

## **IMPORTANT:**

As the recipient of this packet, **YOU** are responsible for sharing all of this information with every adult attending camp with you. There are handouts intended to be given to every participant **BEFORE** attending camp. We encourage you to hold a special meeting with all parents/cubs attending camp under your reservation to answer questions & plan for camp. If you are not attending camp with your group or are unable to share this information, please give it to someone else who can.

Heritage Cub Resident Camp  
and Whitewater Webelos Resident Camp

# Camp Greenwood

## 2010 Leader's Guide



### **Greenwood Scout Camp**

100 Garrison Ave. NE. Buffalo, MN 55313 763-684-4243 (June-August)

[www.goscouting.org/](http://www.goscouting.org/)

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# Welcome to Greenwood Scout Camp

Dear Scout Leaders,

Thank you for registering your Pack for an adventurous year at Greenwood Scout Camp. This summer marks a very special year: We are celebrating Scouting's 100th Birthday! We have been preparing for your visit ever since last summer ended, and we have a great program in store for you! The staff at Camp Greenwood have charged themselves with developing age progressive programming for all of our programs to ensure that the camp is immersed with fun and adventure around every corner. This summer's theme will make you part of a huge '**Birthday Party for Scouting**', which will take us back to Cub Scouting's roots. The Greenwood staff is pleased to announce that a new and exciting program has been developed for the 2010 summer. Not only will your Cub Scouts be able to experience the exciting Greenwood staff, but they will be a part of a new movement in Cub resident camping.

Again, this year, your Pack will experience their stay as Scouting was originally intended—together as a group, or pack. As each Cub Scout continues to develop their personal skills, they will also experience skill development as a team.

The staff will be properly trained to help guide your Pack through their experience together. We encourage you to take some time to explore for yourself what this year's program has to offer. In the next few pages we have provided you with the information to help prepare you to better lead your Pack through their Cub Resident Camp.

The following adult leader guide is divided into five sections:

- Why We Are Here
- Before Coming to Camp
- Things to Know Once You Are Here
- Leaving Camp
- Following Up

Yours in Scouting,

Adam Tuchtenhagen  
Adam Tuchtenhagen  
Greenwood Resident Camp Director

# WHY WE ARE HERE

## **Spotlight on Greenwood Scout Camp**

Greenwood Scout Camp is located near Buffalo, Minnesota, bordering Lake Charlotte and Moore Lake. It contains 52 acres of open fields and wooded areas it an ideal setting for outdoor activities. It is our hope that during your stay you'll have the opportunity to appreciate the beauty of this valuable resource we call Greenwood.

The Greenwood Scout Camp program provides opportunities for Cub Scouts by facilitating pack development, den development and stimulating individual growth.

The design of the Cub Camp program provides experiences in all facets of Scout outdoor activities including camping, nature, aquatics, shooting sports, advancement and pack and den development programming. The aim of the program is to provide a quality outdoor experience built through careful consideration of each Scout's physical, mental/emotional capabilities, health, safety, respect for each other and for the environment.

It is the intent of the Northern Star Council and the Cub Scout Camp Staff to give each Scout, den, pack and each adult leader a long remembered quality outdoor experience.

## **Your Role as an Adult Leader and Parent**

The success of a program like the one found at Greenwood Scout Camp relies heavily on the participation of adult leaders and volunteers. To make sure your Cub Scout, den, pack and yourself obtain the most from the program, it is crucial to emphasize our aims of fulfilling the Mission of the Outdoor Program.

**Adult Leadership:** It is recommended that Packs provide one adult for every Cub Scout, although the mandatory ratio is one adult for every two Cub Scouts.

### **Mission: Reaching the Purpose**

At Greenwood, we are working diligently to provide the best outdoor program for your Scouts. This is accomplished by following a mission. The Mission of the Outdoor Program is helping your Scouts:

1. Develop Self Reliance
2. Develop Resourcefulness
3. Develop Leadership Skills
4. Understand Democracy
5. Learn Respect for the Environment
6. Learn Wise use of Natural Resources
7. Be involved in Participating Citizenship
8. Learn to Accept Responsibility
9. Learn to Help Others
10. Learn Teamwork and Cooperation
11. Learn Respect for Others
12. Develop High Self-Esteem
13. Develop His Physical, Mental, and Emotional Fitness
14. Grow Spiritually

During your first adult leader meeting, the camp leadership will review and discuss this mission more thoroughly.

**Pre-Order Camp T-Shirts:** Your group can order your '2010 Camp Greenwood T-shirts ahead of time, and you'll receive them before you attend your session, customized with your Pack # printed on the back! This will be a great way to show your camp spirit, and recognize your group while at camp. **Please note:** The design that we are offering on the pre-order t-shirt will **NOT** be available for purchase at camp. The trading post will have a '2010 Camp Greenwood's t-shirt available, but it will be a different design. You can read more about the t-shirts on the order form included in your packet. Color copies of the order form can be viewed at [www.goscouting.org/forms](http://www.goscouting.org/forms).

# Before Coming to Greenwood

## **Make Sure You and Your Scout are Registered:**

Regardless of how the Pack you are registered with operates, you want to make sure your Scouts are registered with the program. If you are unsure, you should call a registrar at the council service center at 763-231-7201 or contact your Pack leader.

Each group must check in with an Adult Leader. The Adult to Scout ratio is as follows 1:1 for Tiger Cubs, 1:2 For Cub Scouts, and 1:4 for Webelos Scouts. ***It is preferable the pack checks in as a group.*** Check in time is Friday at 5:00 p.m. for Cub and Webelos Resident Camp.

**HEALTH History FORMS: Please DO NOT mail in Health Forms.** MINNESOTA LAW requires all campers to provide a current health history form upon arrival to camp. Youth forms must be signed by a parent or guardian. In order for a youth to shoot BB guns that portion of the Health form must also be signed. Health forms are available in this packet, at either Scout Office or one online at: [www.goscouting.org/forms](http://www.goscouting.org/forms). Adults must have a completed health history form as well.

**Telephone Service:** You can reach the Greenwood office at (763) 684-4243. Calls to Cub Scouts or adults should be for emergency situations only. Allow up to two hours for a return call; this allows for the delivery of the message to the camper and the time it may take for the camper to get to the phone. A phone is available for outgoing calls that are local in nature, long distance will require the use of a calling card. To reach the Northern Star Council Camping office in St. Paul call (651) 254-9153.

Most cellular phone providers have service at Greenwood Scout Camp in most areas.

