



# 2022 Leader/Parent Guide



BOY SCOUTS  
OF AMERICA®

NORTHEAST IOWA COUNCIL



# 2022 Leader/Parent Guide

## FOR LEADERS AND PARENTS

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## Foreword by the Camp Director

Parents, Leaders, and All Who Scout,

Hello there!

My name is Tom Mayer, and it is my privilege to serve as the Camp Director at Camp C.S. Klaus this summer, 2022.

I think I speak for everyone from the 2021 camping season when I say—**wow!** We had an extraordinary summer. Beautiful weather, smiling faces, bustling activities, and a summer full of fun. I have never felt so happy with a season of summer camp!

That is the energy with which I write you today. I cannot wait for you to see what we have in store this year at Camp Klaus. Improvements to facilities, expansions in our programming, and a full-force return of many of our veteran staff. Yes, I think the summer of 2022 is going to be excellent.

That brings me to my next point—grave news! A strange ship landed at camp, hailing from a galaxy far, far away... It brought news of a struggle between light and dark, and now the struggle has come to Camp Klaus!

When I told the crew from the ship about our Camp and the great Sc0uts and Sc0uters who come out during the summer, they saw great potential in all of you! But you must choose—will you help the light or the dark? Can you bring balance to the great struggle across the stars?

Join us in various activities while you're here! Each activity was inspired by a different planet, described to us by the strange visitors. We're excited to show you what we know, feeling better and more balanced than ever!

May the Spirit of Scouting be with you!



Tom Mayer

2022 Camp Director

Camp C.S. Klaus

Northeast Iowa Council



## 2022 Cub & Family Camp Sessions

<p><b>Cub Day Camp</b></p> <p><b>North:</b> June 18 @ Camp C.S. Klaus</p> <p><b>South:</b> July 23 @ Grandview United Methodist Church in Dubuque</p>	<p><b>June Overnight Cub Camp</b></p> <p>June 25—26</p> <p>Camp C.S. Klaus</p>
<p><b>WEBELOS Weekend</b></p> <p>July 8—10</p> <p>Camp C.S. Klaus</p>	<p><b>July Overnight Cub Camp</b></p> <p>July 16—17</p> <p>Camp C.S. Klaus</p>

## 2022 Camping Fees

### Cub Overnight

**Youth:** \$95 (\$115 after May 15)

**Adults:** FREE!

### WEBELOS Weekend

**Youth:** \$125 (\$145 after May 15)

**Adults:** \$50 (No late fee)

**Cub Day Camp:** \$35 per Youth

### CANCELLATIONS

If it is necessary for a family to cancel a reservation prior to coming to camp, the 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, 2022. 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.

**Fees are not refundable for homesickness.**

### **Camp C.S. Klaus**

#### Physical Address

28157 Horseshoe Rd.  
Greeley, IA 52050  
**Phone: (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**

**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



## Local Padawan Day Camps

### *Dates and Times*

**North-** June 18, 2022 Camp C.S. Klaus  
**South-** July 23, 2022 Grandview United Methodist Church, Dubuque  
**Check-In-** 9:00 AM  
**Depart-** 3:00 PM



### *Attending*

#### **Fees & Registration**

The cost of this camp is \$35.00 per Cub Scout or non-scout and adult partner. Registration is limited to the first 100 Scout/adult pairs that sign up per weekend. Each Scout will receive a patch and shirt for attending.

#### **Who Should Attend?**

This summer camp experience is open to any Cub Scouts through 5th grade, but is designed primarily for younger Cubs and non-Scout youth in Kindergarten through 5th grade.

