag
- Ground Cloth
- Pack or Duffel Bag
- Water Bottle
- Book Bag
- Dirty Clothes Bag
- Bedroll

Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Washcloth
- Deodorant
- Shaving Gear (If needed)

Camp Necessities

- Flashlight w/Extra Batteries
- Clothesline w/Pins
- Personal First-Aid Kit
- Personal Mess Kit
- Pocket Knife (NO SHEATH KNIVES)
- Fishing Gear
- Compass
- Sunscreen (SPF 30+)
- Camera
- Spending Money

Merit Badge Items

- Merit Badge Pamphlets
- Scout Handbook
- Notepad & Pen
- Other items as required

VERY IMPORTANT

- Signed and completed Medical Form
- Prescription Medications

TAKE NOTE

Electronic equipment is prohibited

MAKE SURE ALL ITEMS ARE MARKED WITH NAME AND TROOP NUMBER

Troop Equipment List

- | | |
|---|---|
| <input type="checkbox"/> American Flag & Flag Stand | <input type="checkbox"/> Troop/Patrol Flag & Flag Stand |
| <input type="checkbox"/> Troop First-Aid Kit | <input type="checkbox"/> Camping Chairs/stools |
| <input type="checkbox"/> Handbooks | <input type="checkbox"/> Water Cooler |
| <input type="checkbox"/> Lanterns | <input type="checkbox"/> Dining Fly |
| <input type="checkbox"/> Map & Compass | <input type="checkbox"/> Woods Tools |
| <input type="checkbox"/> Patrol Cook Kits | <input type="checkbox"/> Camp Stove |

We encourage your troop and Scouts to bring what you need to be comfortable. However, we do encourage Scouts to hike their personal gear to their campsite.

Other Points of Note Before You Arrive

CAMP HOUSING

Camp Klaus provides the following at each campsite: two-person tents on wooden platforms, cots (2 per tent), flag-pole, latrine-washstands, picnic tables and a fire ring. The standard for sleeping is 30 square feet per camper in each tent. Troops wishing to bring their own tents may do so as long as it meets BSA standards for size and safety.

Tent platforms are not to be moved off their foundations! Leaders, male or female, camp with their units only in the assigned campsite areas. Please remember that all BSA Privacy Standards must be followed when it comes to the sharing of tents. No facilities are available for use of personal camper-type vehicles. Camping in vehicles in the parking area is prohibited! No RV's.

UNIT LEADER'S PRE-CAMP MEETING AND VIDEOS

Meetings for all adult leaders and Senior Patrol Leaders of units that plan to attend camp will be held at Northeast Iowa Council Spring Camporall (Dellaykee and Dubuque) on April 14th at 11 AM in the Grand Stands at the Fort Crawford Medical Museum. Programming, scheduling, and other pertinent information will be presented, and general questions will be answered at this meeting. We will also be sending out a series of videos if you cannot attend this meeting. If you have any questions, please call Serica at (563) 556-4343.



Before You Arrive

**MAIL SERVICE**

Outgoing mail is picked up daily from the mailbox located at the Trading Post. Incoming mail is distributed to adult leaders by the Camp Director.

Camp Mailing Address
Camp C.S. Klaus
(Scout's name & Troop #)
P.O. Box 236
Colesburg, IA 52035

TELEPHONE

The camp telephone is used for camp business only - it is not available for personal calls. Encourage the parents of your Scouts to write, but not to call, except in the case of an emergency. This policy must be strictly enforced.

Emergency calls may be made to (563) 856-3845

Messages will be relayed as soon as possible.

Non-emergency calls may be made to (563) 556-4343

**VISITORS**

ALL VISITORS MUST CHECK IN AND OUT at the Camp Office. Extra adults are always welcome in camp. The cost per day is \$20.00, or can be broken down by meal at \$5.00 for breakfast, \$7.00 for lunch, or \$8.00 for supper. All extra meals must be paid for at the Camp Office prior to the meal—failure to do so may result in the cook being unable to issue food due to supply.

CAMP LEADERSHIP

Each troop in camp must be under the leadership of at least **two registered adults, one of whom must be at least 21 years of age or older**. Small troops in shared sites should provide at least one registered adult. It is desirable that the regular Scoutmaster be the camp leader, but if the Scoutmaster is unable to attend full time, the Troop Committee should name a Camp Scoutmaster. The Camp Scoutmaster works through the Senior Patrol Leader in developing and scheduling the Troop's program, participates in the daily Camp Leader's meeting following breakfast and assigns and coordinates responsibilities of all adult leadership for the troop.

Each adult leader pays the \$100 fee (the \$200 campsite deposit pays for the first two leader's fees). All leaders need to check in at the camp office upon arrival and departure from camp. Each leader staying in camp must have a health examination on file in the Camp Health Lodge. All troop leaders are responsible to the Camp Scoutmaster and assume any assignments made by him.

CAMPSITE SECURITY

At times during camp when everyone is involved in a camp-wide program, it is advised that each unit have one adult remain in the campsite.

DAMAGE TO EQUIPMENT

Each unit will be responsible for equipment provided for their use by the camp. Any damage to equipment because of abuse, whether willful or as a result of negligent or imprudent practices, will be charged to the troop.

LOST AND FOUND

The camp lost and found box will be located at the Camp Office. Leaders need to remind Scouts to have their personal effects marked with name and troop number. Each Scout needs to take care of and safeguard his personal property. Do not take valuables to the program areas or leave them lying unattended around camp.

Camp is not liable for any lost items!





DRESS CODE

Scouts will be asked to wear the full Scout uniform to flag lowering, dinner, chapel service, announced special events and campfires. Other times are at the troops' discretion.

FLAG CEREMONIES

Camp-wide flag ceremonies will be at 7:50 a.m. and 5:50 p.m. in front of Munter Lodge before breakfast and dinner. Expect all your Scouts to attend and look presentable.

Additional flag ceremonies will happen throughout the week in the Parade Grounds and will be noted on the program schedule. Each campsite is also equipped with a flag pole.



