

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.

Stearns Scout Camp

2009 Leader's Guide

Ancient Civilizations



Stearns Scout Camp

3303 County Road 44, South Haven, MN 55382

Phone: (320) 236-7879, Fax: (320) 236-7494 (June-August)

www.goscouting.org/

Table of Contents

Welcome From the Camp Director	3
Why We Are Here	4
Before Coming to Camp	5
Equipment List	6
Directions to Camp.....	7
Checking In & Out of Camp	8
Camp Facilities.....	9
Camp Program	10
Cub Schedule	11
Webelos Schedule	12-13
Webelos Outpost.....	14
Sample Menu	15
Swim Classification	16-17
Camping with Wildlife	18
Tick Awareness	19
Camper Safety Policy.....	20-21
Northern Star Council Anti-Harassment Policy	22
Camper Discipline Policy.....	23
Emergency Mobilization Plan	24
Requirements Met at Camp	25-26
Leaving Camp	27
Following Up After Camp	28
Map of Stearns Scout Camp.....	29

Welcome to Stearns Scout Camp

Dear Scout Leaders,

Thank you for registering your Pack for another adventurous year at Stearns Cub Scout Resident Camp. The Stearns' staff is pleased to announce that a new and exciting program has been developed for the 2009 summer. Not only will your Cub Scouts be able to experience the exciting Stearns' staff, but they will be a part of a new movement in Cub resident camping. Because of this we have chosen the theme of Ancient Civilizations to represent moving from the past into the future.

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,



Nathan Decker
Stearns Resident Camp Director

WHY WE ARE HERE

Spotlight on Stearns Scout Camp

Camp Stearns is located near Fairhaven, Minnesota, bordering Lake Caroline, Clearwater River and Lake Augusta. It contains 1200 acres of open field, forest and marshes making it an ideal setting for outdoor activities.

The camp originally called "Heritage" was opened in 1968 after several property purchases, made possible by the daughter of George Crosby. George Crosby was a well-known naturalist, donor, Scouter and owner of WCCO. Crosby Lodge is named after him and was given to the camp by his family.

Since 1968, construction and development of outdoor facilities have resulted from the efforts of numerous individuals and volunteer groups and donors. There are currently five different camp areas that are used year round by districts, Order of the Arrow chapters, Camperolls and various training programs including: Wood Badge, and Cub Scout Resident Camp.

Over the years many different activities have been staged at Camp Stearns. The all-season accessibility and program is widely used by over 10,000 Scouts and Scouters annually. It is our hope that during your stay you'll have the opportunity to appreciate the beauty of this valuable resource we call Camp Stearns.

The Stearns 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 Stearns 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.

Mission: Reaching the Purpose

At Stearns, 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.

Before Coming to Stearns

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 Forms: **Please DO NOT mail in Health forms. MINNESOTA LAW requires all campers to provide a current health history form upon arrival at 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 at either Scout Office or get on online at www.goscouting.org/forms. Adults must have a completed Health form as well.

Please pay special attention to which signature line you are required to sign. Adults need to sign on the adult participant line for their own forms and they must sign on the Parent Authorization line for the youth participant.

Telephone Service: You can reach the Stearns office at (320) 236-7494. 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 in Stearns 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

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

- | | | |
|---|---|---|
| <input type="checkbox"/> Uniform**
<input type="checkbox"/> Shorts
<input type="checkbox"/> Changes of underwear
<input type="checkbox"/> 4 Pair of Longer Socks
<input type="checkbox"/> Swim Suit
<input type="checkbox"/> Shirts
<input type="checkbox"/> Long Pants
<input type="checkbox"/> Sleep Clothes
<input type="checkbox"/> Jacket and/or Sweater
<input type="checkbox"/> Dirty Clothes Bag
<input type="checkbox"/> Toothbrush

Optional
<input type="checkbox"/> Camera and Film
<input type="checkbox"/> Stamps & Envelopes
<input type="checkbox"/> Money for Trading Post