### *Leaders and Parents*

#### **Parent-to-Child Ratio**

Each Scout must be accompanied by a parent or guardian. In most cases, this will be a parent or direct relative of the child. In some special cases, it may be a friend of the family or another well-trusted adult. If the adult is not a parent of the child. For families with more than one child in Scouting, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

### Schedule

**9:00 - 9:30** Check-In  
**9:30 - 11:50** Program Rotation  
**11:50 - 12:20** Lunch (Bring a sack lunch)  
**12:20 - 2:45** Program Rotation  
**2:45 - 3:00** Closing  
**3:00** Departure

### **Day Camp Packing List**

#### Personal Items

- Swimwear and Towel
- Sunscreen (SPF 30+)
- Insect Repellent
- Water Bottle
- Sack Lunch

#### VERY IMPORTANT

- Signed and completed BSA Annual Health & Medical Record (Parts A&B)
- Prescription Medications



# **Cub Scout Overnight Woodoo Camp**

## *Dates and Times*

**June Overnight** — June 25—26, 2022

**July Overnight** — July 16—17, 2022

**Arrive** — Saturday, 10:00 AM

**Depart** — Sunday, 9:00 AM

## *Attending*

### **Fees & Registration**

The cost of this camp is \$95.00 per Cub Scout and adult partner. Additional adult leaders are \$50.00 per person. Registration is limited to the first 96 Scout/adult pairs that sign up per weekend. Each Scout will receive a patch for attending; they will also be available for purchase by adults in attendance.

### **Who Should Attend?**

This summer camp experience is open to any Cub Scouts entering Kindergarten through 5th grade, but is designed primarily for younger Cubs. For older youth, we recommend the Webelos Weekend.

## *Leaders and Parents*

### **Parent-to-Child Ratio**

For this overnight camp, each Scout must be accompanied by a parent or guardian. In most cases, this will be a parent or direct relative of the child. In some special cases, it may be a friend of the family or another well-trusted adult. If the adult is not a parent of the child, they may not share a tent with the child. For families with more than one child in Scouting, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

### **Check-in**

Parents, be advised! Check -in happens between 10:00-11:00 am, and our campsites leave as groups. If you arrive after 11:00 am, your site may have left already, and you may need to tour with another campsite.

## *Dining*

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, Crotons, Bacon Bits, Ranch, French or Vinaigrette dressings.

All Meals in Dining Hall are served buffet style. Please inform camp leadership or the Council Service Center of any dietary restrictions while registering.



# Cub Scout Overnight Schedule and Menu



## SATURDAY

- 10:00 - 11:00 Check-In & Welcoming Activities
- 11:00-11:50 Camp Tour, Settle into Campsites
- 12:00 - 1:00 Lunch at Munter Lodge
- 1:00 - 5:00 Program Areas Open
- 5:50 - 6:00 Flag Lowering at Munter Lodge
- 6:00 - 7:00 Dinner
- 7:00 - 8:15 Evening Program (Announced at Dinner)
- 8:30 - 9:15 Campfire (Gather in Parade Grounds)
- 10:00 Lights Out

Breakfast (Sun.)	Lunch (Sat.)	Dinner (Sat.)
French Toast Sticks	Chicken Nuggets	Goulash
Sausage	Tater Tots	Garlic Bread
Cold Cereal	Corn	Carrots
Hot Cereal Oatmeal	Peaches	Ice Cream
Fruit Juice	Bar/Cookie	
Fresh Fruit		

## SUNDAY

- 7:50 - 8:00 Flag Raising At Munter Lodge
- 8:00 - 9:00 Breakfast
- 9:00 Departure

**\*\*Participants of the bolded programs must be there at the beginning of the program in order to participate.\*\***

	Ecology	Handicraft	Scoutcraft	Climbing	Aquatics	Archery	BB Guns
<b>Saturday</b>							
1:00 - 1:30	<b>Volcanoes of Mustafar</b>	Crafts of Alderaan	AT-AT Takedown				
1:30 - 2:00	<b>Volcanoes of Mustafar</b>	Crafts of Alderaan	AT-AT Takedown				
2:00 - 2:30	Know your Enemy	<b>Jedi Academy</b>	<b>Surviving Endor</b>	Repairs of Bospin (Open Climb Opens 1:30)	Exploring Kamino (Opens 1:30)	Mandalorian Sharp Shooting (Open Shoot Opens 1:30)	
2:30 - 3:00	Know your Enemy	<b>Jedi Academy</b>	<b>Surviving Endor</b>				
3:00 - 3:30	<b>Volcanoes of Mustafar</b>	Crafts of Alderaan	AT-AT Takedown				
3:30 - 4:00	<b>Volcanoes of Mustafar</b>	Crafts of Alderaan	AT-AT Takedown				
4:00 - 4:30	Know your Enemy	<b>Jedi Academy</b>	<b>Surviving Endor</b>				
4:30 - 5:00	Know your Enemy	<b>Jedi Academy</b>	<b>Surviving Endor</b>				

### Program Offerings

**Volcanoes of Mustafar:** Discover the exploding volcanoes of Mustafar and the geology within! Here Scouts will build volcanoes and learn about geology.

