

Troop 30 Summer Camp Parent's Guide 2010

Camp Ockanickon

All camp info can be found at Ockanickon's web-site: <http://www.ockanickon.org/>

Thank you in advance for helping to make your scout's camp experience a great one by following the guidelines below:

Camp Rules and Policies

- 1) Arrive at Camp NO EARLIER than 2:00 PM on Sunday, July 4th. Scouts will meet with the troop leaders in the parking lot and proceed to the campsite after the unit checks in with our site guide. (Plan to arrive at 2:00pm and carpool if possible; the parking lot does fill up quickly.)
- 2) NO Pets are allowed to accompany scouts at drop off or pickup.
- 3) Parent visits are limited to Sunday until 7:00 PM and Saturday morning. Parents are encouraged to attend Saturday morning's closing ceremony, which begins at 9:30AM. Dismissal is approx. 10:00AM. (Again, the parking lot fills up quickly, so you may want to plan to arrive by 9am.)
- 4) Visiting camp is not permitted, except Sunday and Saturday. This policy helps to minimize homesickness amongst the campers. For security reasons, restricting visitation enables us to better control who is on the property and protect all of our campers.
- 5) It is **strongly discouraged** to have scouts leave camp during the week. Scouts must sign in and out with either a parent or guardian AND a unit leader in camp. It is important that we know who can and cannot pick up each scout. To pick up a scout, you must report directly to the camp office between 8:00AM and 5:00PM, and to Totem Lodge at any other time. For camper security and to help prevent homesickness, unannounced visits are NOT allowed during the week. Please submit your plans in writing to Troop 30 prior to arrival at camp.
- 6) Troop photos will be taken while the scouts are still fairly clean on Sunday. Venture Crew 507 does a great job, and 8x10 color photos are \$8.00.
- 7) Hazing and theft will NOT be tolerated at camp. Period.
- 8) Science Center age requirements are NOT negotiable.
- 9) **Cell phones** and pagers do not work on most areas of the property, and scouts **should leave them at home**. There are 2 pay phones on the property for public use. Should you need to contact a scout or leader due to an emergency, please indicate our Troop number (30) to help speed efforts to locate them. For **emergency contact only** while at camp, the following is provided:
 - a. Camp Phone number: 215 297-5290
 - b. Camp Fax number 215 297-8702Please do NOT call the camp for any other reason, as there are over 400 scouts at camp each week, and the camp office is not staffed to handle the call volume.
- 10) Mail is a great way to help a young scout through his week away from home. You may send anything the postal service allows (except see the list of prohibited items below), and the mail is delivered daily. To ensure that letters get to the intended scout, please be sure to address letters and packages in the following manner:

Scout's name, Troop 30, Campsite name (we'll know that in late June)
Ockanickon Scout Reservation
5787 State Park Road
Pipersville, PA 18947

Medicals and Medication (see <http://www.ockanickon.org/summer-camping/policies/health-policies/> for the latest update and more detailed information)

The new **Annual Health and Medical Record Form** is the only allowed medical form. Class 1,2, or 3 medicals will not be accepted even if they have not expired. Other forms such as sports physicals or physicals for non-Scout camps will not be accepted! **Every camper (Boy Scout and Adult Leader) must have a must have one of these health forms to be eligible to come to camp.** They are placed on file and kept in the health lodge. Unit leaders are encouraged to collect all forms before camp. All medical forms must be fully completed before being turned in to Camp. Please contact Mary Beth Flatley (215-321-6516 or mb4flatley@verizon.net.) with questions.

All physical forms require more than one signature and many blank spaces to complete. During check in camp staff will check for the following:

- Physician signature and date
- Parent signature (where appropriate) and date
- Immunization history
- Allergies and chronic conditions
- Current medication
- Any other conditions of which the health officer should be aware

Physicals are merely an overview of a Scout's health. Remember to ask Scouts how they're feeling before they come to camp and take appropriate action. ***Don't send a sick Scout to camp.*** Scouts that miss camp due to illness that purchase the Travmark Camp Insurance are covered and will receive a refund.