**Getting to Camp:** Arrange transportation. All participants will need to provide their own transportation. Car Pooling is a good option. Sometimes it is helpful to meet at one central location, then come up to camp as a group. ***Please arrive together and check in as a group***

**SWIM TESTS:** Swim Tests will be held first thing on Friday night during check-in. Please remind all adults in your group that they need to take the swim test with the youth. Your Pack may choose to do their Swim Test prior to your arrival at camp as part of a Pack or Den activity this spring or early summer **(see Swim Classification Test information on pages 16-17)**. Packs that are not able to take a Swim Test prior to camp will have an opportunity to take a Swim Test upon arrival at camp. We ask that packs needing a Swim Test arrive at camp early and will immediately head to the swimming area after dropping off their gear at their campsite. Encourage your Pack members to wear their swimsuit on the ride to camp to help save them some time once they arrive at camp.

## **Camp Uniforms:**

- Scouts and Adult Leaders are encouraged to wear the official Scout uniform while at camp; however, 'official dress' is not required for participation in any camp program.
- Appropriate times to wear the official Scout uniform include assemblies, evening meals and campfires.
- During other times dress appropriately for the weather and active outdoor activities.
- T-shirts with Scouting, Pack or Den insignia are acceptable, and also preferable in light of the high level of activity that is involved in the Scout Camp program.
- To model proper Uniform, you will find all of the Stearns staff wearing appropriate uniform at appropriate times.

# Recommended Equipment List

**RECOMMENDED EQUIPMENT LIST:** \* Optional Items; **BOLD** items are very important

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> Uniform Shirt**   | <input type="checkbox"/> Pants/Slacks/Shorts                    | <input type="checkbox"/> Sweater or jacket     |
| <input type="checkbox"/> <b>Swimsuit</b>   | <input type="checkbox"/> Underwear & Socks                      | <input type="checkbox"/> Mosquito repellent    |
| <input type="checkbox"/> Mosquito netting*   | <input type="checkbox"/> Pajamas                                | <input type="checkbox"/> Cub Scout Handbook    |
| <input type="checkbox"/> <b>Poncho or Raincoat</b>   | <input type="checkbox"/> Flashlight                             | <input type="checkbox"/> <b>Sun Screen</b>     |
| <input type="checkbox"/> Personal Hygiene Items  | <input type="checkbox"/> <b>Towels</b>                          | <input type="checkbox"/> <b>Shoes (2 Pair)</b> |
| <input type="checkbox"/> Binoculars*   | <input type="checkbox"/> Lawn Chairs                            | <input type="checkbox"/> Camera*               |
| <input type="checkbox"/> Matches (adults only)*  | <input type="checkbox"/> <b>Water Bottle</b>                    | <input type="checkbox"/> Watch*                |
| <input type="checkbox"/> Cub Scout knife* (No sheath knives, Whittling Chip Card required) |   |  |
| <input type="checkbox"/> Spending money for the camp Trading Post                          | <input type="checkbox"/> <b>Sleeping bag or sheets/blankets</b> |  |

**Small Backpack or Tote Bag** (to carry things around during the day-you don't have much opportunity to go back to the site throughout the day)

Sports equipment for free time Frisbees, softballs and gloves\*

\*\* The uniform is highly recommended, but no Cub Scout is denied admittance because he does not own a uniform.

**Adult and youth have separate shower facilities so please plan accordingly.**

**NO BIKES – NO ROLLERBLADES – NO ALCOHOLIC BEVERAGES-NO PETS**

# Getting to Camp

## **Camp Greenwood**

100 Garrison Ave. NE. Buffalo, MN 55313 763-684-4243

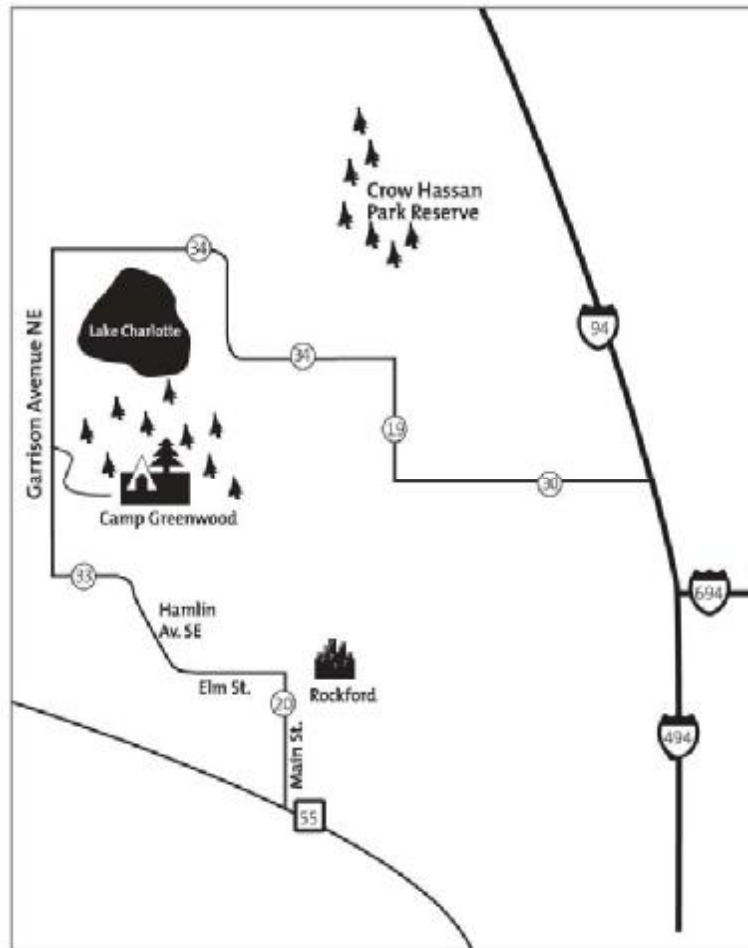
### **Directions to Camp Greenwood**

#### **From Minneapolis on Interstate 94**

Travel west on Interstate 94 to the County Road 30 exit, turn left. Drive 8 miles to County Road 19, turn right. Continue on County Road 19 for 3.7 miles through Hanover, crossing the Crow River. Outside of Hanover, get in the left lane and turn left on County Road 43/10<sup>th</sup> Street NE. Drive 4.7 miles on County Road 34/10<sup>th</sup> St. NE to Garrison Avenue. Turn left on Garrison, drive 1 mile to Camp Greenwood.

#### **From Minneapolis on Highway 55**

Travel west on Highway 55 to Rockford. After crossing Crow River, turn right at the stoplight in Rockford onto County Road 20/Main Street. Go 4 blocks on County Road 20/Main Street and turn left at Elm Street. Elm Street turns into Hamlin St. SE and County Road 33. After 4 miles turn right on Garrison (dirt road) and proceed 1.2 miles to Camp Greenwood.



