

Camp Guidelines and Rules

1. This event is first and foremost for our/your youth. All rules and regulations are in place to assure their safety and preservation of this camp for their use.
2. **Absolutely no alcoholic beverages or illegal drugs allowed.**
 - a) BSA policy states there is zero tolerance regarding alcoholic beverages or illegal drugs at any BSA event.
 - b) Price-Sanders Scout Reservation is part of a State Park and under State Law there is to be no alcoholic beverages on the property.
 - c) Coolers may be subject to search at any time by event staff.
3. Units are responsible for removal of all trash and debris from their campsite.
 - a) See section regarding trash disposal within this guide.
4. No sheath knives allowed.
 - a) All Cub Scouts/Webelos must carry their Whittling Chip.
5. ALL Scouts must use the Buddy System. Units must provide Two-deep leadership.
6. Vehicles must stay in assigned parking areas.
7. The SCOUT LAW and OUTDOOR CODE are the law of the camp.
8. Units must have their campsites cleared by our staff and checked out by 11 a.m. on Sunday, October 22.
9. All other concerns will be addressed at the Cubmaster briefing on Friday night, October 20, at 9:30 p.m. in the Dining Hall.

Troop/Pack Trailers:

If your unit will be utilizing a pack trailer, it may be dropped off prior to the Friday night rush. You may drop it off Thursday, October 19, from 1 pm – 8 p.m. or Friday, October 20, between 10:00 am – 3:00 pm. Please call Jason Wolfe at (239) 994 - 7884 to let him know when you have arrived at camp so he can direct you to your campsite.

TRAILER TOW VEHICLES WILL NOT BE PERMITTED TO REMAIN IN THE CAMPSITE.

To assist us in getting everyone in camp quickly we ask that your tow vehicle park the trailer in the campsite then immediately proceed to your assigned parking lot before unloading the trailer. Everyone wants to get set-up. A Scout is courteous.

Parking

PARKING IS LIMITED. PLEASE CARPOOL WHEN POSSIBLE.

To avoid long walks to campsites, we will be parking personal vehicles in four lots. If you are camping in Apache, you will be asked to park in one of the Blue (Cherokee/Mohawk) parking lots. If you are camping in Seminole, Delaware, Dela-Sioux, Miccosukee, you will be directed to the Red (Main) parking lot. Staff members assisting with traffic direction will have campsite assignments and camp maps in hand to assist your parents in finding the right parking lot.

Personal/Unit Gear Transportation:

This event will have staff gear trailers running from the two main parking areas to your assigned campsite on a regular basis. To minimize wait times, we suggest that the families in your unit store personal gear in your pack trailer the night before the event.

PLEASE LABEL ALL UNIT AND PERSONAL GEAR WITH NAME AND PACK NUMBER.

A limited amount of masking tape and markers will be available in the parking lots, but please make every effort to label your equipment and baggage before arriving. Occasionally, items do get left behind or separated. There are hundreds of red coolers and green chairs in camp.

Special Needs/Handicap Parking:

If you or someone in your unit has special needs, please submit that information and requirements in writing along with your registration. The facilities staff will contact you to work out reasonable accommodations. We don't have the ability to provide transportation around camp.

Unit Check In:

Your unit campsite assignment will be sent to the unit leader listed on your registration Monday, October 16.

PLEASE SEND ONLY ONE ADULT LEADER TO CHECK YOUR PACK IN AT ADMINISTRATION. EVERYONE ELSE SHOULD PROCEED TO THEIR ASSIGNED CAMPSITE.

Please inform your leader of any questions you may have. Your unit leader can get you the answer either when they check in or at the Cubmaster meeting (Friday night 9:30 pm, Dining Hall).

The following items will be distributed to the assigned unit leader during check-in: Program color bracelets, program schedule/camp map brochures, purchased t-shirts, unit roster. Patches will be distributed to units after following campsite check-out procedures. Please reference the check-out section of this guide for more information.

Program Schedule:

Please see schedule appendix at the end of this guide. In the interest of limiting large lines at our high-volume program areas, we have scheduled our high-volume areas in four program blocks. Please follow the color-coded program schedule in your event brochure. You will not be admitted into a program area without the appropriate color-coded bracelet.

