

Cherokee Scout Reservation

2023 Cub Overnight Camp + Leader Guide



Nationally Accredited Camp

Cherokee Scout Reservation is a nationally accredited camp by the National Council of the Boy Scouts of America. Regionally trained appraisers inspect the camp annually. Key staff members are trained through the BSA National Camp School. Staff members are trained in CPR and basic first aid.

Photo & Image Release Notice

By attending Cherokee Scout Reservation summer camp, you agree to allow Cherokee Scout Reservation and the Old North State Council to use your image for promotional purposes. Photos and video images may be used in, but not limited to, print publications, online publications, videos, presentations, websites, and social media.

Information Subject to Change

The information within this guide is subject to change. Check the website for the most recent and up-to-date version.

Nondiscrimination Policy

It is the policy of the Cherokee Scout Reservation not to discriminate against any person on the basis of race, color, national origin, religion, age, sex (including pregnancy, childbirth, breastfeeding, or related medical condition), gender, sexual orientation, gender identity, marital or familial status, genetic information, citizenship status, ability, or any other legally protected characteristic in the administration of our program. Cherokee Scout Reservation will make accommodations, as far as is practical, to meet the needs of a person with disabilities as directed by the Americans with Disabilities Act of 1990. Any camper or leader with a disability requiring assistance of the camp staff should contact the camp director at least 12 days prior to arrival at summer camp.

To report a violation of this policy, please contact Old North State Council Director of Cherokee Scout Reservation and Strategic Initiatives Bud Harrelson at 336-378-9166 or bud.harrelson@scouting.org.

Website

For all of your camp needs, be sure to check our website – csr.camp.

COVID-19 Mitigation Plans

The latest information regarding our COVID-19 mitigation plan can be found at www.csr.camp/COVID-19.

Our COVID-19 mitigation plan will be reviewed and approved by the Caswell County Department of Public Health.

Our plan will follow the latest guidance of from the Center of Disease control, the NC Department of Health and Human Services, and NC Governor Cooper's executive orders.

Our plan will adhere to the guidance provided by the national Boy Scouts of America Outdoor Program Group, Health & Safety Group, and Risk Management Group.



Welcome to Cub Scout Overnight Summer Camp at Cherokee Scout Reservation!

We're excited to welcome ALL Cub Scouts to Cherokee Scout Reservation for Summer Camp 2023.

Cub Scout Overnight Camp is open to Tigers, Wolves, Bears, Webelos, and Arrow of Light Scouts. Cub Scout Overnight Camp is a pack activity. Scouts will participate in age-appropriate activities as a den.

In collaboration with many Cub Scout volunteers throughout the council, we've developed a new, dynamic program for our Cub Scouts to enjoy at Summer Camp.


This summer's theme is Mindcraft. Throughout the camp session, Scouts will complete activities that mimic playing the Mindcraft game.

Cub Scout Overnight Camp is designed to meet the needs of Cub Scouts.

1. The schedule minimizes the amount of walking Scouts will do daily.
2. Scouts will earn Adventures daily.
3. The schedule allows for an after-lunch siesta.
4. We provide snack in the morning and afternoon..
5. Instruction is delivered in small groups.
6. Scouts change activities every 15-20 minutes to keep them fully engaged.
7. We provide a staff member to lead you to your program areas daily. You never have to look at a map or worry about getting lost.
8. Full integration of the theme provides fun and excitement for everyone.

As you make plans for camp, please do not hesitate to contact us if you have questions. We are ready and prepared to assist you. You can reach Camp Director Bud Harrelson at bud.harrelson@scouting.org. During the summer, we can be reached at summer camp at 336-694-6440. We look forward to your unit's arrival this summer!

Yours in Scouting,



Bud Harrelson, Camp Director
Bud.harrelson@scouting.org

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Tiger Cub shooting wrist rockets.

GENERAL CAMP INFORMATION

Dates

Session 1	July 30 – August 2
Session 2	August 2 - 5

Camp Fee

- The camp fee is **\$250**.
- The camp fee is all-inclusive.
- The camp registration fee is the same for in-council and out-of-council units.
- All camp fees should be paid by the unit via Black Pug – our online event management system.
- For Scouts who attend as Provisional campers and day campers, their families will also pay online via Black Pug.

Early Bird Fee: \$225.

- Submit the full \$225 payment by 11:59 pm on Thursday, April 27 to receive the \$25 discount.

Late Fee: \$10

- Payments paid in full after 12:00 am on Friday, May 25 will be charged a \$10 late fee. The late rate is \$260.

Provisional Fee: \$270

- Provisional allows Scouts to attend camp when their unit does not plan to attend camp.
- To take advantage of the Provisional option, a parent/guardian must attend camp with the Scout.
- The Scout pays \$270.
- The parent/guardian pays \$120.
- The parent/guardian must be a registered member of the Boy Scouts of America.

Adult Leader Fee: \$120

- Adult leader fees must be submitted by Thursday, May 25.
- Packs will receive three adults for free.

Den Chief Fee: \$75

- Den chief fees must be submitted by Thursday, May 25.

Campsite Reservations & Deposits

- Units will submit campsite deposits via Black Pug.
- A \$100 campsite deposit is required to secure your campsite reservation.
- The campsite deposit is non-refundable, but will be applied towards your total balance due.
- When units submit their campsite deposit, they may select three campsite preferences.

Camp Fee Payment Structure

- Payment 1: \$125 due Thursday, April 27
- Payment 2: \$125 due Thursday, May 25

Campsite Assignments

- In order to maximize beds, ensure compliance with youth protection sleeping requirements, and minimize walking distances, the camp director will make campsite assignments.
- Units will be notified of their campsite assignment and adirondack assignments after July 1.



Refund Policy

- Payment 1 is non-refundable but are transferable to another Scout in your unit.
- Once the camper has paid more than \$105, the refund amounts will not exceed 50% of the funds paid at the time of the refund regardless of circumstances.
- Refunds should be requested during the unit's 12-Day-Out-Meeting.
- Refund requests should be submitted by the unit leader directly to the camp director.
- Refunds will not be granted after the 12-Day-Out-Meeting for the unit's scheduled week at camp unless the camper becomes ill or experiences a death in the family. If the camper becomes ill, a doctor's note must accompany the refund request. Should the camper become ill or experience a death in the family, the unit leader should request a refund Sunday of the week the unit is scheduled to attend camp. Regardless of circumstances, no refunds will be granted after Sunday/Wednesday of the unit's scheduled session at camp.
- Refunds will be returned to the credit card on file with Black Pug within 30 days.
- If we are unable to offer camp, because of COVID-19, families will receive a full reimbursement.
- .

Camperships

- Financial assistance is available to Scouts for whom the camp fee is a financial hardship.
- Campership amount typically does not exceed one-third of camp fee (\$85).
- Camperships are available to in-council and out-of-council Scouts.
- Deadline for submitting campership requests is Thursday, April 27.
- Campership forms are available online – <https://www.csr.camp/webelos-camp-forms.html>

Adult Leaders in Camp

Cub Scout to Adult Leader Ratio

- 1 Tiger Cub : 1 Tiger Adult Partner
- 2 Wolf or Bear Cubs : 1 Adult Leader
- 4 Webelos or Arrow of Light Scouts : 1 Adult Leader
- Units serving female Scouts must have at least one female adult leader over 21 years of age in camp at all times.
- This applies to Cub Scout Overnight Camp.
- Units must also be in compliance with Youth Protection requirement of two-deep leadership.
- Effective immediately, any adult who spends at least one night while accompanying a Scouting unit to a long-term camp activity, sponsored by the Old North State Council or any of its agents, must be a registered member of the Boy Scouts of America with a completed criminal background check and completed mandatory Youth Protection Training.
- For those who are not registered with the BSA, we recommend submitting their adult leader application to the council office no later than April 1.
- Adult leader registration and Youth Protection training status will be verified during the unit's 12-day-out meeting.
- Packs will receive 3 adult leaders at no cost.
 - One of these 3 leaders is expected to be able to participate in daily morning check-ins with the camp director at 9:15.
- Each additional adult leader pays \$120.
- Adult leader fees are due on Thursday, May 25.