Suggested for Leaders
<input type="checkbox"/> Clip Board
<input type="checkbox"/> Alarm Clock
<input type="checkbox"/> Fels Naphtha Soap
<input type="checkbox"/> Materials for Den Site | <input type="checkbox"/> Tooth Paste
<input type="checkbox"/> Sun Screen
<input type="checkbox"/> Small Back Pack
<input type="checkbox"/> Mosquito repellent
(not aerosol)
<input type="checkbox"/> Pillow
<input type="checkbox"/> Sleeping Bag
<input type="checkbox"/> Pair of Shoes
<input type="checkbox"/> Extra Shoes
<input type="checkbox"/> Hat
<input type="checkbox"/> Water Bottle

<input type="checkbox"/> Watch
<input type="checkbox"/> Book to read
<input type="checkbox"/> Religious Materials
<input type="checkbox"/> Canteen

<input type="checkbox"/> 2 Plastic Table Cloths
<input type="checkbox"/> Clothes Line
<input type="checkbox"/> Coffee/Coffee Pot
(non electric)

<input type="checkbox"/> Religious Materials | <input type="checkbox"/> Bar Soap
<input type="checkbox"/> Rain Gear
<input type="checkbox"/> Flashlight
<input type="checkbox"/> Spare Batteries
<input type="checkbox"/> Soap
<input type="checkbox"/> Washcloth
<input type="checkbox"/> Towel
<input type="checkbox"/> Watch

<input type="checkbox"/> Canteen
<input type="checkbox"/> Checkbook for Camp
store purchases |
|---|---|---|

Please do not bring:

- | | |
|--|--|
| <ul style="list-style-type: none"> • Aerosol cans of any kind • Radios, cd players, etc. • Axes • Bikes • Rollerblades | <ul style="list-style-type: none"> • Pets • Gas Lanterns • Sheath Knives • Alcohol |
|--|--|

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

Checking In & Out of Camp

Checking In:

Plan to arrive at Stearns for check-in at 5:00 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. Lunch will not be provided before departure at noon on checkout days. 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.

- Arrive in uniform, so we can take a group photo when you arrive. Each photo card is 8x10 with two 4x6 photos. The cost is \$3.00 each. Please see the photo order portion on your check-in form.
- Have health history forms together for the group when checking in. Sometimes it is good to have copies of these for yourselves as well. We will return your originals at check-out.
- Also have an up-to-date completed roster form and photo card form to be turned in at check-in.

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 task

Camp Facilities

Campsites:

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

Please note that the number of Scouts (not including leaders) will be the critical factor in determining your campsite arrangements. All campers and leaders will be provided a two-person tent and a sleeping mat. Each group of two will have their own Eureka Timberline 4 Outfitter tent. This tent can sleep 4 it has a floor size of 7'2"x 8'9", center height of 4'10". Units are welcome to bring their own tents (however, understand that some tents may be too large for the campsite). If you elect to use your own tent(s), Northern Star Council is not responsible for any damage that may occur during your stay.

To preserve Two Deep Leadership, we ask that Scouts tent with Scouts; and adults tent with adults. Scouts may tent with an adult only if they are a parent or guardian.

Your den site will also include these items:

Picnic table, Dining fly, 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.

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. **The trading post does not except credit cards of any kind, Please plan accordingly**

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 Stearns 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 Stearns offers us a wide variety of animals and plants to see, if only we stop along the way to look for them.

The Stearns 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 Stearns, 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 Stearns 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.

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.

Nature: Experience the natural world through the interpretation of Stearn's outstanding staff. In the nature area get p 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 Stearns Scout Camp the staff will teach campers about proper flag ceremony etiquette, then perform a flag raising and lowering (respectively).

2009 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.

Pack and Den activity times are a couple of the ways that we separate everyone into groups. During the Pack activity times, your entire pack will move from station to station and work on activities together. 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 area appropriately challenging according to their abilities.