SENIOR PATROL LEADER

He should stay current on all special activities in camp and keep his Patrol Leaders informed of them. He fulfills his leadership role in camp the same as he does in the year-round program, seeing to it that his patrols get maximum fun and benefit from their week in camp.



PATROL LEADERS

Patrol Leaders involve their patrols in special events, camp service projects, campsite housekeeping, and regular Patrol duties assigned by the troop.

PATROL ORGANIZATION

Summer camp is the highlight of the Scouting year. It is important that all members of the troop attend. This is a once in a lifetime opportunity for your senior patrol leader, and his patrol leaders to function 24 hours a day - keeping patrols together, using regular organization "Boy Leadership". When boy leadership develops in your troop, your job becomes easier and even more fun.

DISCIPLINE

The Unit Leader and assistants are responsible for the discipline and order of their own troop. The Camp Staff will not assume the responsibility for, or interfere with, unit discipline unless it directly involves the health and safety of Scouts or the Unit Leaders are not present at the time of the problem. The Camp Director will be apprised of any problem by the staff member and will refer them to the camp leader of the unit. No arrangements may be made to send a Scout home before informing the Camp Director of the situation. **No initiations or hazing are permitted in camp.**

PETS

Pets are not permitted at camp. This applies to both campers and visitors.

CHAPEL SERVICE

Scouts of all faiths observe the twelfth point of the Scout Law by worshipping in the manner of their choice. All campers are encouraged to attend the non-denominational service scheduled during the camping week. The chapel is also available for individual troop usage. Any troop interested in using the chapel during the week should contact the Program Director.

MAINTENANCE OF CAMP PROPERTY

The Camp Ranger and Council Properties Committee will work with the Camp Director to maintain the facilities of Camp Klaus. In the event you discover the need for repairs (i.e. broken board on a tent platform), please report the problem to the Commissioner.



QUARTERMASTER SUPPLIES

The Quartermaster is open each day. Toilet paper, trash bags, and various tools and equipment may be obtained from the Commissioner. All tools checked out will be charged to your unit if they are not returned. Hours will be posted at the Quartermaster building. In case of damage to camp equipment the troop or individual will be responsible for payment of repairs or replacement before leaving camp on Saturday.



CAMPSITE INSPECTIONS

Each campsite will be inspected daily according to the procedures outlined in the Boy Scouts of America Camp Health and Safety manual No. 19-308, pp 12-13:

“Keep a record of daily health inspections covering: sanitation, sleeping quarters, personal health and cleanliness, and equipment and grounds.”

The Camp Commissioner will provide guidance on inspection procedures at the opening Scoutmaster’s meeting on Monday morning. Questions and concerns may be addressed at this meeting or subsequent morning Scoutmaster’s meetings throughout the week.

TROOP TRAILERS

Troops are welcome to bring their trailers to camp. Each trailer will be hauled to the campsite by a designated staff member with the camp truck. For this reason, troops should limit their equipment to only items that will be used at camp. Please help decrease the weight in your trailer so when coming back down the hill is not dangerous for our staff. Also, please note that if your trailer is deemed too large for our equipment or roads, you may be asked to transfer your equipment to the camp truck for transportation to the campsite.

TRASH DISPOSAL

Trash and recycling bags are provided to help you keep your campsite clean. Trash will be picked up from the campsites daily by a designated staff member. Trash bags should be placed next to the campsite sign after evening program if they are to be collected for disposal. Please do not leave any trash in your campsite at the end of your week.

NEW INFORMATION FOR 2018—ADULT REGISTRATION REQUIREMENT

The BSA’s new adult registration requirements — which mandate that all adults accompanying a Boy Scout troop to a residence camp or other Scouting activity lasting 72 hours or more **must** be registered as a leader, including completion of a criminal background check and Youth Protection Training — will go into effect June 1, 2018, at the start of the BSA’s summer camp season.

Requiring registration, background checks, and YPT for adults on Boy Scout extended activities adds another dimension of protection.

We fully recognize the affect these requirements will have on parents and programs and offer the following clarification:

- ✦ This change applies to Boy Scout program only at this time
- ✦ The new requirement applies to any adult accompanying a *Boy Scout group* on a *single* Scouting activity where they are present for *three or more nights* (not necessarily consecutive)

These adults must be registered as leaders, **including the completion of a criminal background check and Youth Protection Training before the activity** (CBCs cannot be expedited)

ALCOHOLIC BEVERAGES-ILLEGAL DRUGS

Alcoholic beverages or illegal drugs of any type will not be tolerated in the council camps. Possession can result in immediate dismissal from the camp property. There will be no refund of unused camp fees. Scout leaders need to inform parents of this policy so no alcoholic beverages or illegal drugs are brought in on Parent's Night.



AUTOMOBILE POLICY

All cars/trucks must be parked and remain in the central parking lot. NO ONE IS TO RIDE IN THE BACK OF A TRUCK (ALL RIDERS MUST BE IN THE CAB). THIS INCLUDES TRANSPORTATION OF SCOUTS TO OR FROM CAMP.

FIREARMS, AMMUNITION, BOWS AND ARROWS

The camp will have available all rifles, ammunition, and bows and arrows needed for use as part of the camp program. Personal equipment and ammo is not allowed in camp. Exceptions for personal bows may be made on a case by case basis, at the discretion of the Field Sports Director and Camp Director.

FIREGUARD PLAN

In case of fire, the Camp Director is to be notified immediately. Each unit is to use the Fireguard Plan furnished by the camp. The Camp Director will contact the Fire Department. All campers are requested to stay clear of the fire area. The Camp Ranger will travel throughout the camp with his vehicle's emergency siren activated. All Scouts and adults will report to the parade ground flagpole area. Leaders should assemble their Scouts in a safe area and take a roll call.

FIREWORKS

Fireworks of any kind are not allowed in camp. Violation of this rule may lead to immediate dismissal from camp.