Provisional Scouts

- For Scouts who are unable to attend camp with their unit, we form a Provisional Unit.
- Female and male Scouts can participate in the Provisional until.
- For a Cub Scout to participate in the Provisional Unit, his/her parent/guardian must also attend.
- The Provisional Unit adult leaders are full-time staff members who provide supervision and support to Provisional Scouts. Female and male adult leaders are present.
- Limited to 20 Scouts per session.
- Cost: **\$270**
- A **non-refundable \$125 deposit** secures a space in the Provisional Unit.
- Families submit the Provisional payment online via Black Pug themselves.
- Provisional Scouts who make a \$245 deposit by Thursday, April 27 are eligible for the \$25 early bird discount.
- The final payment of \$125 for the Provisional Scout is due on Thursday, May 25.
- The \$120 payment for the parent/guardian is due on Thursday, May 25.
- Parent/guardians who attend camp with their Provisional Scout must be a registered member of the Boy Scouts of America with a completed background check and Youth Protection Training
- Provisional Scouts and parents/guardians must bring their completed [BSA Health Form](#) to Sunday check-in.

Day Campers

- Cub Scouts and their parent/guardian are welcome to participate in Cub Scout Overnight Camp as day campers.
- Day campers participate in the program from 9:00 am to 5:00 pm.
- Cost: **\$100 for day camper & \$40 for parent/guardian.**
- A **non-refundable \$50 deposit** secures a space as a day camper.
- Families submit the day camper payment online via Black Pug themselves.
- Day campers are not eligible for the early bird rate.
- The final payment of \$50 for the day camper is due on Thursday, May 25.
- The \$40 payment for the parent/guardian is due on Thursday, May 25.
- Day campers and parents/guardians must bring their completed [BSA Health Form](#) to Sunday check-in.

Correspondence

- Please remember to put the following information on all correspondence submitted.
- This includes emails.
- Unit Type, Unit Number, Session
- Pack 13, Session 2

Webelos Scout practices her knots.



Who to Contact

- Questions about camp should be directed to Camp Director Bud Harrelson at bud.harrelson@scouting.org.
- Questions related to BSA insurance should be directed to Sherron Whitesell at sherron.whitesell@scouting.org or 336-378-9166.
- Prior to June 10, inquiries and correspondence, should be directed to the Old North Council Office, 1405 Westover Terrace, Greensboro, NC 27408 or 336-378-9166.
- After June 10, inquiries and correspondence, should be directed to Cherokee Scout Reservation, 3296 Boy Scout Camp Road, Yanceyville, NC 27379, 336-694-6440, or office@csr.camp.

Family Night

- Our COVID-19 mitigation strategies may prevent us from hosting family night.
- Each Tuesday/Friday, from 5:30 to 10:00 pm, families, friends, and the remainder of your pack are invited to camp.
- Typically, visitors bring covered-dishes to share among the unit. Each pack has a different tradition, so be sure to check with your unit leaders about Family Night food expectations.
- Visitors should plan to attend the exciting and entertaining flag retreat ceremony and campfire.
- We know that executing a covered-meal in the campsite with families and friends can be difficult for some units because the distance between camp and your home community.
- To support those units, those from in-council and out-of-council, we will provide a simple meal in the dining hall.
- This meal will be at no additional cost to you or your campers.
- You will notify the camp director of your need to have supper in the dining hall during family night to the camp director during your 12-day-out meeting.
- Some units choose to bring in food and cook-out in the campsite.

Scouts with Special Needs

Cherokee Scout Reservation desires for all Scouts and adult leaders to be able to take full advantage of our exciting summer programs. We will do our best to meet all reasonable requests for accommodations.

- **During registration, in Black Pug, Scouts/unit leaders will have the opportunity to include information about allergies, dietary concerns, medical concerns, and mobility needs.**
- All requests for accommodations will reviewed and solidified with the unit leader during the unit's 12-Day-Out Meeting.

Mobility

- For Scouts and adults with mobility needs, the best solution is for the unit to provide their own golf cart.
- Golf carts must meet all the requirements outlined in our [Golf Cart Use Policy](#).
- For Scouts who cannot provide their own golf cart, the camp will provide transportation between program areas.

Dietary Needs

- Our Dining Hall is a peanut-free environment.
- For Scouts and adult leaders with special dietary needs, we will do our best to provide suitable alternatives to our meals.
- A salad bar is available at lunch and dinner, daily. Our COVID-19 mitigation strategies may prevent us from having a salad bar. However, we will make prepared salads available.
- A sample [camp menu](#) can be found online - <https://www.csr.camp/webelos-camp-forms.html>
- Scouts and their families are encouraged to bring additional food that will best satisfy the Scout's dietary needs.
- Limited storage space is available in the Dining Hall kitchen's walk-in coolers for the storage of food items you might bring.
- Our food services manager is available to answer questions about meal ingredients and preparation techniques.
- Direct questions about meal ingredients and preparation techniques to our camp director at bud.harrelson@scouting.org.

Trading Post

- A stock of necessities is available to replace the forgotten toothbrushes, flashlights, and batteries.
- Items to enjoy during their leisure will also be available to Scouts, leaders, and visitors.
- The Commissary contains a host of snacks and refreshments.
- On average, Scouts spend \$35.
- Scouts are responsible for their own money.

Pre-order Memorabilia

- You may pre-order 2021 camp t-shirts and hats.
- Adult leaders will submit one pre-order for the entire unit.
- Pre-orders are due by Thursday, May 25.
- Pre-orders will be delivered during your unit's 12-day-out meeting.
- Limited supplies of t-shirts and hats will be available for sale in the trading post.
- Adult leaders will submit pre-orders via Black Pug.

Mail

- Mail is delivered to camp daily.
- To send your Scout mail, use the following address format.

Scout's Name and Unit Number
Cherokee Scout Reservation
3296 Boy Scout Camp Road
Yanceyville, NC 27379

Emergency Phone Number

- The emergency phone number at camp is 336-694-6440.

Religious Services

- Scouting vespers will be held each morning as part of our morning flag ceremony.
- Our Scouting vespers are interfaith.

Meals

- Meals are served cafeteria style in the air-conditioned Dining Hall.
- Our COVID-19 mitigation strategies may require Scouts to eat elsewhere besides the dining hall or require us to serve food in more than two shifts.
- For all meals, units will eat together at their predetermined seating area in meal shifts.
- Units are notified of their meal shift during check-in.
- Units will have the same meal shift for the entire week. Unit waiters will assist in placing tableware, drinks, and condiments on the table and in cleaning the tables after those meals.
- Waiters should arrive ten minutes before their unit's meal shift.
- [Menus](#) are approved by a certified nutritionist and prepared by experienced cooks.
- This menu is subject to change each week and there is no guarantee of the menu for any particular week.
- Information for communicating special dietary needs requests can be found at <https://www.csr.camp/webelos-camp-forms.html>.



Scouts compete in three-legged race.