**Know your Enemy:** There are enemies within the republic. Do you know how to identify and defeat them? Here Scouts will learn about poisonous plants and creatures.

**Crafts of Alderaan:** Alderaan was famous for its bead art. Come visit Handicraft and become a masters craftsman. Scouts will be making bead art and other crafts.

**Jedi Academy:** Do you have what it takes to become a jedi? Come up to handicraft to craft your own lightsaber and become a jedi.

**AT-AT Takedown:** "That armor's too strong for blasters" Help takedown the AT-AT's before Endor falls. Scouts will enjoy a new game as well as learn a few knots.

**Surviving Endor:** Can you survive a night on Endor? Learn how to build a campfire and shelter so you can!

**Repairs of Bospin (Open Climb):** Bospin is in need of repairs can you reach the top? Come to the tower and see!

**Exploring Kamino:** Try your hand on the rolling log and splish and splash as you slide at Lake John Deere!

**Mandalorian Sharp Shooting (Open Shoot):** Check out Field Sports! Try your hand at shooting a BB gun or test your aim at



# Webelos Apprentice Weekend

## *Dates and Times*

**WEBELOS Weekend** — July 8—10, 2022

**Arrive** — Friday, 1:00 PM

**Depart** — Sunday, 9:00 AM



## *Attending*

### **Fees & Registration**

The cost of this camp is \$125.00 per Cub Scout. Adult leaders are \$50.00 per person. Registration is limited to 160 total campers, including both youth and adults, and is taken on a first-come, first-serve basis. Each camper (both youth and adult) in attendance will receive a patch.

### **Who Should Attend?**

This summer camp experience is only open to Webelos Scouts (children entering 4th or 5th grade). Younger Cubs are encouraged to attend the Cub Scout Overnight Camp or Cub Day Camp.

## *Leaders and Parents*

### **Leader/Parent-to-Child Ratio**

For this three-day, two-night camp, each pack must provide at least one registered adult leader with current Youth Protection Training for every four Scouts. Packs must work this out as families are sending in registrations – we will not keep track of whether packs are satisfying this ratio at the Council Service Center. If children show up without the minimum number of leaders, they may be sent home. Packs are always encouraged to send more than the minimum number of leaders. Or a Scout may attend one-on-one with their parent.

### **Check-in**

Parents, be advised! Check –in happens at 1:00 pm, and our campsites leave as groups. If you arrive after 2:00 pm, your site may have left already, and you may need to tour with another campsite.

## *Dining*

**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, Crotons, Bacon Bits, Ranch, French or Vinaigrette dressings.

# Webelos Weekend Schedule and Menu

## FRIDAY

- 1:00 - 2:00 Check-In at Parade Grounds
- 2:00 - 3:00 Camp Tour, Settle into Campsites
- 3:00 - 5:00 Program Areas Open
- 5:50 - 6:00 Flag Lowering at Munter Lodge
- 6:00 - 7:00 Dinner
- 8:15 - 9:15 Campfire (Gather in Parade Grounds)
- 10:00 Lights Out

## SATURDAY

- 7:50 - 8:00 Flag Raising at Munter Lodge
- 8:00 - 9:00 Breakfast
- 9:00 - 12:00 Program Areas Open
- 12:00 - 1:00 Lunch at Munter Lodge
- 2:00 - 5:00 Program Areas Open
- 5:50 - 6:00 Flag Lowering at Munter Lodge
- 6:00 - 7:00 Dinner
- 7:00 - 8:30 Evening Program (Announced at Dinner)
- 10:00 Lights Out

## SUNDAY

- 7:50 - 8:00 Flag Raising at Munter Lodge
- 8:00 - 9:00 Breakfast
- 9:00 Departure