# Checking In & Out of Camp

## **Checking In:**

Plan to arrive at Greenwood for check-in between 5:00 & 6:00 p.m. on Fridays for Cub Resident Camp and Webelos Camp. To provide the best program to all our campers, it is important that everyone arrives on time.

Here are some helpful points: Dinner is **not** provided to Scouts when they arrive on Friday. There may be a slight delay for exact check-in timing since everyone is arriving at the same time. Please be patient.

Arriving together as a pack will allow us to provide program for your entire group.

- Have health history forms together for the group when checking in. Please keep copies of these for yourselves as well. We will **not** return your originals at check-out.
- Also have an up-to-date completed roster form to be turned in at check-in.

## **Camp Check-out:**

### **Final Pack Reflection & Evaluations**

Prior to check out you will be provided two evaluation forms. One is for the pack to complete as a group and the other is for each adult/child pair of participants to complete. Please complete these and turn them in to the Camp Director prior to your departure.

### **Campsite Clean-up**

Your Commissioner will guide you through the general cleanup of your site and the camp equipment. Following this and the removal of your personal items from the site the Commissioner will inspect the general cleanliness of the site and will guide you in any further clean up necessary.

### **Camp Check-out**

After checking out from your site you should proceed to check out with the Camp Directors. With the Camp Directors you will handle:

- Evaluations
- Health Forms
- Patches
- Group Photos
- Lists of Requirements met at camp
- Any remaining administrative tasks

# Camp Facilities

## **Campsites:**

Your den will be camping in a Cabin. If you have fewer than five Scouts, it is likely that your den will be combined with another smaller group.

Please note that the number of Scouts, and Male and Female leaders will be the critical factor in determining your cabin arrangements.

Your den site will also include these items:

Picnic table, Shelter, Bulletin board and a fire ring.

Please note: Digging, trenching, raking and cutting standing brush is prohibited on Scout property.

## **Sanitary Facilities:**

A latrine with a washstand is located near your campsite. Dens will be assigned to clean these facilities on a rotating basis to keep them clean. Showers are available for all campers.

## **Food Service:**

At Greenwood, your food is prepared and served at the Dining Hall. Campers are responsible for setting and clearing tables. Campers may want to bring treats for campsite campfires. Meal service begins at breakfast on Day 2. Many special diets can be accommodated (i.e. vegetarian, gluten/wheat free, peanut free, etc.) contact [atuchtenhagen@nsbsa.org](mailto:atuchtenhagen@nsbsa.org) or 651-254-9153 for special meal accommodations. (please arrange special accommodations no earlier than 2 weeks prior to your arrival at camp.)

**Program Areas:** All programs at Camp Greenwood are age progressive. Though each pack will stay in a campsite together they will be divided by rank to participate in the programs. Each program station has different activities for each age group. Programs include Cub Scout camping skills, boating, nature, crafts, swimming, pony rides, BB gun & archery target shooting, and campfires. Both adults and Cubs participate in all the activities.

## **Trading Post:**

The trading post will be open at different times throughout each day. The trading post has much to offer including camping items, souvenirs, pop and snacks. **For your convenience the trading post does except credit cards.**

## **Medical Services:**

Minor first aid can be handled by your Pack with your pack's first aid kit. Camp staff help and additional supplies, if needed, are located at camp. Other injuries or illnesses can be referred to the Health Lodge. Although medical services are available 24 hours a day, please limit non-emergency visits to the Health Lodge to those times in the morning and evening designated for "sick call".

In an emergency, contact any staff member for further assistance.

# Camp Program

The Greenwood Cub and Webelos Camp programs are the result of many years of experience and constant adjustment to bring the very best program available to the youth of the Northern Star Council. Each part of our program is designed to maximize the very short time that we have with each group of Scouts. Certain parts of our program are fairly self-explanatory. As Scouts we work on advancement, conduct twice daily flag ceremonies, learn new skills like boating, climbing, and we have a campfire at night to enjoy each other's company. Also part of the program are things that occur in between these Scouting activities. We encourage everyone to walk everywhere in camp because a Scout should be physically fit and because Greenwood offers us a wide variety of animals and plants to see, if only we stop along the way to look for them.

The Greenwood Cub and Webelos Camp programs have been carefully engineered to waste no time or opportunity to prove those lessons which we all strive to teach our Scouts. If you have any questions about any aspect of the camp program, please ask one of our staff. They can tell you the reasons why we do many of the things that we do. They can also take your suggestions, many of which have resulted in changes to our program for the better.

Most importantly, our program is designed for your Scouts to have fun. Our goal is that your Scout will have a truly memorable time here at Camp Greenwood, so much so that you will probably be hearing about it non-stop for months to come!

**Program Rotations:** These are the foundation of your experience. You and your Cub Scouts will be introduced to every aspect of camp. While you will stay as much as possible in a campsite with your Pack, your Pack will be divided into dens by rank the first morning of your stay. These dens will stay together for the Greenwood Scout Camp session and rotate to all of the program stations together. All program stations incorporate age progressive programming and will work on specific requirements for each rank level.

**Aquatics:** Swimming and boating are the exciting activities in this area. Play water games or work on your swimming skills during your pool rotation. Take out a canoe or rowboat at the beach during free time on Saturday or Sunday. Every camper must take a swim test before he or she may participate at either aquatics area. Canoes are limited to those who receive the "swimmer" classification.

**Crafts & Skills:** These areas allow Cub Scouts to learn all the foundational skills of Cub Scouting. Knot tying, pioneering, and wood tools are just some of the many things that kids can learn and try.

**CSI (Cub Scout Investigators):** Experience the natural world through the interpretation of Greenwoods outstanding staff. In the nature area get up close to snakes, insects, frogs, organisms from every kingdom.

**Shooting Sports:** BB guns and archery are the two rotation activities in this area. Learn safety regulations, proper shooting techniques, and hone skills with plenty of time to shoot. Webelos will get the opportunity to expand their archery skills at our archery range.

**Flag Ceremonies:** Every morning and evening at Camp Greenwood the staff will teach campers about proper flag ceremony etiquette, then perform a flag raising and lowering (respectively).

**Campfires:** On the second night of your stay the camp staff will put on a campfire show filled with skits and songs that the Cub Scouts and adults won't soon forget. On the first night in camp, you will have the opportunity to spend some time in your site with a small group of staff, as well as have a campfire in your site.

# 2010 Cub Schedule

As mentioned before we are working to provide you with the best camp experience, because of this we don't have the schedules laid in stone yet. Just remember that check in is at 5:00 on Friday. A full schedule will be presented to you at that time. During Den activity times, we will separate everyone in camp into dens according to rank. This allows us to have activities for each age group that are appropriately challenging according to their abilities.