CAMP PROGRAM + ADVENTURES & ACITIVIES

Cherokee Scout Reservation offers a wide variety of Adventures for Cub Scouts to enjoy while at summer camp. The next few pages describes our Adventures program.

- Scouts will participate in Adventures with their dens.
- The Adventures for each den (grade-level) are set.
- Scouts will participate in Adventures on Day 2 (Monday/Thursday) or Day 3 (Tuesday/Friday) of camp session.
- The schedule provides Scouts with four 3-hour and 15-minute Adventure sessions.
- During each Adventure session, Scouts will participate in one Adventure.
 - This provides several benefits:
 - Minimize walking among program areas
 - Allows Scouts to finish Adventures in one meeting time and feel a sense of accomplishment and achievement
- Most of the Adventures we offer can be completed during summer camp, but some cannot. A list of requirements covered and not covered is provided later within this guidebook.

Daily Adventure Schedule

Day 2

7:15 Assembly
7:30 Breakfast
8:30 – 11:45 Adventure Session 1
9:00 Cubmaster Meeting with Camp Director
12:00 Lunch
1:30 – 4:45 Adventure Session 2
5:45 Assembly
6:00 Supper
7:00 Twilight Activities Begin
10:00 Taps

Day 3










7:15 Assembly
7:30 Breakfast
8:30 – 11:45 Adventure Session 3
9:00 Cubmaster Meeting with Camp Director
12:00 Lunch
1:30 – 4:45 Adventure Session 4
5:30 Family & Visitors Night Begins
7:30 Flag Ceremony & Campfire
10:00 Taps



Arrow of Light Scouts building birdhouses.



Tiger Cubs Adventures










Adventures	Requirements Covered	Requirements NOT Covered
 Games Tigers Play	1, 2, 3, 4 Completed	
 Curiosity, Intrigue and Magical Mysteries	1, 2, 3, 4 Completed	
 Floats & Boats	All Completed	
 Tigers in the Wild	1, 2, 3, 4, 6 Completed	
 My Tiger My Jungle	1, 2, 3, 4 Completed	
 Tiger Tag	All Completed	
	 BB's	All Completed
	 Archery	All Completed

SAMPLE Tiger Cub Walking Groups

Day 2							
Group A	Waterfront	Snack Break	Waterfront	Lunch	Nature Lodge	Snack Break	Nature Lodge
	Floats & Boats		Floats & Boats		Tigers in the Wild		My Tiger My Jungle
Group B	Activity Field	Snack Break	Activity Field	Lunch	STEM Lab 2	Snack Break	STEM Lab 2
	Shooting Sports Archery		Shooting Sports BB		Games Tigers Play		Curiosity, Intrigue, and Magical Mysteries
Day 3							
Group A	Activity Field	Snack Break	Activity Field	Lunch	STEM Lab 2	Snack Break	STEM Lab 2
	Shooting Sports Archery		Shooting Sports BB		Games Tigers Play		Curiosity, Intrigue, and Magical Mysteries
Group B	Waterfront	Snack Break	Waterfront	Lunch	Nature Lodge	Snack Break	Nature Lodge
	Floats & Boats		Floats & Boats		Tigers in the Wild		My Tiger My Jungle



Wolf Cubs Adventures












Adventures		Requirements Covered	Requirements NOT Covered
 Running with the Pack		1, 2, 3, 4, 5, 6 Completed	
 Air of the Wolf		1A,1B, 2B, 2E Completed	
 Spirit of the Water		1, 2, 3, 4, 5 Completed	
 Call of the Wild		1,2,3,4,5 Completed	
 Yo-Yo Preview Adventure		1,2,3,4,5,6,7 Completed	
 Paws on the Path		1,2,3,4,5, 6 Completed	
	 BB's	All Completed	
	 Archery	All Completed	

SAMPLE Wolf Cub Walking Groups

Day 2							
Group A	Scoutcraft	Snack Break	Scoutcraft	Lunch	Waterfront	Snack Break	Waterfront
	Running with the Pack		Air of the Wolf		Spirit of the Water		Spirit of the Water
Group B	OA Lodge	Snack Break	OA Lodge	Lunch	Activity Field	Snack Break	Activity Field
	Call of the Wild		Paws on the Path		Shooting Sports Archery		Shooting Sports BB
Day 3							
Group A	OA Lodge	Snack Break	OA Lodge	Lunch	Activity Field	Snack Break	Activity Field
	Call of the Wild		Paws on the Path		Shooting Sports Archery		Shooting Sports BB
Group B	Scoutcraft	Snack Break	Scoutcraft	Lunch	Waterfront	Snack Break	Waterfront
	Running with the Pack		Air of the Wolf		Spirit of the Water		Spirit of the Water



Bear Cubs Adventures

Adventures	Requirements Covered	Requirements NOT Covered
 Fur, Feathers, Ferns	1, 2, 3, 4, 5 Completed	
Modular Design Preview Adventure	1, 2, 3, 4, 5, 6 Completed	
 Forensics	1, 2, 3A, 3B, 4A, 4B, 4C Completed	
 Salmon Run	1, 2, 3, 4, 5, 6, 8 Completed	
 Bear Claws	1, 2, 3A, 3B Completed	
 Bear Necessities	1, 2, 3, 4, 5 Completed	
 A Bear Goes Fishing	1, 2, 3, 4 Completed	
 Grin and Bear It	1, 2, 3, 4, 5 Completed	
	 BB's	All Completed
	 Archery	All Completed
	 Wrist Rocket	All Completed

SAMPLE Bear Cub Walking Groups

Day 2								
Group A	Waterfront	Snack Break	Waterfront		Lunch	STEM Lab 1	Snack Break	STEM Lab 1
	Salmon Run		Salmon Run			Fur, Feathers, Ferns		Modular Desgin & Forensics
Group B	Archery Range	Snack Break	Pistol Range	Rifle Range	Lunch	Scoutcraft	Snack Break	Scoutcraft
	Shooting Sports Archer		Shooting Sports Wrist Rocket	Shooting Sports BB		Bear Claws		Bear Necessities
Day 3								
Group A	Archery Range	Snack Break	Pistol Range	Rifle Range	Lunch	Scoutcraft	Snack Break	Scoutcraft
	Shooting Sports Archery		Shooting Sports Wrist Rocket	Shooting Sports BB		Bear Claws		Bear Necessities
Group B	Waterfront	Snack Break	Waterfront		Lunch	STEM Lab 1	Snack Break	STEM Lab 1
	Salmon Run		Salmon Run			Fur, Feathers, Ferns		Modular Desgin & Forensics



Bear Scout showing off his catch!



