

Mark Greer Scout Reservation

Camp Tadma Resident Camp & Wakenah Day Camp

2012 Summer Program Guide



A Connecticut Rivers Council Scout Camp
BOY SCOUTS OF AMERICA



Dear Leaders, Parents, and Cub Scouts,

Welcome to the 2012 Cub Scout Summer Camping Season!

Thank you for choosing a Connecticut Rivers Council Scout Camp this camping season, especially the Mark Greer Scout Reservation, the home of Cub Scout resident Camp Tadma and Wakenah Day Camp. We look forward to providing you with a fun filled and memorable summer camp experience.

We have many exciting and adventurous Cub Scout programs here at camp. This year I am introducing a Webelos specific camp, The Webelos Kiehtan Indian Village. This program area is being designed just for the Webelos Scout. This area will have many Webelos specific activities.

Please make sure you take time to read this leader's guide completely. There are many BSA standards and guidelines that we must adhere to. Your understanding and cooperation with these procedures will greatly decrease the time we have to spend with such things as check-in and check-out procedures.

Please remember all campers, scouts, leaders and parent (if spending time at camp), **MUST** have an up to date, completed and signed Medical form. No scouts or leaders can stay at camp without the form.

We have scheduled leaders meetings two weeks prior to your stay at camp. I hope you will join us for supper and attend the meetings on those evenings. Compile a list of questions and concerns and I will make every attempt to address them all.

Mark Greer Scout Reservation is a Nationally Accredited BSA Scout Camp. We have a very skilled and dedicated staff to insure a safe and fun environment for every Scout.

Again, welcome to another great summer of camping fun and adventure.

YIS;

Bruce W. Sullivan- Camp Director
machwopalane@yahoo.com

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Please read this Leader Packet cover to cover as it details many of the goings on for camp. Make sure someone from your pack attends your scheduled Leader Meeting at camp!

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2012 Camp Tadma & Camp Wakenah

Summer Camp Sessions:

Cub/Family Weekend Camping - 3 days/ 2 nights
July 6-8



Cub Scout/Webelos full week Resident Camp- 6 days/ 5 nights
July 8 - 13
July 15 - 20
July 22 - 27
July 29 - Aug 3

*there is no Webelos only camping week, we have developed the Webelos Kiehtan Indian Village specifically for the Webelos. This Camp runs each of the four weeks of resident camp and is specifically designed for the Webelos Scout. See the leaders guide for details.

Cub Scout half week resident camp - 3 days / 2 nights
Aug 5 - 7

Wakenah Day Camp Schedule:

Week #1- July 9 - 13
Week #2- July 16 - 20
Week #3- July 23 - 27
Week #4- July 30 - Aug 3

General Information for Parents & Leaders

The Reservation:

Mark Greer Scout Reservation is located in scenic Bozrah, Connecticut. The reservation contains 336 acres of land that is home to approximately 1,000 Cub Scouts each summer during its five-week season. Campers and leaders stay in 2—person canvas wall tents and sleep on cots with mattresses. Three hearty meals are served daily in the Dining Hall. The Reservation features its own pond, a Wild West fort, an Indian tipi village, a large scale Pirate Ship, fishing locations, and much more.

Mark Greer Scout Reservation is comprised of two Cub Scout camps: Camp Tadma-Connecticut Rivers Council's full-time Cub Scout resident camp; and Camp Wakenah, a Connecticut Rivers Council day camp serving most of southeastern Connecticut.

Camp Tadma offers several different types of cub programs. Family Camping weekends are three-day, two-night programs designed for cubs and parents to experience the outdoors and get a taste of the Scouting program. The Cub Experience week is a three-day, two-night programs designed for younger scouts, usually wolves and bears, to stay overnight for the first time and participate in a short Cub Scout resident camping program. Cub & Webelos Adventure weeks are six-day, five-night programs designed for Cub Scouts of all ages.

Wakenah Day Camp is the Reservation's Day Camp for all age Cub Scouts. Scouts will get a chance to use some of the same facilities as the resident program, including BB shooting, Archery & lunch in the Dining Hall. The Day Camp program runs from 8 am to 5 pm. daily Monday thru Friday. We offer the Tot Lot program, for those parents with younger children who may wish to participate in Day Camp with their Cub Scout. Wakenah Day Camp provides snacks & lunch for all participants, no need to worry about packing a lunch.

The Camp Staff

The Connecticut Rivers Council and the camp director hire over 50 skilled and trained staff members each season. Staff participates in over 45 hours of camp specific training; including health & safety, youth protection, age appropriate program, and the Core Values of Cub Scouting. All central office and area directors are trained through National Camping School. Staff members come from varied backgrounds, including professional teachers, certified aquatics supervisors, experienced professional archery instructors, and restaurant management. Approximately 1/3 of the staff members are Eagle Scouts or are on the threshold, and many of the staff attended Camp Tadma or Camp Wakenah as Cub Scouts.

An Adventurous Program in a Scouting Atmosphere

Cub Scouts and Leaders will spend each day exploring the camp and visiting the Program Pods. Age-appropriate advancement and achievement are interwoven throughout the fun and exciting camping program! Archery at the Indian Village, BB Guns in the Fort, swimming and boating at the Waterfront are among the many activities that cub scouts enjoy daily.

Read on for more information about our camp!