HEALTH AND ACCIDENT INSURANCE

The Northeast Iowa Council, Boy Scouts of America currently provides accidental and illness insurance for campers registered within the Northeast Iowa Council. For all Out-of-Council campers, insurance is the responsibility of the troop and the Scout's parents unless otherwise covered by their home council. All accidents and illnesses must be reported to the Health Officer and recorded in the Camp Health Log so that we can help document care in support of insurance claims. Records will be maintained in the Health Lodge and signed by the staff member in charge of Health and Safety.

HEALTH EXAMS

A current health history must be completed by parents or guardians just prior to camp, or with an update just prior to camp, and a physical examination by a licensed health-care practitioner within the 12 months prior to camp for all campers. All campers must use the BSA Annual Health & Medical Record (provided in the forms section) for the physical exam. As a courtesy, please include the Social Security Number on the Personal Health and Medical Form.

Effective March 2014, the "new" Annual Health and Medical Form is required for all BSA activities, with all sections completed for any outing lasting longer than 72 hours or involving strenuous activities.

HEALTH LODGE

A qualified Health Officer is on duty at all times. In the event of serious accident/illness, the person will be taken to a clinic or hospital in Manchester, Iowa. Parents will be informed if the Scout needs extensive care.



LIQUID FUEL

BSA policy permits use of liquid fuels only under the direct supervision of a knowledgeable adult. Liquid fuels can only be stored in the campsite when the troop has a trailer in which the fuel can be locked. Otherwise, there is an approved fuel storage area at the Quartermaster.

MEDICATION (DOCTOR PRESCRIBED)

If a camper must take doctor prescribed medicine (such as insulin) this must be turned into the Health Officer and will be kept under strict supervision. Written instructions must be included with the Scout's name, medication name, time to be administered, and quantity to be administered. The Allergies/Medications Consent Section on Part B of the Official BSA Medical Form **MUST** be filled out by a parent/guardian and turned in at check-in. Scoutmasters can also choose to keep track of medications and administration times after talking with the Camp Health Officer. Any medication that needs to be refrigerated will be kept in the Health Lodge.

If a camper must take or carry on him self-administered medicine such as an Epi-Pen or an inhaler, the parent **MUST** check "Yes" or "No", authorizing your son to take or carry self-administration medicine at all times and can be found under the Allergies/Medications Consent Section on Part B of the Official BSA Medical Form.

**MEDICATION (OVER THE COUNTER/NON-PRESCRIPTION)**

Several non-prescription medications are available at the Health Office. By signing the Allergies/Medications Consent Section on Part B of the Official BSA Medical Form, you are allowing the Health Medical Officer to dispense any over the counter/non-prescriptions to your son at camp.

(The Official BSA Medical Form can be found at <http://www.scoutsiowa.org/boy-scout-camp/>)

OPEN FIRES

It is recommended that no open flame be used in a campsite with the exception of troop or patrol campfires or cooking fires that are attended while they are burning. Open flames (i.e. candles, sterno, kerosene lanterns, etc.) are strictly prohibited in tents or cabins.

OUTDOOR HAZARDS

In any trip to the outdoors the camper may encounter annoying insects and poisonous plants or animals. Each Scout leader should prepare his Scouts to recognize and protect against such outdoor hazards. The effects of poison ivy, ticks, etc., can be minimized with good personal practices. All injuries of this type should be reported to the Camp Health Officer for treatment and recording.

SHEATH KNIVES

Non-folding sheath knives, throwing stars, or martial arts weapons are not allowed at camp.

WEATHER EMERGENCIES

In the event of impending severe weather, campers will be notified by program area staff and campsite counselors. The Camp Ranger and Camp Director will also drive vehicles through camp to notify campers. Staff will instruct the camp sites to proceed to the nearest severe weather shelter. There are three new concrete weather shelters located on the hill near the campsites, as well as, in the basement of Munter Lodge and the Visitors Center.

In the event of sudden, severe weather, the siren will sound continuously. All campers shall take cover immediately in a ditch or other low area. The all clear signal will be a series of on and off siren calls. Everyone should report to the Parade grounds so Campsite Counselors can account for all campers and leaders following the all clear signal.

MEALS IN MUNTER LODGE

Camp C.S. Klaus is known for its plentiful and mouthwatering meals. Breakfast and supper are served family style. Lunch will be served buffet style. Eating family style promotes fellowship, better manners, and patrol method. Troops should be gathered for a flag ceremony in front of Munter Lodge before breakfast at 7:50 a.m. and before supper at 5:50 p.m. Lunch is served buffet style beginning at 12:00 p.m. Please note that **full Scout uniforms** should be worn for evening meals. Waiter and cleanup procedures will be explained to each unit upon check-in.

MENUS AND SPECIAL DIETARY CONCERNS

Menus have been carefully planned by our camp cook and have been approved by a registered dietician. A copy of a sample weekly menu can be found on page 26. If anyone in your unit has special dietary restrictions, please notify the Council Service Center when you register for camp. Any Scout with special dietary restrictions should also introduce themselves to our camp cook and clarify any necessary accommodations before the first evening meal.

TABLE WAITERS

Waiters will be needed to set-up their troop's tables before the meal, deliver food at mealtime, and clean-up after the meal. Each waiter must report to Munter Lodge 20 minutes prior to the beginning of the meal. Your unit determines the rotation of who serves as your waiter. It is recommended that each table have two waiters for both breakfast and supper. For lunch, there needs to be two waiters to clean-up each table after everyone in your troop has eaten. Waiters must have clean hands and a clean shirt.

STAFF TOKENS

Each staff member has carefully chosen an artifact, also known as the Staff Token, which represents them for the morning and evening meals. Waiters will have the responsibility of choosing the tokens to have staff dine with them. Waiters should be sure to get to Munter Lodge early to claim their favorite staffers. Please show respect when handling staff tokens, as they are the personal property of staff.

COOKING IN CAMPSITES

There will be three meals cooked in the campsites, scheduled for Tuesday evening, Wednesday morning, and Wednesday noon. Food and milk will be provided to your campsite before each meal. Troops can bring additional food to supplement these meals if desired. There are cooking kits, dutch ovens, and frying pans available for check out from the Quartermaster (located across from the Trading Post) but troops are encouraged to bring their own stoves or dutch ovens to cook with.