	Breakfast	Lunch	Supper
Friday			Chicken; Mashed Potato; Green Beans; Pudding
Saturday	French Toast Sticks; Sausage Cereal; Oatmeal; Fruit Juice; Fresh fruit; Milk	Hot Dogs; Baked Beans; Relishes; Chips; Bar/Cookie	Ham and Scalloped Potato; Mixed Vegetables; Brownie
Sunday	Cinnamon Roll; Cereal; Fresh Fruit		



## Webelos Apprentice Programs

(See Schedule on Page 13)



**Planet Exploration (Into the Woods):** Scouts will learn to identify the plants and trees of Planet Earth.

**Animals of Kashyyyk:** Here Scouts will learn about the creatures located at Klaus

**Into the Core (Earth Rocks!):** Scouts will hunt for, identify, and test rocks.

**Knowing Your Enemy:** There are enemies within the republic. Do you know how to identify and defeat them? Here Scouts will learn about poisonous plants and venomous creatures.

**Crafts of Alderaan:** Alderaan was famous for its bead art. Come visit Handicraft and become a master craftsman. Scouts will be making bead art and other crafts.

**Galaxy Symbols (Art Explosion):** Create you own symbolic masterpiece to launch into the galaxy.

**Spaceship Blast Off:** Want to build and launch your own spaceship? Come up to Handicraft and see it fly!

**Jedi Academy:** Do you have what it takes to become a Jedi? Scouts will craft their own lightsaber and become a Jedi.

**AT-AT Takedown:** "That armor's too strong for blasters" Help take down the AT-AT's before Endor falls. Scouts will enjoy a new game as well as learn a few knots.

**Cracking the Code:** Scouts will learn about codes and try their luck at cracking top secret codes.

**Imperial Engineering(Engineer):** Scouts will use blueprints to create their own engineering project.

**Surviving Endor (Castaway):** Can you survive a night on Endor? Learn how to build a campfire and shelter so you can!

**Galactic League(Sports):** Shockball isn't on the docket, but Scouts will enjoy a variety of sports, including football, basketball, baseball, or soccer.

**Lightsaber First Aid (First Responder):** Scouts will learn how to assess and treat blaster and lightsaber wounds, as well as earthly first aid.

**Dead Space (Game Design):** Create your own games to play while travelling the vast realms of space.

**Repairing Bepin:** Bepin is in need of repairs. Can you reach the top of the climbing tower to help?

**Force Senses (Aware & Care):** "May the Force be with you." Scouts will develop their Force senses through activities that simulates blindness or mobility impairment.

**Exploring Kamino:** Try your hand on the rolling log while you splish & splash as you slide at Lake John Deere!

**Dellaltions (Aquanaut):** Become a Swimmer of Dellalt. Scouts will learn basic rescue techniques, swimming strokes, and attempt the BSA swimmer test.

**Mandalorian Sharp Shooting :** Check out Field Sports! Try your hand at shooting a BB gun or test your aim at archery!

### Hey, Parents!

In Cubs and Webelos, *you* are the authority in advancement! We provide this list of covered requirements for your records. This also helps you know which requirements to wrap-up at home!

<b>Aquanaut</b> —	1, 2, 3, 4, 6	<b>Art Explosion</b> —	1, 2, 3
<b>Aware and Care</b> —	1, 2, 3	<b>Castaway</b> —	1, 2b, 2c
<b>Earth Rocks!</b> —	1, 2, 3, 4, 5	<b>Engineer</b> —	1, 2a, 2b
<b>Game Design</b> —	1, 2, 3, 4	<b>First Responder</b> —	1, 2, 3, 4, 5, 8
<b>Into the Woods</b> —	1, 2, 3, 4, 6	<b>Sports</b> —	1, 2, 3a, 3b, 3c

**\*\*Participants in the bolded programs should be present at the beginning of the program to experience it in-full.\*\***