Medication for the week will be turned into the camp medical office on Sunday, and dispensed by their personnel only. Any leftover medication will be collected Sat AM. Scouts are NOT to have medication in their possession during camp. Please follow this procedure for each camper and adult leader who will be taking medication while at camp. Please place multiple medications, prior to your arrival at camp, in separate, sealable, plastic bags. These are to be labeled with the person's name, Troop and campsite. All individual bags containing separate medications are then to be placed in a large sealable plastic bag. This also must be labeled with the person's name, troop and campsite. Please let us know if your scout will be on medication during his stay at camp.

What to bring (and NOT to bring)

Items NOT allowed in camp:

Fireworks, Firearms, Drugs or Alcohol, Skateboards, In-line skates, dry ice, bicycles, Cell Phones, Pets (any size or kind), dangerous chemicals, unapproved liquid fuels.

Please bring at least the following items:

Sleeping bag, pad or air mattress, and pillow, towel, swimwear, soap, toothbrush and toothpaste, Class A scout uniform, sneakers (NO flip-flops or other open-toed shoes), water bottle(s), spending money, poncho, flashlight or headlamp, SCOUT BOOK, bug repellent, sunscreen, first aid kit, shorts, socks, and t-shirts for the week (no tank tops or sleeveless shirts, please).

Those Scouts using knives and axes at camp will be required to carry a Totin' Chip card signifying that they have completed a basic axe and knife safety course. Sheath knives are not permitted in camp. The purchase of knives at the Trading Post requires the possession of a current Totin' Chip card.

Parents of first year scouts: Until the Totin' Chip is finished, scouts may NOT have a knife in their possession. Mr. Davis recommends not bringing one since they won't need it for the Totin' Chip class.

SUMMER CAMP CHECKLIST (updated from our Troop 30 website)

Pack in a duffle bag or foot locker. Foot locker with a combination padlock is by far the best choice. Make sure all personal items are marked with the scout's name.

Clothing

- Scout uniform (Class A shirt only; bring a hanger since they wear it every night for dinner.)
- Class B t-shirt
- 1 set underwear and socks per day, plus one spare set. (7) (Pack in zip-lock bag to stay dry)
- T-shirts, one per day (6)
- 1-2 Pair long pants. (zip-off type is good)
- 2-3 Pair shorts
- 1-2 Pair hiking socks
- Jacket and/or sweatshirt (fleece)
- Rain gear/poncho
- Sleep wear/sweat pants
- Sneakers
- Hiking shoes
- Water sandals/shoes (optional)
- Swim trunks

Personal Gear

- Sleeping bag and pad, bed sheet for hot evenings
- Pillow and pillowcase
- 2 Towels and washcloth
- Toilet items
 - (Toothbrush, toothpaste, soap with holder, shampoo, comb, deodorant)
- Personal first aid kit (& survival kit if working on wilderness survival merit badge)
- Non-aerosol insect repellent
- Suntan lotion, hat or visor
- Water-resistant watch (all activities are scheduled)
- Money (\$20-\$30)
- Flashlight and batteries
- Dirty clothes bag and wet clothes bag (2 trash bags)
- Canteen or Water bottle
- Scout handbook (very important!)
- Items for merit badges (pre-requisite work)
- Notebook and pencil

Additional Gear (Optional):

- A day backpack
- Rope for hanging towels (bring some tools on Sunday to make a clothesline)
- Mosquito net (optional, may need a few tools to hang it)
- Camp chair
- Playing cards (Magic very popular, cards sold at Trading Post, Tuesday evening tournament)
- Pocket knife (Totin' chip card required; First year scouts don't need to bring one.)
- Compass
- Whistle
- Alarm clock
- Camera and film
- Stamps and stationary

DAN BEARD

The Dan Beard Department runs a full-week day-long **first year Scout program** to help new Scouts quickly fulfill many requirements for ranks up to First Class as well as gain experience with patrol camping and activities. The Full Day program is the cornerstone of the department and program is both fun and comprehensive.