STEARNS CUB CAMP 2009

FRIDAY

- 6:00 p.m. Check-in, Swim Qualifications and Site Set-up Trading Post Open
- 8:00 p.m. Orientation by Site Commissioners—meet in site
- 8:30 p.m. Leader Meeting
- 9:15 p.m. Camp Wide Campfire—at Campfire Ring
- 10:30 p.m. Lights Out

SATURDAY

- 7:45 a.m. Camp Wide Flag Raising
- 7:55 a.m. Breakfast Trading Post Open
- 9:00 a.m.-11:55 a.m. Rank Based Program Rotations

BB range	Archery	Plants 'n Critters	Boating	Swimming Skills	Crafts
A	B	C	D	E	F
C	A	B	F	D	E
B	C	A	E	F	D

12:00 p.m. Lunch Trading Post Open

1:30 p.m.-5:30 p.m. Pack Based Program Rotations

Climbing	Sports	Nature Program	Free Swim
1	2	3	4
4	1	2	3
3	4	1	2
2	3	4	1

- 5:50 p.m. Camp Wide Flag Lowering
- 6:00 p.m. Supper Trading Post Open through Free Time
- 7:00 p.m. Free Time Program: Swimming, Boating, Climbing/Bouldering, Shooting Sports, Fishing & Frisbee Golf
- 8:30 p.m. Camp Wide Reverence Service at Campfire Ring
- 9:00 p.m. Camp Site Campfires
- 10:30 p.m. Lights Out



SUNDAY

- 7:45 a.m. Camp Wide Flag Raising
- 7:55 a.m. Breakfast Trading Post Open
- 8:40 a.m.-11:40 a.m. Rank Based Program Rotations

Target Practice	Archery	Plants 'n Critters	Boating	Swimming Skills	Crafts
D	E	F	A	B	C
F	D	E	C	A	B
E	F	D	B	C	A

- 11:50 a.m. Closing Ceremony
- 12:00 p.m. Campsite Check-out & Depart
- 2:00 p.m. Outpost Party Departs
- 12:30 p.m. Lunch For Outpost Participants

2009 Webelos Schedule

STEARNS WEBELOS CAMP 2009

SUNDAY

- 6:00 p.m. Camp Check-in and Swim Qualifications Trading Post Open
- 7:15 p.m. Camp Orientation and Leave No Trace Lesson
- 7:30 p.m. Camp Wide Reverence Service
- 8:15 p.m. Leader Meeting
- 8:45 p.m. Camp Wide Campfires
- 10:30 p.m. Lights Out



MONDAY

- 7:45 a.m. Flag Raising
- 7:55 a.m. Breakfast Trading Post Open
- 9:00 a.m. Choice Session 1 (Safe Swim Defense & Safety Afloat offered to Adults)
- 11:00 a.m. Choice Session 2 (Climb On Safely offered to Adults)
- 1:00 p.m. Lunch Trading Post Open
- 2:00 p.m. - 5:55 p.m. Program Rotations

LEAP	Boating	Swimming Skills	Ayers Rock
A	B	C	D
D	A	B	C
C	D	A	B
B	C	D	A

Fire Building	Archery	Target Practice	Knots
E	F	G	H
H	E	F	G
G	H	E	F
F	G	H	E

- 6:00 p.m. Flag Lowering
- 6:10 p.m. Supper Trading Post Open through Free Time
- 7:00 p.m. Free Time Program: Swimming, Boating, Climbing/Bouldering, Shooting Sports & Frisbee Golf
- 9:00 p.m. Campsite Campfires
- 10:30 p.m. Lights Out



TUESDAY

- 7:45 a.m. Flag Raising
- 7:55 a.m. Breakfast Trading Post Open
- 9:00 a.m. - 12:55 p.m. Program Rotations