**Friday** TP Hours 5:30-8:45

- 5:00 PM Check in, Register, Med Rechecks
- 5:30 PM Swim Checks
- 8:00 PM Campwide Tours and Emergency Drill
- 8:00 PM Adult Leader Roundtable 1 adult per pack
- 9:00 PM Campwide Campfire

**Saturday** TP Hours 7-8:30am 12-2:00pm 6:00-9:00

- 6:30-8:00 Continental Breakfast
- 7:15-8:15 Make-up swim checks
- 8:30 AM Flag Raising

	<u>Crafts</u>	<u>CSI</u>	<u>Sports</u>	<u>Tower</u> <small>Webelos</small>	<u>LEAP</u> <small>Cubs</small>	<u>WILD</u> <small>Webelos</small>	<u>Sports</u>
8:45	A	B	C	D	E	F	F
9:50	F	A	B	C	D	E	E
10:55	E	F	A	B	C	D	D

12:00/1:00 Cabin Time/Lunch Alternate East and West Sides

	<u>Boat</u>	<u>Swim</u>	<u>Archery</u>	<u>BB Gun</u>	<u>Aqua Games</u>	<u>Sports</u>
2:00	A	B	C	D	E	F
3:05	F	A	B	C	D	E
4:10	F	F	A	B	C	D

- 5:15 AM Flag Lowering
- 5:15&6:15 Cabin Time/Dinner
- 7:00-8:45 Free time Open areas: Tower, Beach, Archery, BB Gun, Crafts
- 7:15 Whittling Chit
- 9:00 Pod B-day Parties each pod will have a campfire with staff assigned to each group

**Sunday** TP Hours 7-8:30am 12-4:30pm

- 6:30 Polar Bear Swim
- 6:30-8:00 Continental Breakfast
- 8:00-8:30 Vespers/Flag Raising

	<u>Crafts</u>	<u>CSI</u>	<u>Sports</u>	<u>Skate</u> <small>Cubs</small>	<u>LEAP</u> <small>Cubs</small>	<u>WILD</u> <small>Webelos</small>	<u>Sports</u>
8:45	D	E	F	A	B	C	C
9:50	C	D	E	F	A	B	B
10:55	B	C	D	E	F	A	A

12:00-12:45 Lunch at cabin shelters

	<u>Boat</u>	<u>Swim</u>	<u>Archery</u>	<u>BB Gun</u>	<u>Aqua Games</u>	<u>Sports</u>
12:55	D	E	F	A	B	C
2:00	C	D	F	F	A	B
3:05	B	C	D	E	F	A

4:10 Clean Cabins/Evaluations/Patches

4:30 Webelos Outpost Program Begins

# 2010 Webelos Schedule

**Friday** **TP Hours** 5:30-9:30  
 5:30 PM Check in, Register, Med Rechecks  
 6:00 PM Swim Checks 6pm-8:15pm  
 8:30 PM Campwide Tours All Scouts and adults except for 1 from each pack  
 8:30 PM Adult Leader Roundtable 1 adult per pack  
 9:00 PM Campwide Campfire

**Saturday** **TP Hours** 7-8:30am 12-2:00pm 6:00-9:00  
 7:00-8:30 Continental Breakfast  
 7:15-8:15 Make-up swim checks

	<u>Knots</u>	<u>First Aid1</u>	<u>Fire</u>	<u>Whip/Fuze</u>	<u>Flags</u>	<u>First Aid2</u>
8:30	a	b	c	d	e	f
9:05	f	a	b	c	d	e
9:40	e	f	a	b	c	d
10:15	d	e	f	a	b	c
10:50	c	d	e	f	a	b
11:25	b	c	d	e	f	a

12:00-2:00 Cabin Time/Lunch Alternate East and West Sides

	<u>Boat</u>	<u>Swim</u>	<u>Archery</u>	<u>BB Gun</u>	<u>Aqua Games</u>	<u>Skills</u>
2:00	a	b	c	d	e	f
3:00	f	a	b	c	d	e
4:00	e	f	a	b	c	d

5:15 PM Flag Lowering  
 5:15&6:15 Cabin Time/Dinner alternate East side West side  
 7:15-8:45 Free time Open areas: Tower, Beach, Archery, BB Gun, Crafts  
 9:15 Pod Birthday Parties  
 10:15 Lights Out

# 2010 Webelos Schedule continued

Sunday TP Hours 7-8:30am 12-2:00pm 6:00-9:00

6:30 Polar Bear Swim  
 6:30-8:00 Continental Breakfast  
 8:00-8:30 Vespers/Flag Raising

	<u>Paintball</u>	<u>CSI</u>	<u>Sports</u>	<u>TBD</u>	<u>WILD</u>	<u>Skills</u>
8:45	a	b	c	d	e	f
9:45	f	a	b	c	d	e
10:45	e	f	a	b	c	d

12:00-2:00 Cabin Time/Lunch Alternate East and West Sides

	<u>Boat</u>	<u>Swim</u>	<u>Archery</u>	<u>BB Gun</u>	<u>Aqua Games</u>	<u>Skills</u>
2:00	d	e	f	a	b	c
3:00	c	d	e	f	a	b
4:00	b	c	d	e	f	a

5:15 PM Flag Lowering  
 5:15&6:15 Cabin Time/Dinner alternate East side West side  
 7:15-8:45 Free time Open areas: Tower, Beach, Archery, BB Gun, Crafts  
 9:15 Scout Campfire

Monday TP Hours 7-8:30am 12-3:30pm

6:30-8:00 Continental Breakfast  
 8:30 AM Flag Raising

	<u>Paintball</u>	<u>CSI</u>	<u>Sports</u>	<u>TBD</u>	<u>WILD</u>	<u>Skills</u>
8:45	d	e	f	a	b	c
9:45	c	d	e	f	a	b
10:45	b	c	d	e	f	a

12:00-1:30 Lunch at cabin shelters/Evaluations/Cabin Clean Up/Check Out/Patches  
 1:30-3:00 Free time Open areas: Tower, Beach, Archery, BB Gun, Crafts  
 3:00 Depart Camp  
 3:00 Webelos Outpost Program Begins

# Webelos Outpost

The Outpost is an optional program for Webelos which occurs after the regular Cub or Webelos Camp has concluded. Webelos are outfitted with supplies to canoe and hike to a remote part of Beebe Lake County Park where they set up a campsite and stay overnight in a style that is designed to start preparing them for camping as a Boy Scout. If you elect to participate in the Outpost program, it is recommended that you bring a backpack or day pack of some kind. Tents and gear will be supplied at the Outpost, but Scouts and leaders will need to carry their personal gear with them in their backpacks, including clothes, sleeping bags, toiletries, etc.