Tuesday evening has been set aside for your Troops to cook in their campsites and do other activities as a troop or as patrols. Staff will not be assigned to eat in the campsites, but you might wish to invite staff members to dine with you. Be sure to inform the Head Cook of any extra guests.

**TRADING POST**

The Millstream Traders Trading Post is stocked with those items necessary to assist Scouts in the successful pursuit of skills and badge work (merit badge books, craft supplies, etc.) as well as snacks, toiletry articles, t-shirts, patches and camping gear. Hours will be posted at the Trading Post.

CAMP LEADER’S MEETING

Scheduled each morning after breakfast on the porch of the Camp Office.

MONDAY NIGHT GAMES

Monday night games will be held after dinner in the parade grounds. Campers will compete in individual and patrol events to earn items for a troop vs. troop Roman “battle” and receive the Centurion’s Banner! But be on your guard Scouts, only the best campsite will keep the flag, and other daily challenges may reveal a new victor.

TUESDAY NIGHT ACTIVITIES

On Tuesday evening, your troop will have the opportunity to work together and compete against other campsites in the Roman Cook-off Challenge by preparing the evening meal in their campsite. After dinner, troops are encouraged to join us for the non-denominational Worship Service followed by a Flag Retirement Ceremony.

WEDNESDAY NIGHT ACTIVITIES

Our Wednesday night activities include the ever-popular Camp Klaus Water Follies followed by a game night and cracker barrel at Munter Lodge. During Water Follies, Scouts from your troop will compete in a variety of activities for the much coveted “Golden Paddle” Award.

FAMILY/VISITORS’ NIGHT AT CAMP—THURSDAY

Thursday evening is Family/Visitors’ Night. Families and visitors are welcome to arrive at Camp Klaus beginning at 5:00 p.m. Camp Klaus encourages all families and visitors to visit their Scout's campsite, the waterfall area, and the program areas. Scouts and families will gather at the parade grounds at 8:30 p.m. for the campfire and Order of the Arrow call-out ceremony. The program will conclude by 10:00 p.m.

Camp C.S. Klaus will offer a family night meal at Munter Lodge from 5:00-7:00 p.m. **Please submit the estimated number of campers, leaders and parents that will be eating Thursday night when you register for camp.** Meals are \$8.00 for adults, \$6.00 for children 6-10 years of age, and free for those under 6 years of age. A significant portion of the summer camp operating budget comes from these proceeds, so encourage visitors to support camp!

Family/Visitors’ Night Activities

5:00-7:00	Supper in Munter Lodge	8:15	Troop Assembly @ Parade Grounds
6:00-8:00	Open Climb	8:15	Visitors Assemble @ Campfire
6:00-8:00	Field Sports Open	8:30	Campfire & Order of the Arrow Callout
6:00-8:00	Ecology and Handicraft Building Open		

FRIDAY EVENING MERIT BADGE ROUNDUP

Friday evening will allow Scouts the opportunity to complete any last requirements to earn their merit badges for the week. Scouts having already completed their merit badges can meet in the Parade Grounds for games before the closing campfire.

ORDER OF THE ARROW

The OA members ice cream social will be on Monday night. The Order of the Arrow will ask for volunteers to assist with the Thursday night program and to help with making the campfires. The Call-Out Ceremony will be on Thursday night, and instructions will be given to leaders during the leader’s meeting. Note for Out-of-Council troops: Please see the OA’s Guide for Officers and Advisers to secure proper permission for an out-of-council call out. If this is not done, we will not be able to call your Scouts out at Camp Klaus.



MERIT BADGE INFORMATION

Merit badges are received for demonstrating that Scouts have acquired skills, not merely listening to a lecture or watching others do something. The Scout Leader's role is an important one in helping our Scouts "Be Prepared." After the Scout determines his goals, the Scoutmaster can help him prepare for camp; ensuring the Scout will be prepared to "Do His Best."

MERIT BADGE/PROGRAM SIGN-UP**

Registration for merit badges and other programs have been recently switched to an online system. You can sign-up for your merit badges **May 1st**.

Quick Guide: Click register by the week you are attending camp. Choose how many youth are registering. Register yourself as a guest or create account and login to a myRoster account. Complete your registration information, including Council, Unit Type, and Unit Number. Click each Attendee (Youth) that has an exclamation point and "Information Needed" by it. Fill in the Scouter information including First Name, Last Name, Age, and Scout Rank. To choose the schedule, simply click "Select Class" for each session time and choose from the offered courses at that time. When done selecting sessions and completing youth information, click through the summary tab. Verify everything is correct. Click the Checkout tab. Click the "Book Registration" button.

* **Please note:** In order to ensure older Scouts get priority, everyone will be placed on a waiting list for certain merit badges.

RANK AND AGE REQUIREMENTS

The Boy Scouts of America have no set age or rank requirements for working on merit badges (except a very few badges which list a prior award as a part of the requirements). It is very important, therefore, that Scout leaders guide their Scouts in making decisions on which badges to work on. Some merit badges are very easy and are ideal for newer Scouts; some are difficult and should be left until a boy is a bit older.

PLANNING









Merit badges at camp are offered on a schedule, to allow for more intense instructional time. Scout leaders are encouraged to assist each Scout in the planning and preparation of the merit badges which the Scout wishes to take. Most merit badges can have pre-camp preparation. Counselors are available in program areas from 9:00 a.m. until 12:00 p.m. and from 2:00 p.m. until 5:00 p.m. each day. On Thursday, program areas will close at approximately 4:00 p.m. in preparation for Family/Visitors' Night. Most merit badges at camp require the Scout to attend class every day, AND complete work outside of merit badge class.









SCOUTMASTER ROLE

The Scoutmaster has the first and last step in the merit badge process. He/she talks to a Scout to determine his needs, level of interest, amount of preparation, and helps guide the Scout to meaningful badge work. The Scoutmaster must approve a Scout to start a merit badge, and when the Scout is finished, the Scoutmaster must certify its completion.