Camp Rules & Emergency Procedures

Below is a list of camp rules and procedures that all scouts are asked to follow. Please review this list and be familiar with it before arriving at camp.

Camp Safety Rules

1. All weekly resident and day camp participants will be issued a camp specific identification ID that recognizes them as a weekly paid camper.
2. Walk at all times, unless participating in an activity where running is allowed.
3. Wear closed-toed shoes (sneakers or hiking boots).
*Open toed shoes may be worn at the waterfront and showers.
4. No bathing suits or exposed underarms in the dining hall.
5. Remove hats and wash your hands before entering the dining hall.
6. Avoid climbing on the larger rocks at camp.
7. Candy and soda purchases in the trading post should be less than \$3 a day.
8. Please observe our quiet hours between 10pm and 7am.
9. Do not touch the Emergency Bell (the large red bell outside the office).
10. No alcohol or fireworks may be brought into or consumed/used on camp property.
11. Do not spray bug spray in tents.
12. No flames in tents.
13. Please follow our shower-house hours that are posted on the doors.
14. Use the buddy system! Each scout must have a buddy at all times.
15. Do not hang wet items on the tent outriggers. Bring cord to make a clothesline.
16. Report all injuries to the camp's health officer.

Emergency Procedures

Do not touch/ring the emergency bell! Alert the staff to any emergencies.

An emergency procedure will start with the ringing of the bell.

When you hear the bell, walk or remain at your designated activity area.

As soon as you arrive, have a seat near your pack and remain quiet. (Leaders take a head count of scouts, den chiefs, and leaders in the area. Report your pack number and your counts to a nearby staff member.)

DO NOT DEPART THE AREA until the staff dismisses you. There will be a brief meeting following each drill or procedure.

Camp Wakenah Day Camp (Wolfe's Wild Safari)

Description:

Wakenah is the Reservations Day Camp for all Cub Scouts. Scouts will use some of the same facilities as the resident program, including Aquatic, BB shooting, Archery, crafts & lunch in the Dining Hall. The Day Camp program runs from 8 am to 5 pm.

Day Camp is perfect for Cub Scouts of any age especially the first year Cub Scout, as this will give them an opportunity to get a feel for the camping program.

Daily Sample Schedule:

8:00- 8:30 Arrival & Activities on Parade Field
 8:45- Opening Ceremonies
 9:00- 12:00- Morning Programs (1 morning snack)
 12:00- 1:00- Lunch in the Dining Hall
 1:00- 2:00- Day Camp Den time specific activities
 2:00- 4:30- Afternoon Program- (1 afternoon snack)
 4:45- Closing Ceremony- Parade field
 5:00 Parent Pick Up



Important Notes:

*Punctuality is key! The Day Camp program begins promptly at 8:45am with a joint opening ceremony with resident camp. Parents are welcome to stay for opening ceremonies. Arriving one half hour prior to the ceremony is encouraged so that the daily check-in procedure will run smoothly.

*National BSA policy requires that every camper, youth and adult, **MUST** have medical forms and parental permission forms for certain camp activity on file at camp at all times,

*A camp health officer is on site during all day camp hours of operation.

*Be sure to bring the following in a small day pack each day: change of clothes, bathing suit, towel, rain gear, hat, sunscreen, and a clean water bottle. Scouts will receive a water bottle on the first day of camp.

Sunscreen and hats are recommended. While there is adequate shade, these protective measures are encouraged.

*A Friday afternoon family program will be held where family attendance is encouraged. The program begins at 3:30 and concludes with the closing day camp ceremony at 4:45

*The Mark Greer Scout Reservation Day Camp program provides lunch for its Day Camp Participants. Please communicate any allergy or health concerns ahead of time so we can better accommodate you and your scout.

*Cameras are welcome, but open-toed shoes and electronic devices are not!

*Label all personal items with your scout's name and Pack number.

* We provide a "Tot Lot" Program should parents with younger siblings, who wish to participate in the Day Camp program with their Cub Scout.

*Wakenah Day Camp is a National Accredited Day Camp by the BSA.

Family Camping Weekend- July 6-8, 2012

Description:

The Family camping weekend is a three-day, two-night programs designed for cubs and parents to experience the outdoors and get a taste of the Scouting program.

Family members will be free to choose and participate in the many activities offered at camp.

Sample Schedule: (may change depending on program or weather).

Friday- July 6

Arrive anytime after 6pm

You will be assigned a tent(s) according to number of family members.

8pm- Cracker-barrel and weekend briefing in the dining hall

Saturday- July 7

6:30- 7:00- Polar Bear Swim

7:30- 8:30- Breakfast in the dining hall

8:45- Opening ceremony- Parade field

9:00- 12:00- Open Program

12:00 - 1:00 Lunch - Dining Hall

1:30 - 5:00 Open Program

5:00- 5:45- Clean up time

6:00 Flag Lowering -Parade field

6:15 - 7:00 Dinner - Dining Hall

7:30 Camp-wide Campfire- Council Ring

10:30- Quiet time

Sunday-July 8

7:30- 8:30- Breakfast

9:00- Pack up and head home

Important Notes:

*Medical forms are required for all campers. Campers or adults without medical forms cannot participate in any camp activities.

*A camp health officer is on site during all camp hours of operation. All medications must be checked in with the health officer and locked in the health lodge. Each prescription must have a medication authorization form. The health officer will dispense medications at the proper times. Medication times are directly before or after breakfast and dinner as well as following evening program. Please contact us if special arrangements are needed.