During their time at the Outpost, Scouts are exposed to programs and activities that are a continuation of their regular program, allowing for additional advancement opportunities. Most significant though is the opportunity for Scouts to prepare and cook their own supper and breakfast meals from ingredients that are brought to the Outpost from the commissary. Most of this cooking is done over a campfire with the supervision and instruction of camp staff.

Participation delays your departure from camp by 24 hours, but it is an opportunity that many campers find to be a highlight of their camp experience. The fee for Outpost is \$32 per participant.

## WEBELOS OUTPOST SCHEDULE

### Sunday

- 4:00 p.m. Check-out of your cabin with your Pack
- 4:30 p.m. Depart for the Outpost
- 5:30 p.m. Arrive at the outpost location and set up
- 6:00 p.m. Dinner
- 7:00 p.m. Clean Up
- 7:30-9:00 p.m. Evening Activities
- 9:30 p.m. Campfire
- 10:00 p.m. Lights Out

### Monday

- 7:00 a.m. Breakfast
- 8:30 a.m. Morning Activities
- Noon Pack up—head back to camp and depart

# Sample Menu

Sample Food Service Menu:

This menu may change without notice. If anyone in your group has allergies or special dietary needs; it is important to notify the staff **two weeks before** your camp session. Contact the staff by calling (763) 684-4243 or email [atuchtenhagen@northernstarbsa.org](mailto:atuchtenhagen@northernstarbsa.org)

	Saturday	Sunday	Monday (Whitewater)
Breakfast	French Toast Sticks Cereal, fruit Yogurt, milk, juice coffee	Breakfast dogs Cereal, fruit Yogurt, milk, juice coffee	Egg bake Cereal, fruit Yogurt Milk, juice, coffee
Lunch	Cold cut sandwiches Soup, fruit, drink	Hamburgers/hot dogs Chips, fruit drinks	Cold cut sandwiches Soup, fruit, drinks
Supper	Beef roast, potato Vegetable, fruit Milk, drinks	Lasagna, vegetable Fruit, milk, drinks	

# Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim tests must be renewed annually, preferably at the beginning of each summer season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place that the test is conducted.

All persons participating in aquatics are classified according to their swimming ability. The classification test and procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

**Swimmer's Test:** Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swam continuously and include at least one sharp turn. Finish by floating on your back for a minute.

**Beginners Test:** Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, and resume swimming as before, and return to starting place.

**Learners:** any youth that is unable to complete the beginners test is classified as a Learner and may use the shallow section of the pool and may use a rowboat with qualified adult supervision.

## ***Administration of Swim Classification Test***

### **Option A (at unit level with council approved aquatics resource people) *BEFORE CAMP***

**The swim classification test done at a unit level should be conducted by one of the following council approved resource people: Aquatics Instructor, BSA; Aquatics Supervisor; BSA Lifeguard; certified lifeguard; swimming instructor; or swim coach.** When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. The signed form must be presented upon arrival at camp to the Aquatics Director at the pool to obtain your buddy tags for the aquatics areas.

**Option B (AT Camp)** The swim classification test is completed on arrival by camp aquatics personnel.

***Special Note:*** When swim tests are conducted away from, or at, camp the Aquatics Director shall at all times reserve the authority to review or retest individuals or entire packs to ensure that standards have been maintained.

# UNIT SWIM CLASSIFICATION RECORD

This is the individual's swim classification as of this date. Any change in status after this date (i.e., learner to beginner or beginner to swimmer), would require a reclassification test by the Aquatics Director. Please complete and present this sheet to the Aquatics Director at the pool after check-in at camp to have your buddy tags completed.

Unit Number \_\_\_\_\_ Date of Swim Test \_\_\_\_\_

	Full Name (Please Print)	Swim Classification		
		Non-	Beginner	Swimmer
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				

**Person Conducting Test:** Print Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_

**Qualifications:** \_\_\_\_\_

**Unit Leader:** Print Name: \_\_\_\_\_ Signature: \_\_\_\_\_

# Camping With Wildlife

## ESSENTIAL INFORMATION FOR A SAFE VISIT AT CAMP

(Please review this information with your group prior to camp)

**CAMPSITE PRECAUTIONS:** This section of the education material is directed to the precautions that must be taken in your campsite so as to avoid attracting animals. Animals typically found at Stearns Scout Camp include field mice, raccoons, deer and wild turkeys, as well as other small mammals. There are not any dangerous wildlife typically found at Stearns, but they can be nuisance to your stay. If you feel threatened by any wildlife please contact Camp Management.

**Camp Sanitation:** It is essential that campsites and their surrounding areas be kept clean.

**Food:** This is perhaps the most important precaution to be taken. Food produces odors that attract critters in search of a meal. All food at camp must be stored in a scent-proof container or the trunk of a car.

**Food In Cabins:** There simply is absolutely no excuse for eating food, your meals or snacks, in your cabin/tent. These foods will leave appealing odors that will attract wildlife. Empty snack wrappers, food boxes, juice boxes, soda cans, or even water bottles that have had flavored drinks mixed in them are not to be kept in tents. **FOOD OF ANY KIND SHOULD NEVER BE STORED IN A CABIN/TENT.**

**Cooking of Food:** If your unit is going to bring snacks to cook, then the cooking preparation and dining areas should be as far from the sleeping areas as possible.

**Clean Up After Food Preparation:** Dishes should be done immediately following completion of the meal. Leftovers should be properly disposed of or stored as food in the manner described above. All tables used in food preparation and eating must be washed. Food spilled on the ground must be picked up. Liquid food spills must be cleaned up by removing the soil that is contaminated with the spill.

**Snacks:** Many Cub Scouts and families bring snacks to camp for their stay. Snacks must be stored in the same manner as food is stored as described above. Snacks also include beverages other than water. Soda pop, powdered beverages, juice boxes, or other drinks should never be consumed in a cabin. Spills from these products give off odors that are very appealing to critters.

**Garbage:** Garbage containing food should not remain in a campsite. Garbage should be properly bagged and disposed of in the provided cans. Make sure that any leakage from your garbage bag is properly cleaned up as well. You must bring your garbage to the dumpsters.

**Other "Smellables":** Food is not the only thing that gives off pleasing odors to critters. Other things such as toothpaste, mouthwash, deodorant, soap, shampoos and other personal hygiene products give off odors that critters find appealing. These products should be stored in the same manner as food is stored.

**Personal Hygiene:** During the day your clothing and parts of your body may pick up odors from food, snacks, fishing, etc. . . . You should wash your hands and face every night before turning in for the night. If you have spilled food on your clothing **DO NOT** keep that piece of clothing in your cabin. Either properly clean the clothing or store it with the food items until it can be washed. Clotheslines used for "airing out" clothes should not be placed in areas near the sleeping tents. Showers should be taken while at camp.