CREDIT FOR MERIT BADGES


On Saturday morning, the Scoutmaster will pick up all merit badge completion and partial forms at the Camp Office. **Records will be kept at the Scout Service Center.** Partial completion forms from other years at camp will be accepted.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Archery		Field Sports	All Scouts	Practice is recommended before qualifying.		Class is limited to 16. Older Scouts will have priority.
Art		Handicraft	All Scouts		A sketchbook is recommended	
Astronomy		Ecology	All Scouts			Late night stellar observations.
Basketry		Handicraft	All Scouts		Basket Kit (\$5—\$10) Bought at camp	
Camping		Scoutcraft	2nd year campers and older	Req. 9	Equipment for overnight, requirements 5, 7, 8	Overnight
Canoeing		Aquatics	2nd year campers and older	Must have passed blue swimmer test		
Citizenship in the World		Eagle Quest	First Class or higher			Class is limited to 15. Older Scouts will have priority.
Climbing		Tower	3rd year campers and older	Be in good physical condition.		Class is limited to 12.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Communications		Eagle Quest	First Class or higher	Req. 5, 7		Class is limited to 15. Older Scouts will have priority.
Emergency Preparedness		Eagle Quest	2nd year campers and older	Req. 1, 2c, 6c, 7, & 9	First Aid Kit, Emergency Kit	Class is limited to 15. Older Scouts will have priority.
Environmental Science		Ecology	3rd year campers and older	Req. 4		
Exploration		Scoutcraft	14 years and older		Hiking boots, long sleeve shirt, and long pants	
First Aid		Eagle Quest	First Class or higher	Req. 2d	First Aid Kit	Class is limited to 15. Older Scouts will have priority.
Fishing		Ecology	2nd year campers and older	Fishing license required if you are 16 and older	Personal fishing pole and tackle recommended	Class limit is 12.
Geology		Ecology	2nd year campers and older			
Graphic Arts		Handicraft	All Scouts		Scouts provide a plain t-shirt for screen printing	

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Kayaking		Aquatics	2nd year campers and older	Must have passed blue swimmer test.		
Leatherworking		Handicraft	All Scouts		Project materials (\$5-\$10) Bought at camp	Class is limited to 16.
Lifesaving		Aquatics	2nd year campers and older	Must have passed blue swimmer test.		
Mammal Study		Ecology	All Scouts			
Orienteering		Scoutcraft	2nd year campers and older		Recommended to bring own compass	Class limited to 12.
Personal Fitness		Eagle Quest	2nd year campers and older	Req. 6, 7, & 8		Be in good physical condition.
Personal Management		Trading Post	2nd year campers and older	Req. 8		
Pioneering		Scoutcraft	3rd year campers and older			

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Public Speaking		Trading Post	2nd year campers and older			
Rifle Shooting		Field Sports	2nd year campers and older	Practice is recommended before qualifying.	\$5 activity fee for ammunition and targets. (This price is subject to change.)	Class is limited to 16. Older Scouts will have priority.
Rowing		Aquatics	All Scouts	Must have passed blue swimmer test.		
Salesmanship		Trading Post	2nd year campers and older			Scoutmaster approval needed to sell merchandise.
Scouting Heritage		BASE Camp	1st year campers			
Sculpture		Handicraft	2nd year campers and older		Project materials (\$5) Bought at camp	
Search and Rescue		Scoutcraft	14 years and older		Hiking boots, long sleeve shirt, and long pants	
Shotgun Shooting		Field Sports	3rd year campers and older	Practice is recommended before qualifying.	\$15 activity fee for ammunition and clays. (Price is subject to change.)	Class is limited to 10. Older Scouts will have priority.

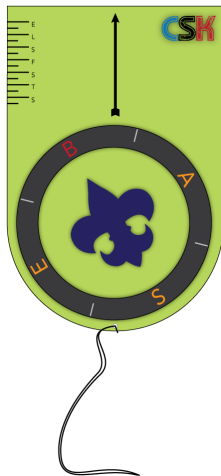
Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Small-Boat Sailing		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		
Space Exploration		Ecology	2nd year campers and older			
Swimming		Aquatics	All Scouts			
Wilderness Survival		Scoutcraft	2nd year campers and older	Req. 5 (prepare and bring a survival kit)		Overnight
Wood Carving		Handicraft	2nd year campers and older	Must have or need to earn Totin' Chip.	Scout must have his own pocket knife. Project materials (\$5) Bought at camp	Class is limited to 10. Wood carving materials are available at Trading post.

***Note: This is a tentative merit badge list. If changes to the merit badge list or schedule change, you will be notified.**

*** All material costs will be collected the first day of Camp.**

BASE Camp — “Beginning Advancement Skills for Eagle” Our First Year Camper Program

This program will continue to meet the needs of your Troop’s newest Scouts in their first trip to Camp Klaus. In addition to working on some basic requirements, Scouts will develop a strong foundation in Scouting centered around skills and hands-on activities. A large part of this program is to teach our newest Scouts the meaning of leadership and provide them with fun opportunities in their own BASE Camp campsite.



During the full-day program, the new Scouts will work on selected Tenderfoot through First Class requirements, the Scouting Heritage merit badge, and two merit badges in Ecology and Handicraft. Additionally, BASE Camp Scouts will have the opportunity to experience unique areas of camp, such as the Climbing Tower and Ice Cave, and discover what Klaus has to offer the next year they come to camp. (Note: Rank requirements will not be signed off by the staff personnel. That will be left up to the discretion of the Scout’s Troop leaders. A summary sheet of topics covered will, however, be provided to unit leaders.)

BASE Camp borrows from Baden-Powell’s Brownsea traditions. Scouts will become part of patrols within the group and instead of just practicing the skills necessary for rank advancement, they will put them to practical use building gadgets in their campsite and putting them to the test. We also encourage fun and letting first-year Scouts experience something in every program area of camp.

We are always excited to offer this program and feel that BASE Camp is the perfect way to get new Scouts integrated into the Boy Scout Program while still having a bunch of fun!

What Is Project COPE?