LEAP	Swimming Skills	Boating	Climbing
E	F	G	H
H	E	F	G
G	H	E	F
F	G	H	E

Fire Building	Archery	Target Practice	Knots
A	B	C	D
D	A	B	C
C	D	A	B
B	C	D	A

2009 Webelos Schedule continued

1:00 p.m. Lunch Trading Post Open
 2:00 p.m.-5:00pm. Program Rotations

Games	Archery	Target Practice
1	2	3
3	1	2
2	3	1

Survivor: Stearns	Boating	Swimming Skills
4	5	6
6	4	5
5	6	4

6:00 p.m. Flag Lowering
 6:10 p.m. Supper Trading Post Open through Free Time
 7:00 p.m.-9:00 p.m. Free Time Program: Swimming, Boating, Climbing/Bouldering, Shooting Sports & Frisbee Golf

WEDNESDAY

7:45 a.m. Flag Raising
 7:55 a.m. Breakfast Trading Post Open
 8:40 a.m.-11:40 p.m. Program Rotations

Games	Archery	Target Practice
4	5	6
6	4	5
5	6	4

Survivor: Stearns	Boating	Swimming Skills
1	2	3
3	1	2
2	3	1

11:50 p.m. Closing Ceremony
 12:00 p.m. Checkout campsite & Depart
 1:00 p.m. Outpost Outfitting/Base Camp Checkout

THURSDAY

8:00 a.m. Breakfast
 10:00 a.m. Return from Outpost
 11:00 a.m. Camp Checkout Trading Post Open

Stearns Cub Camp Outpost
 Campers will leave their original sites and set off for a more remote location to set up a new campsite and the schedule of activities will be based on each groups particular needs.



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 hike to a remote part of Stearns 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 \$30 per participant.

WEBELOS OUTPOST SCHEDULE

Sunday

- 11:00 a.m. Check-out of your campsite with your Pack
- 11:30 a.m. Outpost meeting at the Dining Hall
- Noon Lunch at the dining hall
- 1:30 p.m. Depart for the Outpost
- 2:30 p.m. Arrive at the outpost location and set up
- 3:00 p.m. Outpost Activities
- 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

- 7:30 a.m. Breakfast
- 9:00 a.m. Pack up and depart outpost site
- 10:00 a.m. Arrive back in Camp
- 10:30 a.m. Morning Activities
- 11:30 a.m. Check Out

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 (320) 236-7494 or email ndecker@northernstarbsa.org

	Friday	Saturday	Sunday
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	Chicken nuggets Fries, vegetable Fruit, milk, drink	Buffalo wings Tater tots, vegetable Fruit, milk, drinks	Beef roast, potato 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-Swimmer	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

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 Tents: There simply is absolutely no excuse for eating food, your meals or snacks, in your 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 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 tent. 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 tent. 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

Problems associated with various ticks have been widely reported throughout much of the country including the area surrounding Stearns Scout Camp . With proper planning and education, tick problems can be minimized. To assist groups with educating its campers, the staff at Stearns 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 Stearns 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 to 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.
2. All camp staff are identified by their staff name tag.
3. All visitors are required to check in at the Dining Hall or Program 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 Stearns Scout Camp 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 Stearns with someone other than the Pack leadership or parent, 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.
7. Leaders are reminded to be aware of problems related to unauthorized release to non-custodial parents.
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 22 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 enforce the buddy system.

A good camper always maintains high standards of personal conduct, safety, courtesy and conservation. Therefore, our campers must observe the following minimum camping standards.

FOR SAFETY:

Follow the Buddy System.

BSA Policy requires two-deep leadership for all Scout outings and campouts.

Aquatic activities (swimming, canoeing, boating) are conducted under lifeguard staff supervision.

Determine the location of natural hazards; stay away from the edge of bluffs, lakes, and ponds.

Do not use liquid fuel to start fires (gas, kerosene, charcoal lighter). Gas lanterns may be used under adult supervision; gas must be locked in storage under adult control.