**Fishing:** Fish should not be cleaned in your campsite.

# Tick Awareness

(Please review this information with your group prior to camp)

Problems associated with various ticks have been widely reported throughout much of the country including the area surrounding Greenwood Scout Camp . With proper planning and education, tick problems can be minimized. To assist groups with educating its campers, the staff at Greenwood have prepared the following plan:

1. All campers should wear a good quality insect repellent when they are in the woods. The most effective repellent to combat ticks is one that contains 30% Deet (or permethrin).
2. Parents may wish to bring spray type insect repellent so that it can be sprayed on clothes. Please do not let Scouts use aerosol sprays unsupervised because of potential dangers from misuse including damage to eyes and the flammability of the product.
3. Review tick information that is available in your camp program room. Share this information with the youth and parents in your group.
4. Make "tick checks" part of the daily routine at camp. Youth should be reminded every day to check for ticks. Having a buddy such as a tent mate assist is a good idea. Regular showers will also help with early detection.
5. See your camp Health Officer or Camp Director if you have additional questions.

**It is important to recognize that although the above precautions are important to follow, and are expected to be followed, they will not necessarily prevent a critter from entering your campsite. A critter looking for food and not finding it will quickly leave the area. It is important to stress to your Scouts, especially the younger ones, that there has never been anyone injured at Greenwood Scout Camp by one of our wildlife friends.**

# Northern Star Council's Camper Safety Policy

## Preamble

As Scouting volunteers and staff, we know that the Scout Oath and Law should be the only rules we need to live by, but the Northern Star Council operates in the environment around us. With increased incidents negatively impacting child safety in today's world, we need to be vigilant in our efforts to maintain a safe camping environment for all Scouts.

## Action items that must be followed are:

1. Upon check-in, all camp units must provide a unit roster listing all Cub Scouts and adults participating in the session. This roster needs to be checked against the unit charter for all Northern Star Council units. Each Pack must provide at least two registered adult leaders, and one with Youth Protection Training.
2. All Scouts, Scouters and visitors in camp **MUST** wear a wristband. These wrist bands will be issued at check-in. This is a National Standard and must be followed by everyone. All camp staff are identified by their staff name tag.
- 3.. All visitors are required to check in at the Sally Walls Dining Hall/office on arrival to obtain a visitor parking pass and wristband.
4. All staff must submit a vehicle registration if they have a vehicle in camp.
5. Camp staff under the guidance of the camp director will monitor camp for unauthorized persons. Any questions or concerns regarding unauthorized persons should be referred to the camp director. Those persons found not to be official guests of Camp Greenwood will be asked to leave and escorted off the premises. Any problems or safety concerns regarding unauthorized persons will be referred to the Camp Director or their designee.
6. Upon departure from camp, all campers will leave with their Pack leadership, parent, guardian or an individual approved by the legal parent or guardian. When a Scout leaves Greenwood with someone other than the Pack leadership, the Pack leadership needs to be aware of this action. This process is intended to maintain the accountability for all youth and provide for their safety. If a camper will leave camp with someone other than their guardian or leader they arrived with, a transfer of guardianship form must be filled out-see your commissioner for more information.
7. Leaders are reminded to be aware of problems related to unauthorized release to non-custodial parents. In any situations where a child will be released during camp to someone other than their guardian, an authorization to release form must be filled out.
8. Inclement Weather Policy— Packs will be notified of threatening weather conditions and advised to move to designated storm shelters if necessary. An emergency drill will be conducted upon arrival at camp. Please refer to page 18 to see the procedures to follow for all emergencies.
9. All campers will utilize the buddy system at all times. Staff will be trained to encourage and

# NORTHERN STAR COUNCIL'S ANTI-HARASSMENT POLICY

## Preamble

As Scouting volunteers and staff, we know the Scout Oath and Law should be the only rules we need to live by; however, Northern Star Council operates in the environment around us. With increased incidents of harassment reported in the general public, we wanted to share the council's official policy. If you have any questions, please feel free to contact the Camp Director or Council Human Resources Adviser (651-254-9143) at the Hulings Scout Service Center.

## **Anti-Harassment Policy**

It is Northern Star Council's policy to maintain an environment free from unlawful discrimination. Northern Star Council absolutely prohibits harassment by its staff, volunteers, and members on the basis of race, color, creed, religion, gender, national origin, age, disability, sex, sexual orientation, status with respect to public assistance, veteran or marital status or any other classification protected by applicable law. The policy applies to council, district, or unit meetings, activities, and events.

Harassment includes verbal or physical conduct that denigrates or shows hostility or aversion to an individual because of any of these characteristics and that has the purpose or effect of creating an intimidating, hostile or offensive environment or of unreasonably interfering with an individual's Scouting performance or participation. Harassing conduct may include epithets, slurs, negative stereotyping, threatening, intimidating or hostile acts or the display of written or graphic material that denigrates or shows hostility or aversion toward an individual or group because of any of these characteristics.

One type of harassment prohibited by this policy is sexual harassment. Sexual harassment includes unwelcome sexual advances, requests for sexual favors and other verbal or physical conduct of a sexual nature that interferes with an individual's volunteer performance or creates an intimidating, hostile or offensive environment.

As Northern Star Council volunteers and staff, we share responsibility for keeping our Scouting environment free of such harassment. If you believe you have been harassed or you become aware of an incident of harassment whether by a volunteer or employee which affects Northern Star Council in any way, it must be reported immediately to the Camp Director, your Scouting staff adviser, council human resources adviser, Scout Executive/CEO, Volunteer Council Chair of the Board, or Volunteer Human Resources Chair, whoever you believe is appropriate.

An accusation of harassment will be investigated in connection with legal counsel or other investigator if that is more appropriate. A substantiated violation of this policy will result in disciplinary action up to and including the withdrawal of BSA membership.

# Camper Discipline Policy

It is expected that all campers at Camp Greenwood will live up to the principles and values of the Scout Oath and Law.

So that unit leadership and their Cub Scouts may more clearly understand their rights, and what course of action will be taken if their rights are violated, the following information should be shared with your Pack before arriving at camp.