Webelos Adventures

Adventures		Requirements Covered	Requirements NOT Covered
 Into the Woods		1, 2, 3, 4, 6 Completed	
	 Into the Wild	1, 4, 5, 6, 7, 8 Completed	
	 Aquanaut	1, 2, 3, 4, 5, 8 Completed	
 First Responder		1, 2, 3, 4, 5, 6 Completed	
 Cast Iron Chef		1, 3 Incomplete	Scouts will be prepared to complete requirement 2 after camp
 Stronger, Faster, Higher		1, 2 Scouts will complete 6 in the campsite. Incomplete	Scouts will be prepared to complete requirement 3 after camp.
 Game Design		1, 2, 3, 4 Completed	
	 BB's	All Completed	
	 Archery	All Completed	
	 Wrist Rocket	All Completed	

SAMPLE Webelos Scout Walking Groups






Day 2									
Group A	FROGS	Snack Break	FORGS		Lunch	Waterfront		Snack Break	Waterfront
	Into the Wild		Into the Woods			Aquanaut			Aquanaut
Group B	Dining Hall Shelter	Snack Break	Dining Hall Shelter		Lunch	Pistol Range	Rifle Range	Snack Break	Archery Range
	First Responder		Stronger, Faster, Higher	Cast Iron Chef		Shooting Sports Wrist Rocket	Shooting Sports BB		Shooting Sports - Archery
Day 3									
Group A	Dining Hall Shelter	Snack Break	Dining Hall Shelter		Lunch	Pistol Range	Rifle Range	Snack Break	Archery Range
	First Responder		Stronger, Faster, Higher	Cast Iron Chef		Shooting g Sports Wrist Rocket	Shooting Sports BB		Shooting Sports - Archery
Group B	FROGS	Snack Break	FORGS		Lunch	Waterfront		Snack Break	Waterfront
	Into the Wild		Into the Woods			Aquanaut			Aquanaut



Wolf Scouts CELEBRATE! They set up the tent all by themselves.



Arrow of Light Adventures

Adventures	Requirements Covered	Requirements NOT Covered
 Build It	1, 2, 3 Incomplete	4 – visit construction site
 Castaway	1A, 1B, 2A, 2B, 2C, 2D Completed	
 Outdoor Adventurer	Option B 1, 2, 4 Incomplete	3– teach bowline to another non-Webelos Scout
 Building A Better World	1, 2, 3, 4, 5, and 6A Completed	
Modular Design Preview Adventure	1, 2, 3, 4, 5, 6, 7, 8 Completed	
 Fun Climb	(not an advancement)	

SAMPLE Arrow of Light Walking Groups

Day 2							
Group A	Handicraft	Snack Break	Handicraft	Lunch	Trade Skills Shop	Snack Break	Trade Skills Shop
	Castaway		Outdoor Adventurer		Modular Desgin		Build It
Group B	Climbing Tower	Snack Break	Climbing Tower	Lunch	OA Lodge	Snack Break	OA Lodge
	Fun Climb		Fun Climb		Building a Better World		Looking Back, Looking Forward
Day 3							
Group A	Climbing Tower	Snack Break	Climbing Tower	Lunch	OA Lodge	Snack Break	OA Lodge
	Fun Climb		Fun Climb		Building a Better World		Looking Back, Looking Forward
Group B	Handicraft	Snack Break	Handicraft	Lunch	Trade Skills Shop	Snack Break	Trade Skills Shop
	Castaway		Outdoor Adventurer		Modular Desgin		Build It

TWILIGHT PROGRAM

After supper on Day 2 (Monday/Thursday), Scouts will continue to participate in Adventures. Each den will have an opportunity to participate in a twilight activity that is advancement oriented, just for fun, or experience related.

SAMPLE TWILIGHT SCHEDULE

Den Type	Advancement Opportunity	Just for fun	Experience-related
Tiger Cubs	Tiger Tag	Newspaper Bridge Activity	Homemade ice cream in a bag
Wolf Cubs	Hometown Heros	Newspaper Bridge Activity	Homemade ice cream in a bag
Bear Cubs	A Bear Goes Fishing or Grin and Bear it		Branding
Webelos Scouts	Game Design and Build My Own Hero	Climbing	

Arrow of Light Scout Twilight

- Arrow of Light Scouts will journey to the waterfront for a water carnival. Arrow of Light Scouts will have the opportunity to participate in the following activities:
 - Swimming
 - Canoeing
 - CORCL boating
 - Stand-up Paddle Boarding
 - Blobbing
 - Glacier Climb
 - Fishing
- An Arrow of Light Scout's swimmer ability will dictate which of these activities he/she can participate in.
- Adult leaders will accompany their Scouts to Twilight programs
- Availability of all Twilight activities is subject to weather conditions.
- The Gaga ball, basketball, horseshoe, and soccer areas are always available in the evenings. Equipment is available for checkout at the Trading Post.



Scout finds his target on the BB Range.

PREPARING FOR CAMP

Pre-Camp Swim Checks

- Units are encouraged to complete swim checks prior to arriving at camp.
- In order for a unit to participate in pre-camp swim tests, the swim test guidelines found in the "Forms and Resources" section of the camp website - online at <https://www.csr.camp/webelos-camp-forms.html>.
- The **Unit Swim Test Classification Record** and the **Swim Check Guideline Agreement Form** should be submitted during your unit's 12-Day-Out meeting. These forms are available online at <https://www.csr.camp/webelos-camp-forms.html>.
- Unit leaders who hold Swim and Water Rescue Certification may conduct their own unit's swim checks.
- Some council-sponsored pre-camp swim check dates are available.

12-Day-Out Meetings

The camp leadership team will conduct 12-Day-Out Meetings with units to accomplish the following tasks:

1. Obtain Camp Attendance Roster (allows for us to check membership and youth protection training status of all campers and adult leaders prior to arrival in camp)
2. Reconcile fees paid / receive late payments (goal is to take no payments at CSR on Sunday)
3. Process refund requests
4. Obtain health forms
5. Obtain pre-camp swim check forms
6. Obtain dietary needs form
7. Make changes to camper adventure schedules
8. Distribute pre-ordered memorabilia

Location and Time

- 12-Day-Out Meetings will occur at the Council Office in Greensboro.
- Units will schedule appointments between 4:00 pm and 7:00 pm. If needed, we will schedule beyond 7:00 pm.

12-Day-Out Meetings Schedule

Session	12-Day-Out Meeting Date
1	Tuesday, July 18
2	Friday, July 21

Out-of-Council Units

- We will host 12-Day-Out meetings for out-of-council units via phone or video chat
- We will make individual appointments for out-of-council units on the days following the established 12-Day-Out meeting
- All forms should be submitted to the council office prior to the 12-Day-Out Meetings.
- We will accept their payments over the phone.


Campsite Information

Campsite capacities are for youth. Each campsite provides one tent for two adults.

- We will put up more tents to accommodate additional adult leaders and den chiefs.

Campsite	60% Capacity	Maximum Capacity
Apache A	7	12
Apache B	7	12
Blackfoot A	12	20
Blackfoot B	12	20
Blackfoot C	12	20
Cheyenne	12	20
Chippewa A	12	20
Chippewa B	12	20
Delaware A	12	20
Delaware B	12	20
Kiowah A	10	16
Kiowah B	10	16
Mohawk A	10	16
Mohawk B	12	20
Pawnee A	12	20
Pawnee B	14	24
Saura A	12	20
Saura B	10	16
Seneca A	7	12
Seneca B	7	12
Sioux A	12	20
Sioux B	12	20
Sioux C	12	20

 All campsites DO have electricity.

 The electricity provided in the campsite is to power CPAP machines and charge electronic devices.

Leader Tents

- Adult leaders should plan to share tents or adirondacks.
- Each campsite is equipped with one leader tent that sleeps 2 adults.
- If space is available in the adirondacks, following Youth Protection guidelines, adult leaders are welcomed to use the adirondacks.
- If units bring more than two adult leaders, we may ask the extra adults to provide their own tents
- On May 13, you will indicate the number of adult male and adult female leaders you will bring so we can make the necessary accommodations for separate gender sleeping spaces.

Adults with CPAP Machines

- Adults with CPAP machines are advised to bring a battery pack to power their CPAP machines.
- All campsites have electricity.
- Camp does not provide extension cords.