Project COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated activities. Low COPE events involve a group effort in which participants climb, swing, balance, and jump as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought they could.



Project COPE is an exciting outdoor activity that can attract and keep older boys in Scouting. It is designed to meet the needs of today's youth who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Participation is entirely voluntary.

A Project COPE course provides an opportunity for each participant to achieve success as an individual and as a member of a patrol or team. The activities are not designed to be competitive or to be races against time. The objectives include building teams; solving problems; making decisions; and developing trust, communication, leadership, and self-esteem as team members cooperate to achieve goals upon which they have agreed. The course is designed to foster personal growth in a shorter length of time than anything most people have experienced.

Project COPE

P R O J E C T
C O P E

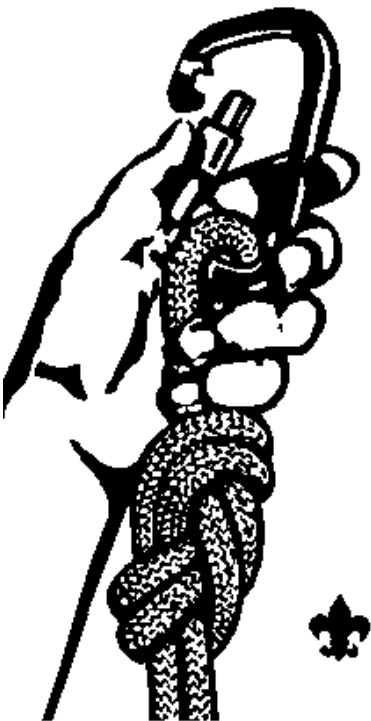
Objectives

Seven major goals are commonly associated with Project COPE activities:

1. Leadership development
2. Problem solving
3. Communication
4. Self-esteem
5. Trust
6. Decision making
7. Teamwork

Participation at Camp

- ◆ Scout Leaders have the opportunity to participate in Scoutmaster COPE, a time slot set aside during the week just for Scout Leaders to be facilitated through the Low COPE or High COPE course.
- ◆ Additional troop or group participation will be determined on a week-to-week basis. Troops can express interest to the COPE Director or Program Director during check-in and will be accommodated based on instructor availability.



C L I P I N T O
A D V E N T U R E

SCHEDULED BADGES VS OPEN PROGRAM?

Some program areas offer open program merit badges where Scouts can stop by the program area to work on most merit badges when their schedule allows. It is still required that a Scout go to an open program merit badge EVERY DAY. All other program areas run on a schedule which allows us to better monitor safety where needed and allows the staff to focus on individual merit badges, projects, and groups of Scouts. The scheduled badges also teach Scouts to be responsible when registering for badges. If a lack of time to work on projects and experiments is a concern for your Scouts, time is still available for Scouts to come by and work on these on their own if they so choose.

IS THIS SCHEDULE GUARANTEED FOR CAMP?

Although we will strive to offer merit badges at all the times listed, sometimes unique and unforeseen circumstances arise from week to week, and we may have to adjust the merit badge schedule as needed. That being said, we reserve the right to make any changes to the program schedule, at any time, for any reason.

WHY AREN'T THERE MORE EAGLE REQUIRED BADGES?

Camp C.S. Klaus is proud to offer 9 merit badges that are required for the rank of Eagle Scout. The list of Eagle-required badges that we don't offer is actually very limited and includes Citizenship in the Community, Cooking, Hiking, Family Life, and Sustainability.

WHAT IF I MISS A MERIT BADGE CLASS DUE TO OTHER PROGRAMS?

That's okay! If you miss some of your merit badge class, you will receive a partial form stating that you have done some parts of the merit badge, but not all of them. You can then go home and finish the requirements that you missed with a merit badge counselor for that badge. We believe that summer camp is much more than a place to earn merit badges. We actually encourage you to enjoy summer camp in whatever way best suits you.

SOME IMPORTANT THINGS TO CONSIDER

You will notice that there may be some merit badges that you want to take that interfere with each other. Please keep in mind that we understand this, and we believe that it is okay - you shouldn't be able to complete every single merit badge that you want in one summer. If you could, what would be the point of coming back to camp the next year? So please plan on having to make some tough decisions and then focus on enjoying the ones you do choose. If you plan on taking a certain merit badge but find we have rescheduled it by the time you arrive at camp, we apologize in advance. But, as mentioned earlier, sometimes we will have to adjust the schedule week-to-week to make it work given the Scouts and resources available.

Camp also has a lot more to offer than just merit badges, so we encourage you to take some time to try out some of our other great programs and activities. If camp were just about merit badges, we wouldn't stay in business for very long. Participate in games, earn awards, make new friends, or just take a stroll through camp. The bottom line is to enjoy your experience at camp and make memories to last a lifetime!

COMMISSIONER AWARDS

All of these awards are moderated and awarded by our Camp Commissioner. Be sure to speak with him/her to receive a requirement list for each award.

- ◆ **Top Campsite:** This award is given to the campsite who has the best average score from the daily campsite inspection.
- ◆ **Baden-Powell Troop Award:** This award recognizes troops in camp who demonstrate Scouting spirit and skill. This award can be earned annually by any unit who meets the requirements.
- ◆ **William D. Boyce Award:** This award is given to individual Scouts who complete a set list of requirements challenging them to experience all that camp has to offer.
- ◆ **Scoutmaster Merit Badge:** A favorite among leaders. Some aspects of this badge are challenging while others are downright goofy. This is an award for leaders who want to experience camp just like their Scouts.

OPEN PROGRAM TIME OFFERINGS

Throughout the day, and during scheduled times from 4-5 p.m. each day, areas are open and offer a variety of activities including Open Shoot and Open Swim, among others. Be sure to listen during mealtimes in Munter Lodge for announcements regarding these events.

ADDITIONAL AWARDS/ACTIVITIES

Be sure to send Scouts to Scoutcraft for awards such as Totin' Chip or activities like the Scoutcraft Olympics. Help Ecology find the Snipe or Tree of the Day. Participate in a challenge at Archery, or climb a challenge route at the Climbing Tower. Join Aquatics for the Polar Bear Swim or participate in the mile swim, snorkeling, or paddle boarding awards. Other awards and activities will be presented throughout the week as they become available so stay tuned!