	Ecology	Handicraft	Scoutcraft	Owl's Roost	Climbing	Aquatics	Archery	BB Guns
<b>Friday</b>								
3:00-4:00	<b>Planet Exploration (Into the</b>	Crafts of Alderaan	AT-AT Takedown	<b>Galactic League (Sports)</b>	Repairing Bospin (Open Climb)	BSA Swim Test & Open Swim	Mandalorian Sharp Shooting— (Open Shoot)	
4:00-5:00	Animals of Kashyyyk	<b>Galaxy Symbols (Art Explosion)</b>	AT-AT Takedown	<b>Galactic League (Sports)</b>				
<b>Saturday</b>								
9:00-9:30	<b>Into the Core (Earth Rocks!)</b>	<b>Spaceship Blast Off</b>	Cracking the Code	<b>Lightsaber First Aid (First Responder)</b>	<b>Force Senses (Aware &amp; Care)</b>	Dellaltions (Aquanaut)	Mandalorian Sharp Shooting— (Open Shoot)	
9:30-10:00			Imperial Engineering (Engineer)					
10:00-10:30	Animals of Kashyyyk	<b>Jedi Academy</b>	Surviving Endor (Castaway)	<b>Dead Space (Game Design)</b>	Repairing Bospin (Open Climb)	Exploring Kamino (Open Swim)		
10:30-11:00								
11:00-11:30	Knowing Your Enemy	<b>Galaxy Symbols (Art Explosion)</b>						
11:30-12:00								
2:00-2:30	<b>Into the Core (Earth Rocks!)</b>	<b>Spaceship Blast Off</b>	Cracking the Code	<b>Lightsaber First Aid (First Responder)</b>	<b>Force Senses (Aware &amp; Care)</b>	Dellaltions (Aquanaut)		
2:30-3:00			Imperial Engineering (Engineer)					
3:00-3:30	Animals of Kashyyyk	<b>Jedi Academy</b>	Surviving Endor (Castaway)	<b>Dead Space (Game Design)</b>	Repairing Bospin (Open Climb)	Exploring Kamino (Open Swim)		
3:30-4:00								
4:00-4:30	Knowing Your Enemy	<b>Galaxy Symbols (Art Explosion)</b>						
4:30-5:00								

## Cub Scout Overnight Packing List

**MAKE SURE ALL ITEMS ARE MARKED  
WITH NAME AND PACK NUMBER**

### Clothing Items

- Scout Uniform
- 1-2 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 1-2 Sets of Underwear & T-shirts
- Hiking Boots/Gym Shoes
- Shorts
- Rugged Jeans or Pants

### Camping Gear

- Sleeping Bag
- Pack or Duffel Bag
- Water Bottle
- Small Bag to carry with you
- Dirty Clothes Bag
- Bedroll (if desired)

### Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Washcloth
- Deodorant

### Camp Necessities

- Flashlight w/Extra Batteries
- Clothesline w/Pins
- Personal First-Aid Kit
- Pocket Knife (3rd grade & older)
- Whittling Chip Card
- Fishing Gear
- Sunscreen (SPF 30+)
- Camera
- Spending Money

### VERY IMPORTANT

- Signed and completed BSA Annual Health & Medical Record (Parts A&B)
- Prescription Medications

### TAKE NOTE

Electronic equipment is prohibited for Scouts during program, and Scouts will not have access to wi-fi.

We encourage you and your Scout to bring what you need to be comfortable. However, we do encourage families to embrace the outdoor experience and leave some comforts at home.

## Webelos Weekend Packing List

### Clothing Items

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

### Camping Gear

- Sleeping Bag
- Pack or Duffel Bag
- Water Bottle
- Small Bag to carry with you
- Dirty Clothes Bag
- Bedroll (if desired)

### Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Washcloth
- Deodorant

### Camp Necessities

- Flashlight w/Extra Batteries
- Clothesline w/Pins
- Personal First-Aid Kit
- Pocket Knife (3rd grade & older)
- Whittling Chip Card
- Fishing Gear
- Sunscreen (SPF 30+)
- Camera
- Spending Money

### VERY IMPORTANT

- Signed and completed BSA Annual Health & Medical Record (Parts A&B)
- Prescription Medications

### TAKE NOTE

Electronic equipment is prohibited for Scouts during program, and Scouts will not have access to wi-fi.

## **Camp Klaus Facility Policies**

### **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 individual or Pack.

### **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 pack number. Each Scout needs to take care of and safeguard their 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!

### **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.

### **SHOWER HOUSES**

Each shower stall has its own entrance and is private.