Leader Mugs

- As a token of our appreciation, we give each adult leader who stays a full week of camp a special leader mug.
- Unit leaders who will not be in camp a full week may pre-order a leader mug for \$8.00
- Pre-orders must be submitted by the unit not individually.
- Pre-orders are due to the council office by Thursday, May 25.
- Order your extra leader mugs via Black Pug.

Daily Leaders Meeting

- Daily check-ins with the camp leadership to review the logistics and needs of the day
- Sunday evening at 7:00 pm in the Headquarters Building
- Day 2 and Day 3 at 9:15 am in the Headquarters Building

Internet Access

- Limited wireless internet access is available at the Headquarters Building and Trading Post.
- The quality of this access is extremely low because of availability of internet service in Caswell County.
- While leaders are welcome to come to the Headquarters Building and use the internet to conduct their own business, online gaming, video chatting, live streaming, and other bandwidth-consuming activities are not allowed.
- At times when internet access becomes extremely limited, public access will be turned off so that camp business can continue.
- Please disable the wireless mode on your smart phone as this takes up a lot of bandwidth even when you aren't using your phone to browse the internet.

Headquarters Building

- Adult leaders are welcome to use the Headquarters Building to conduct their personal business and access the internet
- Headquarters Building Business Hours

Sunday: 2:00 PM to 6:00 PM
 7:00 PM to 10:00 PM

Monday-Friday: 8:00 AM to 12:00 PM
 1:00 PM to 6:00 PM
 7:00 PM to 8:45 PM

Saturday: 7:00 AM to 9:00 AM

BSA Health Forms

- All Scouts and adult leaders are required by National Camping School standards to provide a completed BSA Health Form parts A, B, and C for all activities that last over 72 hours.
- Only official [BSA Health Forms](#) may be used.
- You must use the 2019 printing of the health form.
- Remember, all people attending summer camp must have a current health form at the health lodge.
- Proof of insurance must accompany the BSA Health Form.
- Health forms must be submitted to the health office upon your arrival at camp.
- **This health form needs to be completed annually.** A camper/leader attending more than one year after their last physical exam can use the same health form, provided their entire stay at camp falls within the same month of that exam. Ex: If you are attending camp on August 2, 2023, your physical can have a date no earlier than August 1, 2022.
- If your health form is not up-to-date at check-in, there is a healthcare provider off-site within 15 minutes of camp that is able to complete a physical and update the form for a small fee. This must be completed and reviewed by the camp Health Officer by Monday/Thursday afternoon in order to stay at camp.
- When Part C of the health form is required, the recommendations on the height/weight chart and other risk factors need to be considered when planning to participate in activities at camp. Examples of strenuous activities include but are not limited to work weekends, high adventure treks, hiking, backpacking, climbing, repelling, leadership challenge, and aquatics.
- The BSA will not waive the requirement for all people to have a current health form for Summer 2021.

Pre-Camp Medical Form Review

- Submit copies of your unit's health forms during your unit's 12-Day-Out meeting. Do not submit the original copies.
- Paper copies must be submitted.
- Camp health officers will review the health forms prior to your unit arriving at camp.
- If there are questions, the camp health officers will contact the unit leaders.
- Submitting health forms for pre-camp review expedites the check-in process.
- Even if you submit health forms for pre-camp review, all Scouts and adult leaders must participate in a medical re-check upon arriving at camp.
- Copies of medical forms may be mailed to Old North State Council, 1405 Westover Terrace, Greensboro, NC 27408.
- Mailed medical forms should arrive before your 12-Day-Out meeting date.

Council-Sponsored Physical Clinic

- Cost: \$25
- Direct all questions about registration, appointments, or other clinic information to Nita Grubbs at nita.grubbs@scouting.org or 336-378-9166 with questions regarding the Council-Sponsored Physical Clinic.
- Register for the physical clinic on Black Pug.

Option 1

- **Saturday, March 25, 2023**, from 9:00 am to 12:00 pm
- **Registration deadline: Tuesday, March 21, 2023.**
- Location: Merritt Medical Plaza, 1511 Westover Terrace, Greensboro, NC.
- Do NOT contact Merritt Medical Plaza with questions regarding the clinic.

Option 2

- **Saturday, June 10, 2023**, from 9:00 am to 3:00 pm.
- **Registration deadline: Tuesday, June 6 at 11:59 pm.**
- Location: Cherokee Scout Reservation Health Lodge

Adirondack & Tent Capacity During COVID-19

- Typically, adirondacks sleep 4 Scouts.
- Under COVID-19, adirondacks will sleep 2 Scouts.
- Scouts will need to sleep head-to-toe and on opposite sides of the adirondack.
- The Scout sleeping on the left side, will sleep on the top bunk with their head towards the front wall.
- The Scout sleeping on the right side, will sleep on the bottom bunk with their head towards the back wall.
- Canvas tents provided by the camp, will sleep one person.
- Units may need to bring their own tents to make up for the diminished capacity in adirondack beds.
- Youth protection allows Cub Scout family groups to share a tent. However, the Caswell County Health Department recommends no more than two people sharing a tent.
- Scouts are welcome to hammock camp.
- Hammocks must be at least 6 feet apart.



Scouts go gaga over gaga ball.



Arrow of Light Scout descends the climbing wall.

UNIT SUMMER CAMP PLANNING CALENDAR

March 18, 2023	<ul style="list-style-type: none"> • Attend Summer Camp Kick-off • Submit campsite reservation and bed deposits
March 2023	<ul style="list-style-type: none"> • Review camp plans; notify Scouts and families of camp dates • Recruit adults to serve as unit leaders during summer camp • Ensure all adults attending camp for more than 72 hours have completed Youth Protection Training and are registered with the BSA (including completion of criminal background check)
Unit Camp Promotion Night	<ul style="list-style-type: none"> • Host a Unit Camp Promotion Night for your Scouts and their families • Describe the camp program and pack operation plan for camp • Provide information about merit badges, activities, and advancement • Distribute and explain the BSA Health Form • Review payment plan • Collect deposits for each Scout • Encourage Scouts who cannot attend camp with your unit or who wish to attend more than one week of camp to register as Provisional Campers • Promote t-shirt pre-orders • Begin fundraising, if necessary • Schedule unit physical clinic with local physician or register Scouts to participate in council-sponsored physical clinic • Schedule pre-camp swim checks • If any of your adult leaders who will spend at least one night in camp and are not registered with a criminal background check and Youth Protection Training, complete these activities
April 27, 2022	<ul style="list-style-type: none"> • Early bird payment due - \$225 • Payment 1 due - \$125
April & May 2023	<ul style="list-style-type: none"> • Campership applications due • Select Adventures for your den • Collect remaining payments • Submit remaining payments to Scout Office • Submit Campership applications • Gather special dietary needs information • Gather special physical needs of Scouts • Gather Shooting Sports Hold Harmless Forms • Arrange transportation to camp • Collect completed BSA Health Forms • Determine t-shirt pre-orders • Determine adult leader mug pre-order
May 25, 2023	<ul style="list-style-type: none"> • Pre-order additional leader mugs
May 25, 2023	<ul style="list-style-type: none"> • T-shirt pre-orders due
May 25, 2023	<ul style="list-style-type: none"> • Payment 2 due - \$125 • Adult leader fees due - \$120 • Den chief fees due - \$75
12 Days Before Camp	<ul style="list-style-type: none"> • Attend 12-Day-Out Meeting at Old North State Council Office • Submit Camp Attendance Roster • Submit photocopies of BSA Health Forms

- Submit pre-camp swim check information
 - Submit shooting sports hold harmless forms
 - Alert camp leadership of special dietary or mobility needs
 - Make any outstanding fee payments
 - Make changes to merit badge schedule
- One Week Before Camp
- Prepare pack and den equipment to bring to camp
 - Finalize transportation arrangements to and from camp
 - Collect any outstanding medical forms and payments not submitted at 12-Day-Out Meeting
- Departure
- Depart for camp in time to arrive by 1:00 pm
 - [Conduct the BSA Pre-Event Medical Screening Checklist](#)



Scouts participate in flag lowering ceremony.