Campfires/Fire Safety:

Campfires will not be permitted in your individual unit's camping area. A central campsite fire ring will be set-up by the event staff for you to share with other units in your campsite. All units are asked to bring a fire extinguisher for your unit's cooking area.

Garbage/Trash:

Please place all garbage in strong plastic bags. For garbage pick-up during the event, there will be a trash trailer located in Apachee campsite, all other campsites, place sealed bags by the campsite sign nearest the main camp road and our volunteer ranger staff will pick it up. Any trash not in a sealed bag will not be picked up for disposal.

Security:

The administration building will be manned 24 hours a day in the event of any problems. Please review this Leaders Guide and The Guide to Safe Scouting with all members of your unit including parents and siblings. For the safety of all attending anyone not adhering to the guidelines, may be asked to leave.

In the event of an emergency please see that all members of your unit follow the instructions given by the event staff. Doing so will help us to resolve the situation quickly and safely. We thank you in advance for your cooperation.

Medical:

The on-site camp health officer is an adult who may be a physician, nurse practitioner, registered nurse, licensed practical nurse, paramedic, emergency medical technician or military corpsman/medic who will staff the health lodge 24 hours a day for emergency services.

It is important that staff and campers understand that any injury, large or small, must have immediate first aid, either at the place where the injury occurred or at the health lodge. It also, important to stress that each pack/troop have their own first aid kits and understand that the health lodge is intended only for the temporary care of sick or injured campers. Campers that are seriously ill or injured need to be transported to a hospital where they can be given more adequate care or taken home, where the family member will assume responsibility.

Each camper will be responsible for their own prescription medications. The health officer will not have prescription medication in the health lodge, nor will they administer any prescription medications to the campers. Please note that is each pack/troops responsibility to discuss with their campers prior to the camp out.

If you have any questions, concerns, or comments please speak with the on-site health officer. Your safety is our number one priority.

Emergency Procedures:

The Ranger and the Camp Director have undergone extensive training to prepare for emergency situations that might arise in camp. The camp has emergency phone numbers posted near all phones; FM radio communication throughout the reservation; a written agreement with the local emergency service providers; fire equipment and first aid material and a working relationship with the local Sherriff's Department and the Fire Department. If you have any questions about procedures after reading this section of the manual, please ask. During an emergency your responsibility is for your unit.

Emergency Horn, Emergency Assembly Area (EAA)

1. ***When you hear one, long continuous sound from the camp siren (between three and five minutes in duration), please assemble your unit immediately on the parade ground.***

Once assembled, please take a head count and send a junior leader to report attendance to the staff member in charge next to the parade field flag pole. The staff member in charge will provide further instructions to the junior leader to share with your unit.

Please stay in the Emergency Assembly Area until the all clear signal is given (three steady 5 second blasts from the siren).

2. ***If you hear the camp siren give a 15 second blast, the Thor-Guard lightning prediction system has been triggered and you must cease program and move to a grounded shelter. All hard-roofed pavilions and camp building are grounded shelters.***

Please stay under hard shelter until the all clear signal is given (three steady 5 second blasts from the siren).

Fire

1. Mobilize your unit in a safe area. Send someone to the Administration Building to report the location of the fire.
2. Fire-fighting tools are located in each campsite. We do not want youths/units fighting fires.
3. Proceed to emergency assembly area; take attendance; send junior leader to staff member/camp master at the flag pole with a two-way radio, report unit status; further instructions will follow.
4. Check your Fire Guard Chart provided at camp for further details.

Flood

1. Mobilize your unit in a safe area.
2. Proceed to emergency assembly area; take attendance; send junior leader to staff member/camp master at the flag pole with a two-way radio, report unit status; further instructions will follow.
3. Camp master/event chair should check with local government for road closures before advising units as to the best route to evacuate camp (if necessary).
Price Sanders Scout Reservation:
<http://www.charlottecountyfl.com/Emergency/roadclosings.asp>

Lost camper

1. Report situation to the administration building immediately.
2. The Camp Director/Program Director/camp master will provide further instructions.

Personal Accident

1. Give immediate first aid.
2. Report accident to Health Lodge (during and event)/camp master (during normal unit camping).
3. Medical Officer/camp master will administer further first aid and complete the Incident Information Report.