Drink from an approved water supply; do not drink from springs or lakes as they may be contaminated.

ALL CAMPERS MUST FOLLOW THE CAMP WILDLIFE POLICY.

Camper Safety Policy continued

Personal BB guns, rifles, and archery equipment are not allowed.

National Standards prohibit flames in tents at any time. All tents, personal and provided, must be marked “**NO FLAMES IN TENTS**” on the tent or by a sign physically attached to the tent. This policy includes screen tents.

Never leave a fire unattended; always put a fire out with water before leaving the area or going to bed.

Do not apply insect repellent near campfires. Many brands contain alcohol and other ingredients that are flammable. **Aerosol containers are prohibited in camp** because of additional danger of use near fires.

No passengers are allowed to be transported in the cargo section of pickups and trucks.

Never play games using a knife.

No bikes allowed in camp.

No pets (cats or dogs) allowed in camp at any time.

FOR COURTESY:

Always leave a supply of firewood for the next camper.

Leave the campsite clean. Police grounds for any trash.

Check in when arriving and check out when departing with your commissioner. (An inspection of the campsite will be made prior to approving your departure.)

All buildings are smoke-free. Smokers, please smoke outside in a safe manner, in a parking lot away from Scouts and field strip cigarette/cigar butts before disposing of them.

Keep the toilets and showers clean.

FOR CONSERVATION:

Vehicles restricted to authorized parking areas and roads.

Do not cut down any trees. Charges of a minimum of \$4.00 per foot and a maximum of the actual value of the tree will be charged for cutting down timber. For scarring trees with a knife or axe, the camper will be charged a minimum of \$10.00.

Conduct conservation projects that have the approval of the camp ranger or Nature staff.

PERSONAL CONDUCT:

Be a good neighbor. Do not create a disturbance or cause other campers to have a bad camping experience.

Respect the private property of the neighbors surrounding the camp.

Respect the staff living areas and maintenance area. Enter the area only on official business.

Take good care of camp facilities and equipment. (Units or individual campers will be charged for defaced property and loss or damage to equipment.)

NO ALCOHOLIC BEVERAGES MAY BE BROUGHT INTO CAMP.

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 Stearns Cub Camp 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 and parents are 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.

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.

Hazing, "midnight raids", tent-ditching, or other such activities are not allowed at any time at Stearns Cub Camp. 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.

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, parent or 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).

***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 Ocean
Elective 40	Crossing the Ocean
Fishing Belt Loop	Crossing the Ocean
Archery Belt Loop	Over the Mountains
Elective 2	Archery
Elective 15	Tinkering
Elective 21	Tinkering
Elective 25	Tinkering
Leave No Trace Award	How to go Around the World
1 2 3 4 & 5	Camp Wide
Outdoor Activity Award 3 & 9	Camp Wide

Wolf:

Achievement 1-H	Crossing the Ocean
Elective 20-B	Over the Mountains
Archery Belt Loop	Archery
Elective 20-C	Archery
BB Gun Belt Loop	Target Practice
Elective 20-N	Target Practice
Achievement 8	Play Time
Elective 20-K O	Play Time
Elective 20—O	Chimney Rock
Elective 8 A, C & D	How to go Around the World
Achievement 7-B	Plants 'n Critters
Elective 19- 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 1 4 5 & 6	Tinkering
Outdoor Activity Award 3 9 10 & 12	Camp Wide
Achievement 2- A E & F	Camp Wide
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.

LEAVING CAMP

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

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

2010 will bring even more improvements to Stearns Scout Camp.

Thank you for coming.