*Cups and water are provided throughout camp. Scouts are encouraged to stay hydrated throughout the day and it is recommended that you bring a water bottle with you to camp. See the Suggested Gear list for more ideas of equipment individual scouts should bring to camp.

Camp Tadmah Half Week Resident Camp

Description:

The Cub Scout Half Week program is a three-day, two-night programs designed for younger scouts, usually Wolves and Bears, to stay overnight for the first time and participate in a short Cub Scout resident camping program.

Sample Schedule: (may change depending on program or weather):

<p>Sunday 1:00pm Arrival Check In Procedures -Health Lodge/ Athletics -Swim Checks - BB and Archery range orientation -Settle into site/ camp tour 6:00 Flag Lowering 6:15 - 7:00 Dinner 7:30 - 8:30 Campfire 10:30- Quiet time</p>	<p>Monday 6:30- 7:00- Polar Bear Swim 7:00- 8:30 Cafeteria Style Breakfast 8:45- Opening Ceremonies 9:15 - 12:00- Morning Program 12:00 - 1:00 Lunch 1:00 - 2:00 Siesta 2:00 - 5:15- Afternoon Program 5:15 - Site Flag Lowering 6:00 Flag Lowering 6:15 - 7:00 Dinner 7:30 - 8:30 Evening Program 10:30- Quiet time</p>	<p>Tuesday 7:00- 8:30 Cafeteria Style Breakfast 8:45- Opening Ceremonies 9:00 - 12:00- Morning Program 12:00 - 1:00 Lunch 1:00 - 2:00 Siesta 2:00- 4:00- Afternoon Program 4:00- 5:30- Free time (pack up) 5:45- Flag Lowering 6:00-7:00- Dinner 7:30- 8:30-Closing Campfire 8:30- Depart camp</p>
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Important Notes:

-Medical forms are required for all campers. Cub Experience Campers without medical forms cannot participate in many key camp activities and may be sent home if one is not produced within 24 hours.

-A camp health officer is on site during all day camp hours of operation. All medications must be checked in with the health officer and locked in the health lodge (each prescription must have a medication authorization form). The health officer will dispense medications at the proper times. Medication times are directly before or after breakfast and dinner as well as following evening program. Please contact us if special arrangements are needed.

-Cups and water are provided throughout camp. Scouts are encouraged to stay hydrated throughout the day. It is suggested to bring your own water bottles

.-See the Suggested Gear list for more ideas of equipment individual scouts should bring to camp.

Camp Tadma Cub & Webelos Resident Weeks

Description:

Resident Camp is a six-day, five-night programs designed for Cub Scouts and Webelos Scouts of all ages. All ranks from the same pack will stay in the same campsite, attend meals together, and share some evening programs. Scouts attend "PODs" areas throughout the day and week. Each POD will have rank appropriate activities.



Sample Schedule:

Sunday- Arrival	Monday - Thursday	Friday
10:00am- Leader arrival	6:30- 7:00- Polar Bear Swim	6:30- 7:00-Polar Bear Swim
1:00pm- Scout arrival	7:00- 8:30 Breakfast	7:00 - 8:30 Breakfast
1:00- 5:00- Check-in orientation	8:45- Opening Ceremonies	8:45- Opening Ceremonies
*settle into campsites	9:00 - 10:25 Session 1	9:00 - 10:30 Session 1
*Medical checks	10:35 - 12:15 Session 2	10:40 - 12:00 Session 2
*BB & Archery orientation	12:00 - 12:50 Lunch	12:00 - 1:00 Lunch
*Swim Checks	1:00 - 2:00 Siesta	1:00 - 2:00 Siesta
6:00- Flag Lowering	2:00 - 3:30 Session 3	2:00 - Cub Carnival
6:15- 7:00- Dinner	3:40 - 5:15 Session 4	4:00- Free time, pack gear,
7:30- 8:00- Opening Campfire	5:00 - Site Flag Lowering	Clean campsite, Leader check-
10:30- Quiet time	6:00- Flag Lowering	out
	6:15- 7:00- Dinner	6:00- Flag Lowering
	7:30 - Evening Program	6:15- Blue & Gold Banquet
	10:30- Lights Out	7:30- Closing Campfire

Important Notes:

- Medical forms are required for all campers. Resident Campers without medical forms and certain parental permission forms cannot participate in many key camp activities. Campers without completed medical forms cannot stay in camp and may be sent home if one is not produced within 24 hours.
- A camp health officer is on site during all day camp hours of operation. All medications must be checked in with the health officer and locked in the health lodge (each prescription must have a medication authorization form). The health officer will dispense medications at the proper times. Medication times are directly before or after breakfast and dinner as well as following evening program. Please contact us if special arrangements are needed.
- Cups and water are provided throughout camp. Scouts are encouraged to stay hydrated throughout the day. It is suggested to bring your own water bottles.
- See the Suggested Gear list for more ideas of equipment individual scouts should bring to camp.



Program Areas (POD's)

Cub Scouts will travel to the different PODs and participate in a variety of activities in each area. Each pack will attend four areas each day including an archery range, a BB range, and the waterfront during daily sessions. When in an area, scouts will receive instruction for learning a new skill, improving a current skill, or provided with opportunities for games and crafts. Scouts stay in each area for approximately 90 minutes, with multiple activities at each POD. Program PODs focus on having fun safely, learning skills and rank appropriate activities.