Severe Weather/Storm

1. Check the daily weather report in the Administration Building.
2. Commissioners/camp master will alert unit leaders of impending weather conditions and provide further instructions.
3. **If you hear the camp siren give a 15 second blast, the Thor-Guard lightning prediction system has been triggered and you must cease program and move to a grounded shelter. All hard-roofed pavilions and camp building are grounded shelters.**
4. **Please stay under hard shelter until the all clear signal is given (three steady, 5 second blasts from the siren).**
5. Avoid wide-open areas during an electrical or wind storm.

Limitations to activities due to extreme weather

Always notify the Camp Staff/camp master if you wish to cancel an activity. We will create a safe alternative for you.

Aquatics: All waterfront activities will be suspended under the direction of the Aquatics Director or his/her designate at the signs of impending thunder and lightning storms. All campers, volunteers and staff will leave the waterfront safely under the direction of the staff. The Aquatics Director will open aquatic program activities when deemed safe.

Boating, sailing and kayaking: All boating, sailing and kayaking activities will be suspended under the discretion of the Aquatics Director or staff leader in charge due to pending lighting storms or unsafe wind. Campers and volunteers will follow the directions of the staff member in charge to bring boats ashore. Program will reopen when the Aquatics Director feels conditions are safe.

COPE and Climbing Tower: At the direction of the COPE/Climbing Director, the climbing tower and high and low elements will be evacuated pending severe electrical and lightning storm. Participants will follow the directions given by COPE Department staff. Program will reopen when deemed safe by the COPE/Climbing Director.

Special consideration must be given to atmospheric conditions that may affect campers and staff. You will be alerted to any changes in schedule and program when the following conditions exist:

1. Extreme temperatures or high humidity.

- a. Strenuous activities will be suspended and extra time at the waterfront will be made available.
2. Severe weather warnings:
 - a. Administration will monitor weather warnings. Commissioner staff/camp master will advise leaders.
 - b. Remain out of open areas during electrical storms.

Power Lines Down

If you discover electrical wires on the ground:

1. Keep all people at least 50 feet from the wire. Follow protocol for a serious accident.
2. Call or send two runners to the Administration Building to report the incident and location.
3. Do not touch the wires.
4. If injury has resulted, do not move the person until the wire can be safely moved away from the person.

Chemical or Unknown Substance Leak/ Spill

Care should be taken when confronted with any unknown material, and they should be taken very seriously. Typical hazard areas at Scout camp could include but not limited to: kitchens, roadways and parking lots.

If you discover an unknown substance (leak, spill or container), gasoline leaking from a vehicle, the odor of LP gas leaking from a tank:

1. Clear the area for at least 100 feet in all directions, moving people to the leeward side of the material. Keep all people away.
2. Send to runners to advise the camp administration/camp master.
3. The camp administration/camp master will alert the Camp Director, the Camp Ranger and local emergency response personnel, to handle the incident.

If you discover gas leaking from a pressurized cylinder:

1. Clear the area for at least 1,000 feet, evacuating any adjacent structures.
2. Send two runners to alert the office about the LP gas leak.
3. Assure that the area remains clear until help arrives.
4. The camp administration/camp master will alert the Camp Director, Ranger and emergency response personnel.

Encounters with Wildlife

Price-Sanders Scout Reservation covers roughly 1,300 acres and offers a wide range of exciting adventures. Camp Flying Eagle includes over 185 acres. Both properties offer the opportunity to observe many types of birds, fish and wildlife. Undoubtedly the opportunity to observe these animals will provide lifetime memories.

Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are the visitor. Treat them with respect; give wildlife enough space so it will not feel threatened by your presence. Most conflicts between people and wildlife are linked to careless handling of food or garbage.

In the event you are injured, provide first aid then please report to the Health Lodge immediately. For additional information or assistance contact the camp director, camp master or camp ranger.

Unit Check Out:

Staff members will be available in each campsite immediately following closing ceremony to clear your unit for check-out. The assigned staff member will check that you have returned your immediate camping area to the state in which you found it. Please follow *Leave No Trace* guidelines when clearing your site.

ONCE CLEARED, YOU WILL BE ABLE TO PICK UP YOUR PATCHES FROM THE MAIN ADMINISTRATION BUILDING.