1. The Scout Oath and Law are the only rules in camp. They are all that is needed, and unit leadership is responsible for enforcing these rules and disciplining those campers that break them.
2. In the case of inter-pack conflicts or problems, the unit leadership of the individual campers involved is responsible for disciplining each of the individual campers.
3. The camp administration (beginning with the Camp Director) is available and prepared to assist in establishing communication in the event of inter-pack problems.
4. If the camp administration believes further disciplinary action is required of the unit leadership, they will request it. If it is not forthcoming, the chartered partner and District Executive will be contacted.
5. The camp administration encourages unit leadership to send any camper home immediately who steals, vandalizes or intentionally places another camper in danger of harm. The administration reserves the right to take that action themselves if necessary, including sending the entire Pack home within 24 hours, if necessary.
6. Hazing, "midnight raids", tent-ditching, or other such activities are not allowed at any time at Camp Greenwood. Such activities place campers at risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.
7. A curfew of 10:30 p.m. will be strictly enforced for all campers. Any Scout who must leave a campsite after 10:30 p.m. must be accompanied by an adult unit leader or camp staff member. Always maintain two-deep leadership (no one-on-one contact between Scouts and adults unless they are immediate family members).

**All campers are expected to utilize the buddy system throughout their weekend at camp.**

**Our Scout Camp will be a safe haven for  
the ideals of the Scout Oath and Law.**

# Emergency Mobilization Plan

## **Emergency: One Horn Blast (with clear skies)**

Upcoming Severe Weather, Missing Person, Lost Swimmer, Fire, Emergency Drill

### **Staff Mobilization**

1. Camp Director, Program Director or Business Manager issues a camp-wide call including all program areas and health officer with instructions
2. All program areas stop; staff return to designated area and send confirmation to Program Director once all are accounted for.

### **Camper Mobilization**

1. All program areas stop
2. Cub Scouts and adults return to their campsites
3. Your Camp Commissioners will help insure entire campsite is accounted for & then report back to camp management.
4. If campsite is unaccounted for after 15 minutes from sound of Horn, send two (2) runners to report missing person(s) and receive information for the unit.
5. Units remain in campsite on standby until runners return to campsite with instructions

## **High Emergency: Two Horn Blasts (visible dangerous weather coming)**

Severe Thunderstorm Warning, Tornado Warning

### **Staff Mobilization**

1. Camp Director, Program Director or Business Manager issues a camp-wide call including all program areas and health officer with instructions
2. All program areas stop; staff report to designated storm locations, commissioners report to areas of responsibility

### **Camper Mobilization**

1. All program stops
2. Cub Scouts and leaders go to designated storm shelters for their cabin or campsite.
3. Units will receive instructions at pre-determined storm locations

## **Extreme Emergency: One Long Horn Blast (dangerous weather occurring)**

Imminent Severe Weather

### **Staff Mobilization**

1. Camp Director, Program Director or Business Manager issues a camp-wide call including all program areas and health officer with instructions
2. All program areas stop; staff report to closest storm location and use radio to confirm all staff and camper accountability

### **Unit Mobilization**

1. All program areas stop
2. Scouts and leaders seek shelter immediately in nearest storm location
3. When the "all clear" is given, units return to campsites.
4. Units remain in campsite on standby until staff arrives with instructions.

**This Emergency Mobilization Plan will be posted in each campsite.**

# Requirements Earned at Camp (tentative)

This listing is a compilation of what requirements should be satisfied if the Scout attends all of the activities and program during their time at camp. It has been put together based on what is expected to happen during each camp session. There have been and will be some situations where the group dynamics and outside circumstances cause us to change plans, which affect the completion of all of these requirements. We have also noted that our interpretation of completing a requirement is not always the same as each individual leader or parent at camp.

For all these reasons, please remember that as leaders and parents, you are responsible for signing off on these requirements in the Scout's book. Should you feel that the staff did not cover something, or that you would personally like to make sure that it is covered a little more fully with your Scouts, please do so and sign off on the requirement only when you feel comfortable doing so. Our experience has lead us to understand that some leaders and parents feel that we did a more than adequate job of covering a requirement, while others feel that more could have been done. As such, our goal is to cover as much as we can in the time allotted to each activity with the understanding that you as leaders may wish to work on some requirements further.

## Requirements By Ranks

### Tiger:

Requirement 3D	Play Time
Elective 35	Play Time
Requirement 5F	Plants 'n Critters
Requirement 5D	Plants 'n Critters
Requirement 5G	Plants 'n Critters
Elective 31	Plants 'n Critters
Elective 32	Plants 'n Critters
Elective 29	Crossing the
Elective 40	Ocean
Fishing Belt Loop	Crossing the
Archery Belt Loop	Ocean
Elective 2	Over the Moun-
Elective 15	tains
Elective 21	Archery
Elective 25	Tinkering
	Tinkering
Leave No Trace	Tinkering
Award	How to go Around
1 2 3 4 & 5	the World
Outdoor Activity	Camp Wide
Award 3 & 9	
	Camp Wide

### Wolf:

Achievement 1-H	Crossing the
Elective 20-B	Ocean
Archery Belt Loop	Over the Moun-
Elective 20-C	tains
BB Gun Belt Loop	Archery
Elective 20-N	Archery
Achievement 8	Target Practice
Elective 20-K O	Target Practice
Elective 20—O	Play Time
Elective 8 A, C & D	Play Time
	Chimney Rock
Achievement 7-B	How to go Around
Elective 19-	the World
A B C D & E	Plants 'n Critters
Fishing Belt Loop	Plants 'n Critters
Achievement 5-	
A B C D & E	Plants 'n Critters
Leave No Trace	Tinkering
1 4 5 & 6	
Outdoor Activity	Camp Wide
Award 3 9 10 & 12	
Achievement 2-	Camp Wide
A E & F	
Elective 11 A & B	Camp Wide
	Camp Wide

# Requirements Earned at Camp (tentative)

Bear:

Elective 19- A B C & D	Crossing the Ocean
Elective 5-E	Over the Mountains
Archery Belt Loop	Archery
Elective 20-A	Archery
Archery Sports Pin & Elec. 20-F	Archery
BB Gun Belt Loop	Target Practice
BB Gun Sports Pin & Elec. 20-F	Target Practice
Achievement 20-A & B	Tinkering
Achievement 15-B	Play Time
Achievement 16-C	Play Time
Achievement 23-C	Play Time
Achievement 22- A B C D & F	How to go Around the World
Elective 12- A B C	Plants 'n Critters
Leave No Trace Award 1 4 5 & 6	Camp Wide
Outdoor Activity Award 1 3 9 10 & 12	Camp Wide
Achievement 3 H & I	Camp Wide

Webelos I:

Aquanaut 1 2 3 4 & 5	Crossing the Ocean
Craftsman 1 & 2	Tinkering
Swimming Belt Loop	Crossing the Ocean
Naturalist 1 6 7 9 10 & 11	Plants 'n Critters
Fitness 5 6 & 7	Play Time
Athlete 2 & 3	Play Time
Archery Belt Loop	Archery
Outdoorsman 7	How to go Around the World
Leave No Trace Award 1 4 5 & 6	Camp Wide
Outdoor Activity Award 1 3 9 10 & 12	Camp Wide