CHECK-IN & CHECK-OUT PROCEDURES

Check-In Procedures

Check-in: 1:00-2:30 pm on Sunday

- Units are requested to plan their arrival at camp to be as close to 1:00 as possible.
 - Scouts should arrive at camp as a unit, not individually. This makes the check-in process much smoother and faster.
 - Scouts and leaders should be prepared with water-filled canteens during check-in as this is the hottest time of the day!
1. Scouts should always travel in their Field Uniform. Scouts and leaders should wear an activity or pack t-shirt under the Field Uniform so they can remove their button-up uniform shirt to prevent overheating.
 2. When leaving your meeting place, be sure to place your unit number in the vehicles' window.
 3. All of the unit's gear should be packed in no more than two vehicles. These two vehicles will be the only vehicles allowed to enter your campsite.
 4. Vehicles will be stopped on the road as they enter camp. All vehicles carrying Scouts will be directed to the parking lot. Staff members in the parking lot will direct these vehicles to available parking spaces.
 5. Vehicles with gear or pulling trailers will be directed to the unit's campsite. It is okay for trailers to be left in the campsite for the week but vehicles must be left in the parking lot after unloading gear.
 6. Campsite hosts will meet the unit in the parking lot.
 7. The Cubmaster or designee will be directed to the Headquarters Building to complete the unit's paperwork.

This leader should have the following with him:

- a. Receipts
- b. Checkbook (please leave amount blank until you arrive in case amount is incorrect)
- c. Unit Attendance Report
- d. Campership award letters

This leader should leave the following with his other adult leaders and the den chief:

- a. Scouts' BSA Health Forms
- b. Pre-camp Swim Check forms

NOTE: Units who participated in the 12-day-out meeting may by-pass the Headquarters Building during check-in. Units with changes after the 12-day-out meeting must stop by the Headquarters Building to settle financial accounts.

8. The campsite host will begin the camp tour which includes these stops:
 - a. Dining Hall for table assignments and overview of Dining Hall rules
 - i. Scouts with special dietary needs should introduce themselves to the Kitchen staff.
 - b. Dining Hall Shelter (If pack needs to pick up buddy tags from pre-camp swim checks)
 - c. Trading Post and Quartermaster
 - d. Unit photo at the flag pole.

NOTE: The Cubmaster should be able to catch up to the unit quickly after completing the check-in paperwork. Adults who are driving vehicles should attempt to catch up with the unit during the tour. An adult leader must be with the Scouts at all times during check-in and the tour.

9. The unit will then go to the campsite where:
 - a. The campsite host and Cubmaster will inspect the tents/adirondacks for damage
 - b. After inspections, store your gear
 - c. Everyone will change into swim suits if pre-camp swim checks were not completed
 - d. Camp medical re-checks will take place in the campsite for those units who submit their health forms during the 12-Day-Out Meeting.

10. If units need swim checks, they will continue to the waterfront.
 - a. Blank buddy tags will be issued to Scouts who need a swim test at the waterfront.
11. The campsite host will continue the camp tour if requested by the Cubmaster.
 - a. Program areas will be pointed out to Scouts and leaders.
12. Return to the campsite, finish unpacking, and dress for dinner. Field Uniform is required for dinner all week.
13. The meeting for Cubmaster and key staff is held at 7:00 pm at the Headquarters Building.

Check-Out Procedures

1. Pack all personal gear the night before leaving. Double check all gear to avoid leaving things behind. Prepare the campsite for final inspection by your campsite host.
2. All adirondacks should be policed for trash and swept out. Privacy curtains should be left open.
3. Walk the area for trash and hose down the washstand and latrine.

Remember: A Scout is clean. Please leave the campsite in better condition than you found it!

4. Remove any campsite improvement projects that were made during the week.
5. Two vehicles can be brought into the campsite to pick up the unit's gear on morning of departure. All other vehicles should remain in the parking lot waiting for Scouts.
6. Your campsite host will arrive and check the campsite for trash and damage to tents/adirondacks. Once the unit and campsite host have completed the inspection, vacate the campsite.
7. Any camp equipment that is damaged must be paid for before the unit leaves camp.
8. Return all camp equipment (shovels, lanterns, flags, etc.) to the Quartermaster.
9. Pick up your unit's health forms and medications from the Headquarters Building.
10. Packs should plan to check out no later than 9:00 am.



Scouts practice water rescue.

CAMP SECURITY

- An important aspect of youth protection at camp is having control over who is in camp – this includes campers, adult leaders, staff members, and visitors.
- The Scout uniform is a powerful validation symbol making anyone wearing one seem to be in the right place at a Scout camp. Unfortunately, almost anyone can obtain a uniform, whether or not they are registered in the program.
- Everyone in attendance at camp must wear identification that signifies legitimate participation in the camping program.
- We will use wristbands to signify that campers, adult leaders, staff and visitors are legitimate participants in the summer camp program.
- Wristbands will be distributed to units upon arrival at camp. The importance of wearing the wristband will be addressed during check-in.
- Wristbands should be worn at all times.
- All visitors to the camp must stop at the camp office, produce positive identification, and sign in.
- Visitors will receive a wristband that signifies they are a legitimate camp visitor.
- Upon conclusion of their visit, guests will sign out so that camp administrators will know who is in camp at all times.
- Any person spotted in camp without a wristband should be escorted to the office to sign in.

Uniforms in Camp

- All Scouts and leaders are encouraged to wear the complete BSA Field Uniform during flag lowering and dinner.
- The Activity Uniform is encouraged for all other times.
- Closed-toe shoes and a shirt must be worn at all times other than at the waterfront.
- Excepting religious objections, all hats should be removed when seated in the Dining Hall.
- Flip flops and open-toed sandals are not allowed per BSA Health and Safety policy.
- Wearing any BSA uniform should be done with respect. Camp staff and leaders should strongly encourage all Scouts to wear the Scout uniform correctly and appropriately, as defined by the BSA Guide to Awards and Insignia. While proper wear of the uniform is important in Scouting, leaders and staff should keep in mind that Cherokee Scout Reservation is a Scout camp, not a military institution.

HEALTH & SAFETY AT CAMP

Medical Services

- All first aid treatment is to be administered at the Health Lodge by the camp's Health Officer except in the case of emergencies.
- It is the duty of all leaders and Scouts to see that all injuries or illnesses, minor or serious, are reported to the camp Health Officer.
- Cases of serious injury or illness should also be reported to the Camp Director.
- It is important that all treatments take place in the Health Lodge so the camp can maintain a record of all cases for public health purposes. If a Scout or leader becomes sick (cold, flu, virus, etc.) at camp, he or she will be sent home.
- Once well, the Scout or leader may return to camp at a later time to make up his missed days at no additional charge as a participant in the Provisional Unit, if space allows.
- Units are advised that minor cuts, scratches, and blisters can be treated in the campsite using basic Scout first aid.
- A physician is on call 24 hours a day and hospitals are within a half hour of camp.
- Parents should be assured that the health and safety of each camper is a priority.
- In the case of a minor medical emergency, a Scout leader will be asked to transport the Scout to one of the local hospitals. This allows the camp Health Officer to remain in camp should he or she be needed again.