FOLLOWING UP AFTER CAMP

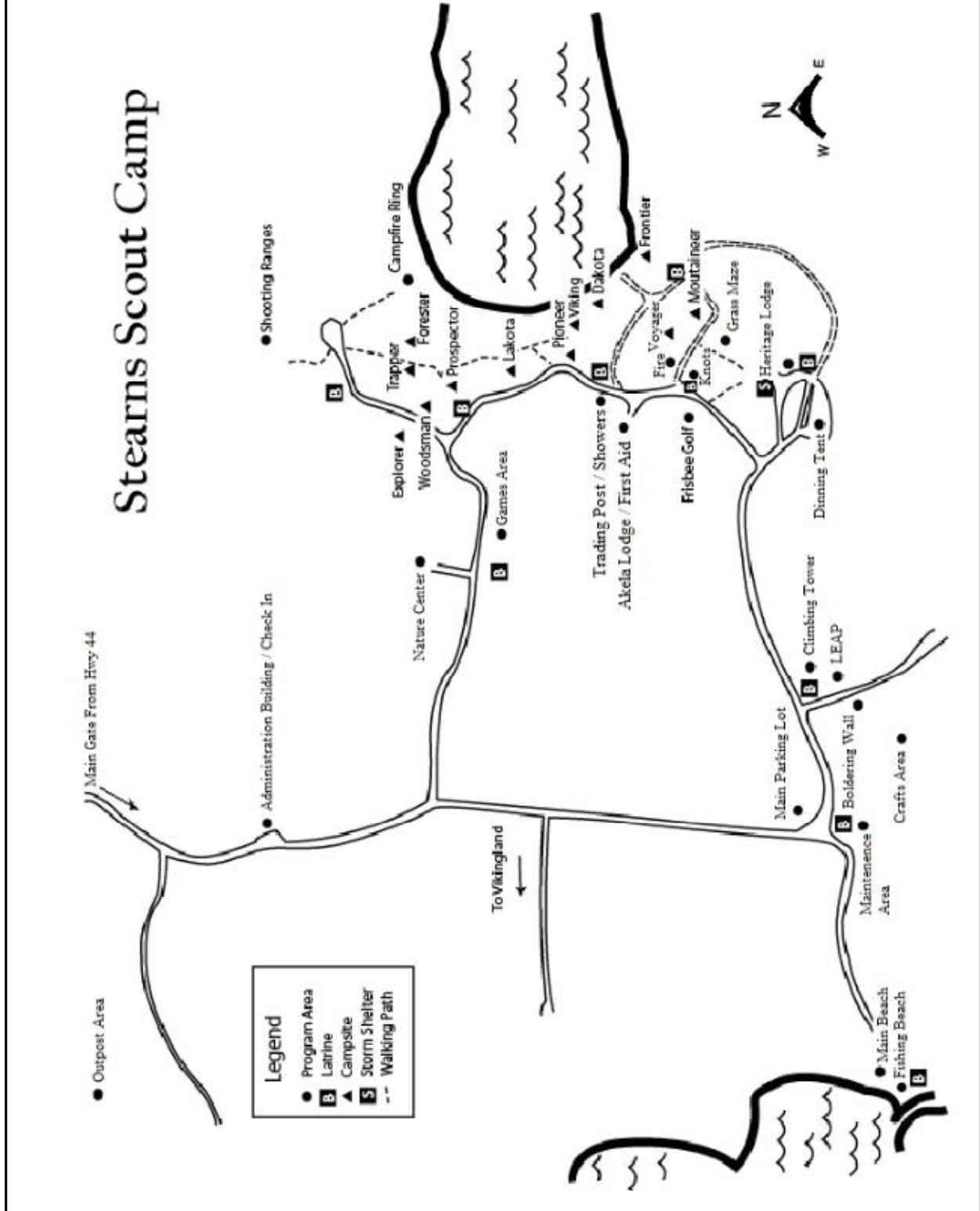
Continuing the Mission

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

Stearns Scout Camp



Notes

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



NORTHERN STAR COUNCIL / BSA
393 Marshall Avenue
St. Paul, MN 55102-1717
763-231-7201
Fax: 763-231-7202
www.goscouting.org