Pirate's Cove (Aquatics)

Scouts will practice swimming skills and play water games here. Trained lifeguards are present at all times and provide supervision in the water, swim instruction, and a safe environment at all times. Pirates Cove also has boats available to campers, including paddle boats, fun-yaks (Cub Scout kayaks), and canoes (a leader must be in the boat).



Sherwood Forest

This area is modeled after the well-known tale of Robin Hood. The POD offers Archery shooting and instruction. Scouts may also try their luck with a catapult. Crafts and games will take place in the Sherwood pavilion. The area also features a cub-appropriate team challenges.



Fort Keemosahbee

The Fort is modeled after the Wild West and features a BB range. Other activities such as leatherwork, crafts and games are held inside the fort and the turrets. Ropes, knots and panning for gold are other activities scouts will experience at the Fort. A cooking demonstration runs in the fire pit located just outside the fort.

Program Areas (POD's). Cont'

The Cub Scout Academy



The Cub Scout Academy features a variety of activities and areas to explore.



The architecture studio is where scouts will participate in building design and construction activities using various materials.



Nature Safari at the Academy is where Scouts will encounter animals and other assorted aspects of nature.



The Mad Lab features a variety of wacky hands-on experiments for scouts to participate in.



The Fishing Dude will teach you all about fishing. Tadma Pond is loaded with great opportunities to catch lots of fish.



Sports & Climbing Center

Athletics gives scouts a chance to participate in a variety of games, some new and some familiar. Located on our parade field, boys will have the chance to take part in team sports or smaller group games. Equipment will be available for sign out during pack time and free time.

This area also features the bouldering wall challenge. With qualified instructors, scouts will have the opportunity to scale the bouldering wall.



The Great Outdoors - (Day Campers)

showcases a taste of Resident Camp for Day Campers. Activities include hiking, campsite orientation and etiquette, campfire safety, and flag folding.



Camp Kiehtan Webelos Indian Village (Webelos Scout activity POD)

The Kiehtan Indian & Fishing Village is the premiere Webelos adventure area featuring 30 foot tall teepees, archery, pellet guns, blow darts and all age appropriate Webelos activities.

Here Webelos Scouts learn Indian Law, Nature & Fishing. Take nature hikes around the pond. Arts and Crafts will be done. The village also has Indian dart shooter and Pea shooters.

The Fishing Village has rowboats for scouts and leaders to take out and do some fishing.

Webelos Scouts will spend a half day each day at the village participating in the many village activities. Webelos will also eat lunch here at the village two or three times a week.

One night during the week Webelos scouts will spend the night sleeping in a real Teepee or at the remote outpost campsite.

Members of the Order of the Arrow (the Boy Scout Honor Camping Society) will be on hand to do Indian ceremonies and dance, talk about Indian law and traditions.

Webelos Scouts may also get the opportunity to visit the Mohegan Indian Museum in nearby Uncasville, CT. Look for the parental permission forms in this leaders guide. This activity day and time will be announced at the pre-leaders meeting.

**Parents must sign part B of the BSA Medical form for Scouts to participate in this off site half day trip.*

Webelos Scouts will start fine tuning their Boy Scout skills in preparation for advancing into Boy Scouts.

The Webelos Scouts last year here at Camp Tadma will be a memorable one as we get them ready for the many adventures ahead in Boy Scouts.

There will be opportunities to work on various Webelos Activity Pins as well.

Special Programs

This list details some of the special events that are offered during our various sessions of camp.

- Subject to change according to schedules or weather:

The Opening Campfire: (First night of camp)

Sit back and enjoy songs, skits, and cheers as performed for you by the Staff. Please encourage the boys to follow our four campfire rules.

1. Participation Rule: Sing along, laugh, or respond when asked.
2. No Heckling Rule: It is difficult to perform in front of people. Be sure not to take away from the actual performance.
3. Flashlight Rule: Please keep flashlights off and tucked away during the campfire. Flashlights are not needed until your walk back to your campsite.
4. Have Fun Rule: We are here for your entertainment!

Leader Cracker Barrel:

Staff will be sent to sites to help get scouts to bed following the opening campfire. Key staff will be available in the Dining Hall (with snacks!!!) following the campfire if you have any questions or concerns. Please communicate any needs not yet satisfied at this time.

Conservation/Camp Wellness Projects: Resident Camp

Packs are welcome to sign up and complete a conservation or camp wellness project during their stay. See the Commissioner for details and a project list once at camp.

Pack/Den Photos:

Pack and Den photos will be taken on Tuesday each week of camp. Photographers will be available during lunch and siesta to take your units photo. Please have scouts in Class A uniforms- if available- for this special photo of your unit at camp.

A separate photo signup sheet will be given to leaders at the pre-camp leaders meetings. Photos are \$10.00 each. Unit leaders are responsible for collecting money from their pack or den.

The units photo signup sheet and money is given directly to the photographer before your unit photo is taken.

Closing Campfire (Sign Up Required Prior to Event):

This is a chance for scouts to perform for the staff and the camp. Please sign up with the Program Director at least 24 hours in advance. All songs, skits, and cheers must be approved by the Program Director. Inappropriate or unpatriotic items will not be permitted in accordance with the BSA's rules and standards. Need a hand? Ask a staff member! The staff loves to assist when they can.