Scouts Leaving Camp Early

- Campers are not allowed to leave camp during the camp session without the approval of their parents/guardians, the unit leaders, and the camp director.
- With prior approval and completion of the **Early Release Form**, a Scout may leave camp with a responsible adult.
- **Early Release Forms** should be completed prior to the Scout's departure.
- **Early Release Forms** available online at <https://www.csr.camp/forms--resources.html>.
- The Scout must be signed out in the Headquarters Building.
- If the Scout returns to camp, he must be signed back in at the Headquarters Building.
- This process applies to Scouts who leave camp early on Friday evening but their unit plans to depart on Saturday morning.

Insurance

- The Old North State Council provides accident and sickness insurance for each person attending Scouts BSA resident camp.
- If an incident occurs at camp, it must be reported to the health officer so that an incident report can be completed.
- All questions related to BSA insurance can be directed to Kristina Edmondson at the Old North State Council office at kristina.edmondson@scouting.org or (336) 378-9166.

Medication Handling

- If possible, please have Scouts continue to take any medications taken during the school year until the end of summer camp.
- Please list only medications taken regularly and medications to be taken during camp on the health form.
- All medications should be come to camp in their original containers.
- For the safety of all at camp, ALL medications must be kept in a locked storage container.
- Medications may be turned into the health lodge during medical check-in, in which case they will be maintained and distributed through the health lodge.
- If the unit leader is handling medications in the campsite, **you must provide an appropriate, lockable container** and medications must remain under the control and supervision of an adult.
- The only exceptions to this rule are for emergency medications, such as asthma inhalers or EpiPens.
- Unit leaders who take responsibility for medications must sign a Unit Leader Medication Responsibility Form.

Buddy System

- The buddy system is always in effect at Cherokee Scout Reservation.
- This rule applies to Scouts, leaders, and staff.
- No person should be alone when walking trails, roads or in a campsite. This is especially important at night and during adverse weather.
- Remember, even adults can have accidents when alone, so please, stay with a buddy at all times.

Bullying and Fighting

- Cherokee Scout Reservation requires that all Scouts and adults adhere to the values and ethics of the Scout Oath and Scout Law.
- Any Scout or adult who engages in bullying another participant or fighting may be asked to leave camp immediately.
- This applies to all forms of bullying and harassment, including cyber-bullying.

Footwear

- All Scouts, leaders, staff, and visitors are required to wear appropriate footwear at all times at camp.
- Closed toe shoes are required at camp.
- Open toed shoes (i.e. sandals, "flip-flops" or the like) are only acceptable in the shower or at the waterfront (not on the way to or returning from these areas).
- This is for the safety of the campers to prevent injury.
- Aqua shoes are closed toe shoes and thus meet the requirement; however, they provide only limited protection and should not be used except for waterfront or shower activities.

Golf Carts

- Golf carts are only allowed for Scouts and leaders for medical purposes and must be provided by the person in need.
- Camp golf carts are for staff use only.
- Please see the Golf Cart Policy in the "Forms & Resources" section online.
- Authorized users are not allowed to give rides to others.

Vehicles in Camp

- Vehicles will only be allowed in camp on Sunday during check-in and Friday or Saturday during check-out for the purpose of loading and unloading gear.
- During the week, all vehicles must stay parked in the main camp parking lot.
- Vehicles that are parked along the paved surface road are left there at their own risk. Cherokee Scout Reservation cannot ensure their safety nor are they covered by any form of BSA insurance.
- Under no circumstances are passengers allowed to ride in the back of pick-up trucks or trailers!

Firearms/Weapons and Fireworks

- Firearms/weapons and fireworks can be dangerous and are prohibited on Old North State Council property.
- The only firearms/weapons allowed are those used in shooting sports programs and owned by the Old North State Council. The camp provides these firearms and ammunition.
- Personal firearms/weapons and ammunition are not allowed at camp.

Drug, Alcohol, Tobacco and Electronic Cigarette Use

- The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by a BSA council or at any BSA sponsored activity.
- Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity.
- If adults feel the need to use tobacco, it must be restricted to the designated and fenced-off, enclosed smoking area behind the Dining Hall.
- Any reference to tobacco includes electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.
- As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.
- In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

Liquid Fuels in Camp

- It is the policy of the Old North State Council to limit the amount of liquid fuels in camp.
- Liquid fuel lanterns are restricted to the personal use of adults only.
- Under no circumstances are liquid fuels or lanterns allowed in tents.
- Gasoline and kerosene may not be stored in the campsite.
- To refuel the latrine lantern, kerosene is supplied by the Quartermaster.
- All other liquid fuels must be checked in to the Quartermaster upon arrival on Sunday where they are stored under lock and key.
- Anyone wishing to use his/her own fuel may do so by contacting the Quartermaster during business hours.
- Using liquid fuels to start any type of fire is prohibited.

General Cleanliness and Sanitation

- A Scout is clean. Showers, toilets, and latrines are available to Scouts and adults.
- These facilities must be kept clean at all times or privileges will be revoked.
- Trash bags are provided and a regular trash pick-up will be made.
- Laundry facilities are available in the camp's central shower house.
- Machines are coin-operated.

Campsite Inspections

- Your campsite will be inspected daily to make sure everything is in order at camp.
- Your Senior Patrol Leader will be briefed on Sunday about inspections.
- If you use personal tents in camp, all must be made of fire-retardant material. Please stencil on the door of the personal tents, "NO FLAME IN TENTS".
- We have temporary signs available in the Headquarters Building that can be placed in tents.
- The "NO FLAMES IN TENTS" policy also applies to adirondacks. No open flame of any kind is allowed.
- Make sure that you have everything ready for inspection before your Scouts leave for their first merit badge class each day.

Dehydration

- Dehydration is our number one camp illness and is 100% preventable.
- Dehydration can be a very dangerous situation when at camp.
- Be sure that you and all of your Scouts are drinking lots of water and other fluids.
- When you get up in the morning, you are already slightly dehydrated, so drink a little extra first thing in the morning.
- Be sure to eat well during meal times.
- Drinking fluids and eating a balanced diet are essential to helping prevent this heat related illness.

Sun Protection

- Exposure to the effects of the sun is a given at summer camp.
- It is vital that all campers remember to use sun protection when outdoors.
- Sun protection can be in the form of hats, clothing that covers the skin, and sunglasses.
- Use sunscreen frequently and copiously.
- Sunscreen should have an SPF (sun protection factor) of 30 or higher. Use a sunscreen that protects against UV-A and UV-B rays.
- Sunscreen should be applied approximately every two hours, after swimming, and more frequently if sweating.
- Take advantage of shaded areas when available.
- Remember that sun protection should be used even on overcast days and that sun damage from the sun's rays can occur when reflecting off of water or sand.

Valuables

- Each unit should provide adequate protection for valuables.
- A foot locker with a lock is recommended.
- The Old North State Council is not responsible for lost or stolen items.

TENT DAMAGE POLICY

All Scout leaders bringing their unit to summer camp should go over with their unit, both before camp and then again at camp, the importance of taking care of all the equipment they use at camp. Any group or unit using council equipment or property is responsible for the care of such equipment or property. Each group or unit will be responsible for having an adult check the condition of the equipment with a designated camp person upon arrival at the campsite and before departure at week's end. Any damage incurred during the week should be reported to the Camp Director immediately. Each group or unit is responsible for the cost of repair or replacement should the equipment or property be damaged while it is in its care, such cost being subject to the type and extent of damage as set forth and published by the Camping Committee. The scope of the damage will be decided by the Camp Director and Camp Ranger. If such damage requires the equipment to be replaced, the group may take what property they pay for. Make all Scouts aware that they will damage a tent by spraying insect repellent in or on the tent or tarp fabric, which results in the canvas losing its water repellency.