For leaders, our Climbing Tower offers Climb On Safely for leaders who prefer studying with a person instead of a computer. Additional training opportunities include Safety Afloat, Safe Swim Defense, and Trek Safely. Talk to the Camp Commissioner at the Scoutmaster meeting to sign up for one of these training opportunities.

2018 Camp C.S. Klaus Boy Scout Program Schedule							
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00 AM					Polar Bear Swim		Abbreviation Key: DH = Dining Hall PG = Parade Grounds TP = Trading Post
7:50 AM		Flag Raising	Flag Raising	Breakfast on the Hill	Flag Raising	Flag Raising	
8:00 AM		Breakfast	Breakfast		Breakfast	Breakfast	
9:00 AM		Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	
10:00 AM							
11:00 AM							
12:00 PM		Lunch	Lunch	Lunch on the Hill	Lunch	Lunch	
1:00 PM	Welcome! Troop Check-In, Med Checks, Swim Checks, Camp Tour, Safety Talks, Troop Photos	Program Areas Closed, Sports Tournaments (PG)				Staff vs. Scoutmaster Volleyball	
2:00 PM							
3:00 PM		Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	
4:00 PM							
5:00 PM	Flag Lowering (5:30) and DH Procedures						
5:50 PM	Supper	Flag Lowering	Flag Lowering	Flag Lowering	Visitor Night Activities & Programs		
6:00 PM		Supper	Supper on the Hill	Supper	Supper	Supper	
6:45 PM							
7:00 PM	SPL and SM Meeting (PG)				5:00-7:00 Dinner (DH)		
7:30 PM	Emergency Drills at Parade Grounds	Monday Night Games	Chapel (8:10-8:30)	Water Follies	6:30-7:30 - Open Climb & Open Shoot	Merit Badge Roundup	
8:00 PM			Flag Retirement Ceremony		8:30 - Campfire		
8:30 PM					9:00 - OA Ceremony	Flag Lowering (PG) and Closing Campfire	
9:00 PM	Flag Lowering (PG) and Opening Campfire	OA Ice Cream Social		Game Night	Centurion Dance-Off		
9:15 PM							

2018 Program Schedule

2018 Tentative Menu

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast		Breakfast pie Toast/Bread Cold Cereal Hot Cereal Fruit Juice Milk	Pancakes Sausage Links Applesauce Cold Cereal Hot Cereal Fruit Juice Milk	Sausage Patty Egg Patty Cheese Bun Cold Cereal Hot Cereal Oatmeal Fruit Juice Oranges Milk (meal on hill)	Baked French Toast Sausage Cold Cereal Hot Cereal Fruit Juice Milk	Scrambled Egg Ham Cold Cereal Hot Cereal Muffin Juice Milk	Cinnamon Roll Cold Cereal
Lunch		Chicken Nuggets Tator Tots Corn Relishes Peaches Bar	Walking Taco-2 Taco Meat Taco Chips or Shells Relishes Cookie Bar	Cold Cut Sandwiches (2) Bread Chips Apples Cookie (meal on hill)	Hot Dog on bun Fries Relishes Apple Dessert Pears	Mac and Cheese Peas Mixed Fruit Relishes Cookie Bar	
Supper	Chicken Cordon Bleu Baked Potato Green Bean Pudding	Goulash Garlic Bread Carrots Cake	Chicken Pot Pie Relishes Fruit Cobbler (meal on hill)	Ham and Scalloped Potatoes Mixed Vegetables Brownie	Burger or Brat Pasta Salad Coleslaw Baked Beans Chips Cake	Roast Pork Mashed Potato Gravy Corn Ice Cream	

Breakfast in Dining Hall will have assorted fresh fruit, fruit juice, milk and water—coffee will be available for adults. Lunch in Dining Hall will have juice, milk, water, unsweetened iced tea—coffee will be available for adults. Supper in Dining Hall will have juice, milk, water, unsweetened iced tea; the following is available on tables; bread, butter, jelly, condiments and peanut butter.

Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, Ranch, French or Vinaigrette dressings and a Hot Soup option

Breakfast and Supper in Dining Hall are served family style, Lunch is buffet style. Meals on hill are packed and sorted in Dining Hall by unit/campsite and taken to sites by Vehicle, milk comes up approximately 15 minutes before meals. After all meals on hill, containers with remaining food should be returned to Dining Hall and garbage should be taken to road side in campsite for pick up. Any special requests should be made in advance to the Camp Health Officer, Cook and Director.

** Meal on hill, chicken stew with biscuits in dutch oven, units still get Carrots, Celery, Green Pepper, Onion and Ranch dressing for relishes.

Anyone with special dietary needs will need to meet the Head Cook on Sunday before supper.

ADULT LEADER TRAINING

Summer camp is a great time for new and experienced leaders to get trained. An opportunity will be provided each week for Scout leaders to take part in a variety of adult leader training while at camp. We encourage all leaders to participate.

DURING YOUR WEEK AT CAMP

- ◆ If you have a special skill or knowledge about a certain merit badge and would like to assist or train, call us at the Council Service Center so we can talk with you, or see the director during your week of camp. If you would like to, you could even offer to teach a special merit badge during your stay at camp, like a Twilight Merit Badge! If there are extra leaders with your troop, we encourage them to help out with the BASE Camp program. Adults can always help in any area.
- ◆ Use some of your time to schedule a service or conservation project. Unsure of what to do? Contact the Camp Ranger or the Camp Director.

COUNSELOR-IN-TRAINING

The aim of the Counselor-In-Training (CIT) program is to provide 14 -15 year-old Scouts with the proper setting for a week of limited educational training to work with the resident staff. The program gives a Scout the opportunity to present and develop his instructing and leadership skills. It also provides the program area directors, Program Director and Camp Director an opportunity to work with the young Scout in preparation for their being a staff member in future years.