Special Programs (Cont')

Blue & Gold Banquet and Closing BBQ:

Family and Friends are Welcome and Encouraged to attend.

(Tickets for the BBQ should be purchased on check in day)

The banquet will start with the Closing Flag Ceremony at 6:00, Awards and Certificates will be handed out.

The Blue & Gold Banquet- Chicken BBQ- will follow the ceremony & flags. This is our last meal at camp, a buffet style BBQ with all the trimmings.

Monday Ice Cream Social- First Year Campers. On Monday evenings, First year campers are invited to the Dining Hall, after supper, to make ice cream sundaes and participate in a staff led song fest.

Under the Stars- Second and Third year campers:

On Monday and Wednesday nights, Scout will get the opportunity to sleep at Fort Keemosahbee and Sherwood Forest. Program staff will entertain the scouts with area-appropriate activities. Have each scout bring a sleeping bag and a flashlight with them. NO CANDY PLEASE! Your weekly schedule has which nights your unit can participant in this event.

Please send 1 - 2 leaders, if available, to help supervise the scouts.

Webelos Outpost- Webelos Scouts

*See Kiethan Webelos Indian Village POD Program for Webelos overnights.

POD/ Area Lunches- Scout and Leaders will eat lunch twice a week in one of the camps POD areas, Campers will get the experience to prepare, cook and eat lunch under the supervision of one of the camps cooks.

Special Programs (Cont')

Sample Weekly Special program schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Themes	Check-in	Pirates	Mad Tuesday	Wild West	Hawaiian Shirt	Sports
		Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim
		Monday Ice Cream Social	Rockets, Rockets and more rockets			Cub Scout Olympics'
		Under the Stars	Webelos visit to the Mohegan Tribal museum	Under the Stars		Blue & Gold Banquet
	Opening Campfire		Webelos OA Campfire	Webelos Outpost	Closing Campfire	

*- signups for all the overnight programs will need to be taken. Your signup sheet will need to be handed in to the program director on Sunday night.

Themes:

Bring along and wear some of your fun clothing on these theme days:

Mondays- Pirates

Tuesday- Mad Tuesday

Wednesday- Hawaiian shirt

Thursday- Wild West

Friday- Sports Friday

*- theme Clothing is allowed and encourage for opening ceremony and to wear throughout the day.

The Class 'A' Cub Scout uniforms will be the proper attire for all evening meals.

*All of these programs and more will be discussed in more detail at your pre-camp leaders meeting. Make sure a representative from your unit attends the pre-camp leaders meeting, the pre-camp leaders meeting schedule is on page 19.

Suggested Gear List

Below is a suggested list of items that each scout should bring to camp. Please note, due to the number of lost and found items each camp season, it is highly recommended that **each personal item be labeled with the scout's name and pack number**. A few extra pairs of socks and a spare pair of sneakers can also make the difference between a great week and a cold, soggy week. Open-toed shoes are not permitted in camp. Scouts are also not permitted to have pocket knives with them in camp, even if they have earned their Whittlin' Chip.

Recommended:

Pack items in a Footlocker or Duffle-bag

Clothing & Bedding:

Complete Scout Uniform

Comfortable Hiking Shoes or Sneakers

(No open-toed shoes)

Water Shoes- waterfront and showers

Extra Shorts or Pants

Shirts

Daily Change of Underwear and Socks

Swim Suit

Towel

Raincoat or Poncho

Pajamas

Sweater or Jacket

Sleeping Bag

Pillow

Wrist Watch

Other Must Haves:

Completed & Signed Medical Form

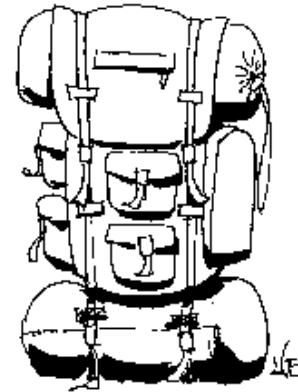
Flashlight w/ extra batteries

Toothbrush

Toothpaste

Comb or Brush

Soap & Shampoo



Optional:

Disposable Camera

Insect Repellent

A Book to Read

Fishing Pole

Pencil, Pen, & Pad

Money for the Trading Post

Hat

Bug Net

Water Shoes (Worn at
Waterfront only)

Not Recommended:

Radios

Game Systems

MP3 players

Cell Phone

Any Other Electronic Devices

Information for Resident Camp Leaders

This section details information specific to leaders bringing their packs to camp.

There is a **mandatory leader meeting** prior to your camp session that you or a representative from your unit must attend. (See the Pre-Camp Leader Meeting page for dates.) Representation at the pre-camp leaders meeting is important. Information in regards to program, policies, form updates, and other pertinent camp operations will be addressed.

Leaders are invited for dinner the night of their pre-camp leaders meeting. No reservations necessary. Evening meals are served at 6:15 pm. Come for a nice meal and stay for the leader's informational meeting. The meeting location will be disclosed after the meal. Your Class A uniform is required for the evening meal and meeting.

All campers will stay in campsites in canvas wall tents on wooden platforms. You will sleep on metal cots with mattresses. Bring a sleeping bag or bedding. Insect nets and other comforts are suggested.

Washing and drinking water are in-site. Latrines are in-site. Centrally located showers with hot water are available. Restrooms with flush toilets are available for adults.