### **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.

### **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 stay.**

### **SUPPLIES**

The Quartermaster is open each day. Toilet paper, trash bags, and various tools and equipment may be obtained from the Commissioner.

### **CAMP HOUSING**

Camp Klaus provides the following at each campsite: two-person tents on wooden platforms, cots (2 per tent), flagpole, latrine-washstands, picnic tables, and a fire ring. **Tent platforms are not to be moved off their foundations!** 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!

## **Camp Klaus Dining**

### **MEALS IN MUNTER LODGE**

Camp C.S. Klaus is known for its plentiful and mouthwatering meals. All meals will be served buffet style, at the times found in the schedule. Please inform camp leadership or the Council Service Center of any dietary restrictions when registering.

### **TRADING POST**

The Millstream Traders Trading Post is stocked with snacks, crafts, toiletries, t-shirts, patches and camping gear. Hours will be posted at the Trading Post.

## **Health and Safety**

### **COMMUNICABLE DISEASES**

Please visit the Northeast Iowa Council's website at [www.scoutsiowa.org](http://www.scoutsiowa.org) for the latest information on current policies regarding communicable diseases and their impacts on Camp Klaus.

### **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. 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**

All campers, youth and adult must use the BSA Annual Health & Medical Record for the physical exam. Sections A and B must both be completed.

### **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 youth's name, medication name, time to be administered, and quantity to be administered. The Allergies/Medications Consent Section on Part B of the Annual Health & Medical Record **MUST** be filled out by a parent/guardian and turned in at check-in. Parents 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 themselves-administered medicine such as an Epi-Pen or an inhaler, the parent **MUST** check "Yes" or "No", authorizing your Scout 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 Health & Medical Record, you are allowing the Health Medical Officer to dispense any over the counter/non-prescriptions to your Scout at camp.

**(The Health & Medical Record can be found at [www.scouting.org/health-and-safety/ahmr/](http://www.scouting.org/health-and-safety/ahmr/))**

### **DISCIPLINE**

The Unit Leaders/parents are responsible for the discipline and order of their own Scouts. The Camp Staff will not assume the responsibility for, or interfere with, unit/parental discipline unless it directly involves the health and safety of youth or the Unit Leaders/parents are not present at the time of the problem. The Camp Director will be appraised of any problem by the staff member and will refer them to the unit leader/parent. 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.**



### **DRESS CODE**

Scouts/Leaders will be asked to wear the Scout field (class-A) uniform to flag lowering, dinner, and at campfires. At all other times, with the exception of Aquatics, youth and adults are expected to adhere at a minimum to the style of the BSA activity (class-B) uniform (allowing for untucked shirts). That is, a regular-fitting T-shirt and shorts or pants (and capris).

Swimming attire for youth and adults must be modest and appropriate.

If there are any questionable swim-wear choices, communicate them with camp leadership or professional staff.

## ***Camp Safety***

### **PETS**

Pets are not permitted at camp. This applies to both campers and visitors. The only exception is service animals. This needs to be discussed with camp leadership prior to arrival at camp.

### **OUTDOOR HAZARDS**

In any trip to the outdoors the camper may encounter biting insects and poisonous plants or animals. Each parent should familiarize themselves and their youth with poisonous plants and biting insects, especially poison ivy and mosquitos. 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.

### **KNIVES/WEAPONS**

Non-folding sheath knives are not allowed at camp.  
Absolutely no types of weapons are 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 will drive a vehicle through camp to notify campers. Staff will instruct the camp sites to proceed to the nearest severe weather shelter. There are three concrete weather shelters located on the hill near the campsites, as well as in the basements 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.

### **ALCOHOLIC BEVERAGES/ILLEGAL DRUGS/TOBACCO/VAPING**

Alcoholic beverages/ illegal drugs /tobacco/vaping 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.

### **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 guns, ammunition, and bows and arrows needed for use as part of the camp program. Personal equipment and ammo is not allowed in camp.

### **FIREGUARD PLAN**

In case of fire, the Camp Director is to be notified immediately. 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 the vehicle's emergency siren activated. All youth and adults will report to the parade ground flagpole area. Leaders should assemble their packs 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.

### **OPEN FLAMES**

It is recommended that no open flame be used in a campsite with the exception of 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.



### ***NOTES:***