Every day the Scouts meet in the Dan Beard field at 9:15 for the morning and 2:00 for the afternoon. For Tuesday through Friday in the afternoon there are four stations. A patrol goes to a different station everyday. Once the patrol has gathered in Dan Beard, they will go to a station with their Patrol Guide.

Dan Beard Daily Schedule

Monday

9:15-9:30 Introduction

9:30-10:15 Patrol Method

10:15 Line Up For Pool (Swimming Merit Badge/Instructional Swim)

2:00-3:00 Totin' Chip Part 1 (safety & sharpening)

3:00-4:00 Two Half Hitches, Taut Line, & Bowline

4:00-5:00 Totin' Chip Part 2 (ax yard)

Tuesday through Friday

9:15-10:15 Mammal Study

10:15 Line up for pool (Swimming Merit Badge/Instructional Swim)

2:00 Meet at Dan Beard for stations

Stations

Lashings Station

2:15-3:00 Clove Hitch and Timber Hitch (At Scoutcraft)

3:00-4:00 Lashings (square, diagonal, shear)

4:00-5:00 Lashing Project

First Aid Station

2:15-3:00 First Aid (At Eagle)

3:00-4:00 First Aid Scenario

Orienteering Station

2:15-3:00 Map & Compass (At Dan Beard)

3:00-4:00 Orienteering Course

Team Building Station

2:15-4:00 Team Building Activities

Notes and Reminders:

- Second Class 8abc (7abc in old Scout book) and First Class 9abc are covered during Swimming merit badge.
- Instructional swim is provided to those who have not passed the Swimmer test. Since participants go to the pool every morning, Scouts must bring their bathing suits and towels with them to Dan Beard.
- Scouts must bring two filled out merit badge cards for Swimming and Mammal Study to Dan Beard on Monday morning.
- Totin' Chip will be offered in Dan Beard at 7:15pm Tuesday night for Scouts not in the full day program.

To see the complete list of activities, including Merit Badge Prerequisites:

<http://www.ockanickon.org/summer-camping/program/individual-activities/>

For older scouts (everyone except those doing Dan Beard): need to plan merit badges BEFORE camp and get the prerequisites done BEFORE camp, otherwise you will come home with Partial that may or may not be able to be completed during our regular troop meetings, as we may not have a MB counselor for that badge. The master schedule is at:

<http://www.ockanickon.org/summer-camping/program/master-schedule/>

Friday Rafting Trip:

We usually try to take the scouts that are free Friday afternoon on a rafting trip at Bucks County River Country. The cost is about \$15 per scout and parental permission is required. Please print and fill out the release form at the link below and have your son bring it to camp. We also could use 1 or 2 extra adults to help with this trip on Friday afternoon in case some scouts need to remain at camp.

<http://www.ockanickon.org/wp-content/uploads/raftingreleaseform.pdf>

Swim Test:

All scouts are required to take a swim test before being able to use the pool at camp. We usually plan to meet at the LMT pool for one of our June troop meetings for this purpose. Please make every attempt to get to this meeting. Scouts that miss this meeting will have to be tested during Sunday check-in at camp which can require a lot of extra time waiting in a long line.

Final Note about Sunday Check-In & Medical Forms:

We could use a few extra adults to help the troop get settled on Sunday afternoon. If possible, please try and stay on Sunday until your son goes through medical checks, especially, if he needs medication. *The camp has added a temperature screening policy this year as part of check-in and scouts with temperatures of 101°F or above will be sent home and can return to camp later in the week when their temperature drops.* You'll probably also want to stay if your son needs to take the swim test—these scouts are usually rushing to make it to dinner on time.

If you are bringing your medical form to camp, please make sure you made a copy for our troop records, since Ockanickon does not return the medical forms to us. Also, make sure the copy you submit to the camp staff is readable; they are very strict about completeness and legibility of the physician's signature.

Any questions or concerns should be directed to:

Jeff Davis
Scoutmaster, Troop 30
215 321 8511
email: jdavis920@verizon.net