Three balanced meals are served daily in a modern dining hall, prepared by a professional cook and kitchen staff.

The resident camp has a medical officer on duty (24-7).

Camp radios are available for each site for quiet hours. Leaders should bring the radios to the Dining Hall each morning so they can charge and pick them up following evening program each night. The purpose of these radios is to have a direct line of communication in case of emergency during quiet hours. (10 pm to 7am).

Leaders may have cell phones but it is crucial to keep them out of sight. Scouts that are having a great time may be reminded of home upon seeing them. Please see our section on Plague for more information.

Pre-Camp Leader Meeting Schedule

There is a mandatory leader meeting prior to your camp session that you or a representative of you pack/den must attend. Meeting will review any updates or changes for the camping season in regard to policy changes, form updates, and other pertinent information. This is also an opportunity for you to meet the POD and area directors, ask questions and meet other leaders who will be at camp the same week as you.

Meetings will be held two weeks prior to your scheduled week of camp. (See Pre-camp Leaders Meeting Schedule). Leaders are also invited to come for dinner. No reservations necessary. Evening meals are served at 6:15pm. Come for a nice meal and stay for the leader's informational meeting. The meeting location will be disclosed after the meal. Your Class A uniform is required for the evening meal and meeting.

☐ Please bring the following items to the pre-camp leaders meeting:

*an updated Pack Roster (last page of this leader guide)

*any completed medical forms and completed parental permission forms- the camp medical officer(s) will be on hand to review any completed medical forms you may have. The more completed medical forms you have, the quicker your check-in process will be when you arrive at camp. Medical Officers will check forms, any forms missing information will be returned to you to get corrected. Any forms that are correct will be kept.

Leader's Pre-Camp Meeting Schedule

Tuesday	June 26	For leaders going week 1 July 8-13
Monday	July 2	For leaders going week 2 July 15-20
Tuesday	July 10	For leaders going week 3 July 22-27
Tuesday	July 17	For leaders going week 4 July 29- Aug-3
Tuesday	July 24	For leaders going Mini Week Aug 5-7

*- Note- There is no pre-camp leaders meeting for the Family Camping weekend.

*- Pre-Camp meeting are for Day Camp Leaders also.



Plague

What is 'plague' ?

Plague is a word that the camp staff uses to describe homesickness. Nothing perpetuates homesickness more than hearing the word home. Camp staff refers to this phenomenon as —plague because it can come on quickly and spread rapidly through a pack if not dealt with. Take advantage of the following tips from seasoned staff members on avoiding/dealing with homesickness.

Step 1: Educate and communicate with parents! Most parents want to know that their children are being cared for while not in their supervision. They also want to know that their scouts are having fun (i.e. not miserable). Remind parents of other times they have left their child with someone new (grandparent) and reassure them that most children may experience some displacement at first, but often recover by dinner time the first day. If you have a reluctant parent/child combination, assure the parent that you can call during the week with an update about how the scout is doing. We do not recommend letting scouts call home.

Step 2: Prepare scouts! Let scouts know what to bring and where they will be staying. This can make a big difference for hesitant scouts that do not know what to expect.

Step 3: Pack proper equipment. Often times, scouts show signs of 'plague' due to wet socks, damp clothing or being cold. Be sure that scouts **do not bring cell phones**. No one likes a surprise visit from a parent because a scout called home and nobody knew.

Step 4: At camp, encourage proper hygiene, adequate sleep, and healthy eating habits. These are all pitfalls that can lead scouts to feeling crummy and asking to go home. Often, a scout remembers home as a place that is comfortable and more desirable when they are wet, cold, tired, or miserable.

Step 5: Call on the staff. Staff are trained on how to approach and talk to a scout who is showing signs of homesickness. Sometimes, all it takes is a different adult or staff member to tell a scout it is bedtime for the sniffles to subside.

And lastly, the Mark Greer Scout Reservation offers year round camping, Take advantage of this by having your pack/den spend a weekend at camp during the fall/winter or spring seasons. The Reservation has Cabins that can be rented or you can rent a campsite and bring your own tents. The more exposure your Scouts have camping and to the outdoors, the less likely homesickness will set in.

Check In Day

1. **Pack/Den Leaders can arrive on Sunday after 10am. Leaders can get checked-in at the camp office, settle their gear into their campsite prior to Scouts' arrival. Move car to parking lot and prepare to meet incoming Scouts. This is a courtesy for Leaders ONLY!.**

Scouts should arrive at camp no earlier than 12:00pm.

There will be a brief leaders meeting during lunch: (11am- Dining Hall). Leaders will be assigned to a Camp Staff Guide, given their leaders packets and final instructions.

2. Scouts Arrival:

Scouts and parents should arrive between 12:30 and 1pm

Scouts should unload their gear in the designated area for your pack/den

Scouts and leaders/parents will be met by a member of staff who will act as your pack guide for the day.

3. **Once all of your Scouts have arrived**, your camp guide will lead you to your campsite. (Parents are welcome to join you.)

*Scouts will walk to your campsite. NO vehicles will be moving through campsite areas. Moving as a group will prevent stragglers from not finding the campsite and will help the Scouts and Scouters learn where their campsite is.

*Your Scouts gear will be transported to your sites by the staff, or you may designate one vehicle to transport gear to your site.

*Have your Scouts change into Bathing suit (for Swim Test) and take towels with them.