Qualifications

- ◆ Be at least 14 years of age
- ◆ Have an interest and knowledge of skills in the camping area
- ◆ Have a complete summer uniform (includes Scout shirt, Scout shorts/pants and Scout socks)

Responsibilities

- ◆ Reports to the Program Director
- ◆ Participate in staff meetings
- ◆ Adhere to all policies and requirements as stated in the resident camp staff guidebook
- ◆ Carry out responsibilities in assigned areas
- ◆ Carry out other responsibilities as required

Other

- ◆ CITs will receive one Camp Staff t-shirt
- ◆ No credit will be given at the trading post
- ◆ An evaluation is given to the CIT Saturday morning
- ◆ CITs will be able to check out of camp in the morning on Saturday, after assisting with duties
- ◆ There will be no cost to the CIT for camping or meals
- ◆ CITs will camp with resident staff
- ◆ Advancement or earning of awards cannot be done as CIT

Applications are available at the Council Service Center or online at www.scoutsiowa.org/boy-scout-camp/

Youth Release History

Permission for a Scout to Depart from the Premises

INSTRUCTIONS:

Youth desiring to leave camp prior to the Pack's/Troop's departure or not as a part of the Pack/Troop must have a release signed by their parent(s)/guardian and approved by the unit leader. Youth will normally only be permitted to leave accompanied by their parent(s)/guardian. The form below must be used in handling all such departures.

In an emergency, it may not be possible for a parent(s)/guardian to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived, asking for the release of the youth. This information should document the person from whom the call was received, verify telephone confirmation of the parent/guardian asking for release of the youth, and give detailed reasons for the requested release.

REQUEST IS MADE THAT _____

HOME ADDRESS _____ CITY/ST/ZIP _____

PACK/TROOP _____ CAMPSITE _____

BE PERMITTED TO LEAVE CAMP FOR THE FOLLOWING REASON:

THE YOUTH IS TO LEAVE ON DATE: _____ TIME _____

ACCOMPANIED BY: _____

THE YOUTH IS TO RETURN ON DATE _____ TIME _____

In signing the request for release, BSA and the youth's parent(s) or guardian(s) mutually acknowledge that there will be no refund of the camp fee. Upon the youth's departure from the camp the BSA or its representatives shall not be liable for any loss or injury to the youth's person or property.

This request is made by: (Parent's or guardian's signature required except as noted for emergency departure requests.)

PARENT/GUARDIAN SIGNATURE _____

TELEPHONE NUMBER (Home) _____ (Mobile) _____

UNIT LEADER'S SIGNATURE OF APPROVAL _____

Before leaving the camp, youth must check out with their unit leader and the camp headquarters.

APPROVALS:

SIGNED: _____ UNIT LEADER, UNIT # _____ DATE: _____

SIGNED: _____ CAMP DIRECTOR DATE: _____

2018 Camp C.S. Klaus Leader/Parent Guide

Program Area	Merit Badge	9:00-10:00	10:00-11:00	11:00-12:00	12:00-1:00	1:00-2:00	2:00-3:00	3:00-4:00	4:00-5:00	
Aquatics	Canoeing	x			Lunch	Area Closed	x		Open Swim	
	Kayaking			X				X		
	Lifesaving		x							X
	Rowing									X
	Small Boat Sailing		x							
	Swimming			X						X
BASE Camp	Tenderfoot Req.	Program Area Open, work on requirements/merit badges indicated		Visit Climbing, Ecology, and Handicraft or Swimming Merit Badge	Lunch	Area Closed	Program Area Open, work on requirements/merit badges indicated			
	First Class Req.									
	Second Class Req.									
	Scouting Heritage									
Eagle Quest	Citizenship in the World	x			Lunch	Area Closed	x			
	Communications			X					X	
	Emergency Preparedness		X						X	
	First Aid	X						X		
	Personal Fitness		X							X
	Public Speaing			X						
Ecology	Astronomy			X	Lunch	Area Closed	x			
	Environmental Science		X						X	
	Geology			X				X		
	Fishing	x								X
	Mammal Study	x								X
	Space Exploration		X						X	
Field Sports	Archery			X	Lunch	Area closed	Open Shoot	x	Open Shoot	
	Rifle	X		X						
	Shotgun		X							X
Handicraft	Art		X		Lunch	Area Closed		X		
	Basketry			X				X		
	Graphic Arts			X					X	
	Leatherworking	X						X		
	Sculpture	X								X
	Wood Carving		X							X
Scoutcraft	Camping		X		Lunch	Area Closed		X		
	Exploration	X								X
	Orienteering			X				X		
	Pioneering		X					X		
	Search and Rescue	X								X
	Wilderness Survival			X					X	
Tower	Climbing	x	x	Open Climb	Lunch	Tower Closed/COPE Open				
Trading Post	Personal Management				Lunch	Area Closed	x			
	Salesmanship		X							

2018 Merit Badge Schedule

Pre-Camp Checklist

- Verify OA Unit Elections are held prior to camp and leaders should bring their copy of the Unit Election form to camp.
*Out-of-Council units see page 14
- Conduct a parents night so they are informed about their sons' plans for summer camp
- Arrange leadership, transportation, finance
- Set up any camperships, if necessary, get completed forms turned in
- Medical forms turned in, including forms required for medications (self-administered, prescription, and non-prescription)
- Counsel Scouts on merit badge program
- Submit Pre-Camp Meeting Form
- Attend pre-camp orientation at the Spring Camporall
- Fees due in by April 30, 2018 or late fee will be charged per person
- Provide each family with map to Klaus, mailing address, phone number and a list of personal equipment
- Make plans for the Family Night meal at Camp Klaus—take a pre-count and submit a number
- Fill out camp rosters (with extra copies) to have one set ready to turn in at check-in
- Verify transportation methods
- Load troop equipment
- Don't forget to review items with first-year parents. Remind them that all youth should remain until Saturday morning
- Extra funds for emergencies
- List of anyone with medicines and the correct directions
- List of any special allergies, special food requirements, or special teaching needs
- Youth Protection Training and register all Leaders

Notes

Notes