Damage Guidelines

Damage to camp property will be classified into one of three categories:

Accidental – *Example:* Scout stumbled as he exits or enters the tent, causing the tent to fall and tearing the fabric in the process.

Accidental but due to irresponsible behavior – *Example:* Scout is in or near his tent, carving with a knife. The knife slips, resulting in a cut in the canvas. This is considered irresponsible because the Scout should not have an open knife in or around the tent. Also, boys wrestling or engaged in rough-housing will be considered in this category.

Malicious – *Example:* Scout throws knife or other object into tent, resulting in a cut to the canvas.

If the damage to the equipment is determined to be accidental, the camp will absorb the cost of repair or replacement. If the damage is repairable and is caused by either irresponsible behavior or malicious behavior, the responsible party or unit will be charged \$25.00 for each occurrence of damage, not to exceed the depreciated value of the item. If the damage is not repairable and is caused by either irresponsible behavior or malicious behavior, the responsible party or unit will be charged for the property based on its depreciated value.

Repair or replacement Policy

Tent roofs and tarps: repairable damage is defined as any cut less than 1 ½ inches in length.

Tent side walls and flaps: damage in this area will be determined to be repairable or replaceable by the Camp Director or Camp Ranger, at their discretion.

Value of Property

Tents and tarps have a life expectancy of 10 years. Each will be marked with the date of purchase and will be depreciated over the 10-year life span. Older tents and tarps that have not been marked with the date of purchase will be governed by the conditional grade assigned to it. Conditional grades will carry depreciation values of 3, 5, 7, and 8 years.

The Camp Director, at his sole discretion, can make any deviation from these depreciation values. Damage costs are due before the unit leaves camp.

ADIRONDACK DAMAGE POLICY

Cherokee Scout Reservation is proud to have added adirondacks to many of our campsites. In order to maintain these adirondacks and continue to add new ones, damage must be kept to a minimum.

The cost for the Old North State Council to replace an adirondack is approximately \$3,000. This includes materials and labor. As such, these structures must be taken care of by all who use them. Each week, the adirondacks are checked by campsite hosts as packs move in and out of the campsites. The unit using the campsite at the time any damage occurs is responsible for the costs associated with that damage.

Damage to adirondacks includes but is not limited to:

- Graffiti/writing on bunks, walls, floor, porch, etc.
- Lost or torn privacy curtain (\$150 each), curtain rings, or curtain rod (\$10 each)
- Broken or missing boards, supports
- Damaged or missing dedication plaque
- Cutting or carving in wood
- Altering the structure in any way (ie. Adding hooks, hammock supports, etc.)

Any damage to buildings (adirondacks, latrines, showers, etc.) will be assessed individually and the unit will be expected to pay, prior to leaving camp, for costs of repairs to include materials & labor.

Any graffiti or writing on the adirondacks will need to be removed by the unit using sandpaper that the campsite host will provide during check-out.

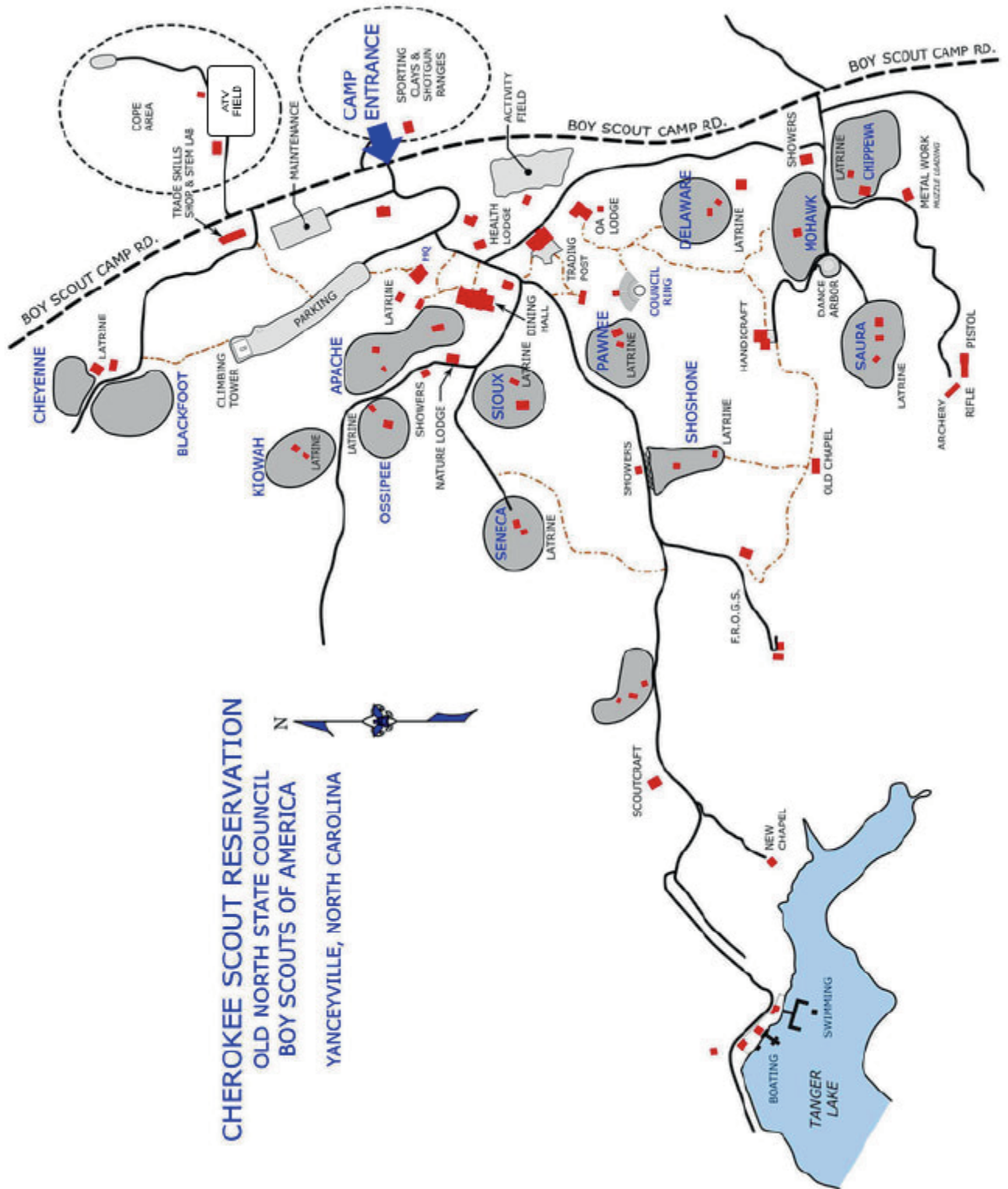
The Camp Director and/or Ranger, at their discretion, can make any deviation from these values. Damage costs are due before the unit leaves camp.



The Cherokee Scout Reservation leadership team thanks
Tsoiotsi Tsogalii Lodge 70 for sponsoring the publication of this
Leader Guide.



CAMP MAP



Cherokee Scout Reservation Out Lead. Out Serve. Out Achieve.

www.csr.camp



Cherokee Scout Reservation
3296 Boy Scout Camp Road
Yanceyville, NC 27379
336-694-6440
www.csr.camp



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