5. **Assign** scouts to tents. Allow scouts to settle into their tents and unpack their gear (such as sleeping bag, etc...). Two Scouts per tent. Each Campsite does have a double tent set up, should you have an odd number of scouts and need to put three in a tent.

6. Before parents leave:

Collect Blue & Gold Banquet BBQ money for Friday evening.

Collect photograph money.

Be sure parents have signed any parental permission forms and medical form, and that the Scout has all medications in camp (to be turned over to the Health Officer)

Check In Day (con't)

7. **Once your Scouts have settled into their tents**, your Pack Guide will take you on a tour of camp showing you the different areas of camp, to include:

Health Lodge for medical check-in

- *Please make sure you have all signed and dated medical forms
- *Medications in correct and approved bottles

All medications, both prescription and over-the-counter must be turned over to the Health Officer for safekeeping and control. Have these medicines with you when you check-in at the Health Lodge Table.

Pirate's Cove (Waterfront) Swim tests and orientation

- *Buddy tags are issued by the medical office after medical check-in
- *Tags are issue only to scouts and leaders who have completed medical forms
- *Waterfront rules and safety regulations

***NOTE:** All leaders and Scouts spending more than 24 hours in camp must have a completed and **signed medical form** from a physician, **updated each year**. This is a National BSA regulation. No exceptions will be made.

Fort Keemosahbee for area instructions & BB Range orientation

Sherwood Forest for area instructions & Archery orientation

The Cub Scout Academy, Field Sports and Climbing Wall orientation

Dining Hall for Dining Hall etiquette orientation

Once your tour and check-in is complete you will return to your campsite and prepare for the closing ceremony at the parade field, followed by Dinner and the Opening Campfire.

8. **Opening Ceremonies** will take place in the Parade Field at 5:45pm. A family-style dinner will follow, at 6:00pm. Please note that waiters are to report to the dining hall 30 minutes prior to the start of the meal. 2 waiters for each table are required from each Pack/Den for the evening meal only.

* Class 'A' Scout Uniforms should be worn to the Daily Closing Ceremonies and the evening meals

9. **An Opening Campfire** will follow at 7:30 in the council ring.

Following campfire, bring your scouts back to the campsite. Staff will meet you in the site to provide leadership for your boys as they begin to settle in for the night. Key Staff will be available in the Dining Hall following the campfire to answer any questions you may have.

During Camp: Tips during Camp

This section lists helpful tips and suggestions from seasoned camp staff that will help your day go smoothly.

- Plan ahead. Be sure that you have a copy of the camp schedule in your back pocket. It is helpful to give copies of the newsletter or your schedule to other key leaders in your pack so that everyone in your pack know where everyone is going. Extra copies of these items are always available at the camp office.

- Know your schedule. Have scouts carry a bathing suit and towel and make use of our changing stations if you have a waterfront session near a meal. This may spare you some extra hiking and grumpy campers!

- Keep your scouts hydrated. Often, scouts forget to drink water or opt for juice first at meals. While juice is a liquid, it does contain sugar which is not favorable during extreme heat.

- Avoid scouts buying candy in bulk. It is better to stop a few times than to have them stock up and store it in their tents. Our furry friends will make friends with your scouts at the cost of personal equipment.

- Encourage changing socks daily. Most scouts will try to wear the same pair all week. This often leads to blisters or poor mood in general. It is recommended that scouts take off their socks while sleeping as well. (Changing underwear is also highly recommended.)

- If you aren't traveling with scouts during free time, pick a designated place where two leaders will be in case a scout has an emergency. If a place is not predetermined, many scouts panic and head for the campsite which may be empty. Some packs create a free time board where scouts sign in to an area so that the leaders who hang back in the site know roughly where everyone is at all times.

- If there is time, have your scouts prepare the site for the daily site inspections prior to leaving for breakfast and opening flags. This way, there won't be a crunch time or late arrival to a program area.

- Try to avoid reminding scouts of home, pets, or parents. This decreases the amount of homesickness you have to deal with. (Please see Plague section for more information.)

Camp Checkout Procedures

1. Have all scouts and leaders pack most of their gear during Siesta. Any gear that will be picked up by a leader's vehicle should be placed in a central area.
2. During the afternoon activities, **one vehicle per pack** may drive in to start loading gear. Please have that vehicle returned to the parking lot by 5:30pm.
3. Be sure all scouts and leaders wear their Class 'A' uniforms to closing ceremonies and dinner.
4. All campers, leaders, and staff will gather in the Parade Field at 5:30 for an Awards Ceremony.
Parents should meet the Pack/Den at the Parade Field.
5. Camp wide Flag Lowering will follow the Awards Ceremony.
6. After the ceremonies, head to the Dining Hall for the Blue & Gold banquet.
7. A closing campfire will follow the Blue & Gold Banquet in the Council Ring at 7:30pm
8. Check out at the Camp Office before you leave: Remembering....
All scouts stop by the Health Lodge to pick up their med forms and medications.
Return your campsite tote- flag, binder, water jug, camp evaluation form.
Check the lost and found
9. When all your items have been returned and your site is secure and clean you will be given your camp patches, certificates and any other awards, at the office.
*every scout and leader who attends camp for the week will receive a camp patch.