Webelos II:

Archery Belt Loop	Archery
BB Shooting Belt Loop	Target Practice
Outdoorsman 7	Fire
Outdoorsman 10	Follow Me
Outdoorsman 5	LNT Session
Map & Compass	Survival Skills
Academic Belt Loop	Wildlife Conservation
Wildlife Conservation Academic Belt Loop	Wildlife Conservation
Wildlife Conservation Academic Belt Loop	Wildlife Conservation
Academics Pin	Fishing
Fishing Sports Belt Loop	Fishing
Fishing Sports Pin	Ultimate Frisbee
Ultimate Frisbee Sports Belt Loop	Ultimate Frisbee
Ultimate Frisbee Sports Pin	Citizenship
Citizen*	Citizenship
Citizen	Camp Wide
Academics Belt Loop*	Camp Wide
Leave No Trace 1 3 4 5 & 6	Camp Wide
Outdoor Activity Award 1 3 8 9 10 & 12	Outpost
Outdoorsman 1	Outpost
Outdoorsman 2	Outpost
Outdoorsman 11	Outpost
Outdoorsman 8	Outpost

\* Belt Loop Requirement # 3 "Participate in a family, den or school service project." should be completed outside of camp.

It is the responsibility of the Parent or Adult Leaders to track each Scouts requirement progress.

Camp Staff does not

# FOLLOWING UP AFTER CAMP

## **Continuing the Mission**

You can continue the program you experienced at Stearns Scout Camp by utilizing the Mission in your pack and den. By gearing your programs to highlight even a few points of the Mission, a successful program will persevere.

**At Stearns, we are working diligently to provide the best outdoor program for your Cub Scouts. This is accomplished by following a mission. The Mission of the Outdoor Program is helping your Cub Scouts:**

1. Develop Self Reliance
2. Develop Resourcefulness
3. Develop Leadership (Skills)
4. Understand Democracy
5. Learn Respect for the Environment
6. Learn Wise use of Natural Resources
7. Be Involved in Participating Citizenship
8. Learn to Accept Responsibility
9. Learn to Help Others
10. Learn Teamwork and Cooperation
11. Learn Respect for Others
12. Develop High Self-Esteem
13. Develop Physical, Mental and Emotional Fitness
14. Grow Spiritually

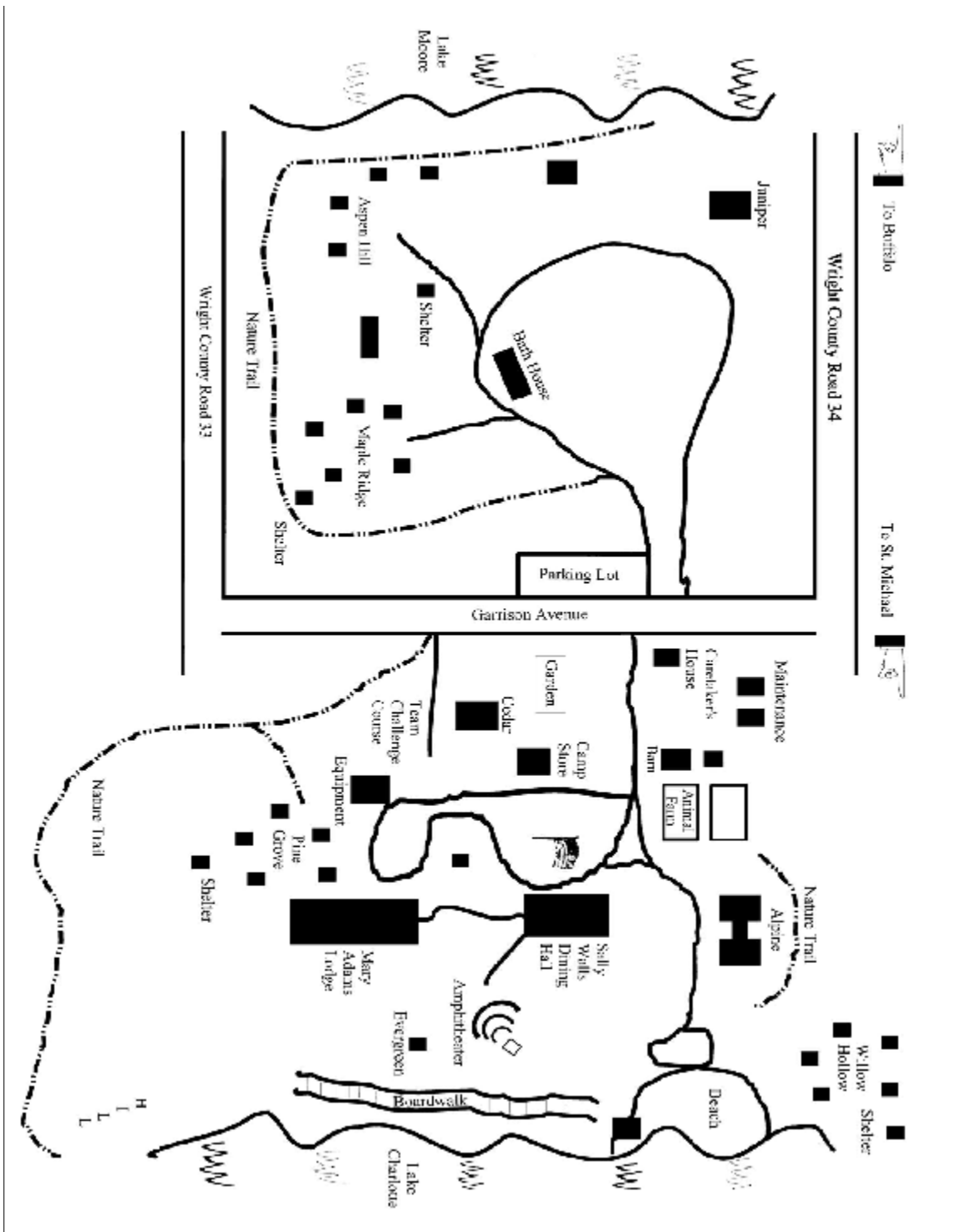
Be sure to stay tuned for next year's sign up times.

2011 will bring even more improvements to Cub Camping

Thank you for coming.

# Notes

# Greenwood Scout Camp



# QUALITY CAMPING

The Northern Star Council Camping Committee is committed to camps that meet high standards for health and safety, food service, program, maintenance, conservation, staffing, and administration. All of our camps are inspected and accredited on an annual basis.

THIS EMBLEM IS ONE OF YOUR  
ASSURANCES OF A QUALITY CAMP



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