Den Time/Pack Time

Pack time is designated as self-guided time for the packs in camp. Den Chiefs can help run an activity during pack time. Pack time occurs throughout the week and gives packs a chance to tailor their own experience. Below is a list of suggested activities to help fill this time.

- Practice knot tying
- Practice a song, skit, or cheer for closing campfire in the council ring
- Take a nature hike to the chapel
- Practice flag folding with a sheet or your site flags
- Bring scouts to the showers
- Work on a conservation project or camp wellness project
- Participate in site improvement/clean-up
- Work on the campwide scavenger hunt
- Create a pack banner to bring to flag ceremonies
- Play a favorite game or one you learned from camp
- Have some chill time in the site (good on a hot day)
- Visit the Trading Post (check hours for availability)
- Work on an activity/achievement that the pack has not yet completed



Frequently Asked Questions

Q: Where will my child be staying?

A: Each scout will stay in a two-person platform tent. The tent has a metal bunk and a mattress for each boy. A scout can bring his own tent if he would like. Please note: the camp is not responsible for damage to personal property.

Q: How much money should I send with them?

A: The Trading Post is available for scouts to visit daily. There is a \$3 limit on candy each day per scout. Other souvenirs are also available for purchase as well. It is recommended to send scouts with no more than \$50 dollars for the week long program.

Q: What if my son has food allergies?

A: If your son has food allergies, be sure this information is noted on his health form. Also, it is helpful to contact either the camp director or the head cook ahead of time if special dietary concerns exist.

Q: What if my son takes medication daily?

A: All medications must be locked in the health lodge. A health officer will distribute medications before/after breakfast and dinner. If special accommodations are needed, please indicate this on the health form and talk with the health officer on arrival. If your son has an epi-pen or an albuterol inhaler, he may carry it with him provided he has written approval from his parent/guardian and physician.

Q: Should I send snacks with my child?

A: No. We have many small critters in camp that love tasty treats and have been known to destroy personal gear to obtain snacks or even wrappers. Three meals are served each day and pre-approved by a dietitian. Also, single serving snacks are available in the Trading Post. If special accommodations are needed, please let us know ahead of time.

Q: Is a nurse available?

A: A health officer is available throughout the day and stays on site overnight during resident camp weeks. A qualified health officer is a registered nurse.

Q: What happens if my child does not want to participate in one of the planned camp activities? What else can he do?

A: No child is expected to do anything he does not want to do. Our staff is trained to assist children who may be hesitant to participate or try something new. Each program area offers a variety of activities. If one is not desirable, a scout can opt for another in its place.

Frequently Asked Questions

Q: What if my child is homesick?

A: Scouts may experience homesickness or feelings of displacement in the beginning of the week. This often fades after the first day or two. In extreme cases, a parent may be contacted by a camp staff member.

Q: If my child goes home sick, can he return?

A: The child must be free of fever or vomiting for 24 hours before returning. The child must also be cleared by a doctor to return to camp. Written proof of this must be submitted to the health officer when the child returns.

Q: Can I send mail to my child at camp?

A: Yes. Please consider that letters sent while your child is at camp may not reach us until the following week. Letters and care packages can be sent to the following address:

Scout's Name/ Pack #

Scout's Campsite
166 Bishop Road
Bozrah, CT 06334

Letters and packages may also be dropped off at the camp office on Check In day. The office manager will distribute these items throughout the week.

Q: If my child is sent home, can I get a refund for the week?

A: Please see the council's refund policy below. In most cases, money may not be refunded because it covers nonrefundable items such as the purchase of food.

BSA's Camp Refund Policy:

The Connecticut Rivers Council provides numerous programs, high adventure camps, trainings, district events and other camping experiences to the Scouts and leaders. To provide these opportunities deposits are sent to the sponsoring organizations, needed supplies acquired and other costs incurred prior to the event so the experiences are rewarding and convenient for the Scouts and leaders.

Summer camp: Prior to June 15th the refund will be the amount paid to the council less \$50 or the deposit (whichever is greater). After June 15th the refund will be the amount paid to the council less \$75.

Please refer to the CRC Webpage- Refund Policy for complete Details.
[Http://www.ctrivers.org/paymentpolicy](http://www.ctrivers.org/paymentpolicy)

**ROSTER OF SCOUTS AND LEADERS ATTENDING CAMP-2012
CAMP TADMA & CAMP WAKENAH**

Pack/ Den _____ Week _____ District _____

CIRCLE ONE: Family Camping - Day Camp - Resident Cub Camp – Mini Week Camp

UNIT LEADER _____ **ASST. LEADER** _____

Address: _____ Address: _____

Phone: _____ Phone: _____

ADDITIONAL LEADERS:

Any leader who will be in camp for more than 24 hours must be listed. If a leader is not going to be in camp for the entire session, please specify the dates that he/she will be present. Please make additional copies of this form if needed. Specify- Pack Leader- CM, Den Leader- DL, Assistances- ADL, Den Chiefs- DC, Parent- PTS

SCOUTS: Please list scouts specify rank as of January 2012.

	<i>Name</i>	<i>Rank</i>	<i>Age</i>	<i># of yrs camping</i>
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____
6.	_____	_____	_____	_____
7.	_____	_____	_____	_____
8.	_____	_____	_____	_____
9.	_____	_____	_____	_____
10.	_____	_____	_____	_____
11.	_____	_____	_____	_____
12.	_____	_____	_____	_____
13.	_____	_____	_____	_____