



Leaders' Guide

Bucks County Council Cub Scout Resident Camp

CAMP KIRBY

1735 Narrows Hill Road, Upper Black Eddy, PA 18973
(610) 982-5731

Dear Leaders and Parents:

Thank you for choosing Camp Kirby for your Pack's summer camp experience. We welcome you as a member of our 2009 camp family. The Lions Clubs of District 14A and our Cub Scout Resident Camp Committee have worked to prepare a wonderful camp that is well suited to Cub Scouts and Webelos Scouts.

Each year we make improvements to Camp Kirby. Major improvements for 2009 include the scheduling of camp and program activities. Advancement opportunities now include eight (8) Webelos Activity Badges and thirteen (13) Belt Loops. And we are using the same caterer as the last two years, when we had excellent food service.

We will do our best to provide well-trained, friendly, and mature staff and a well-rounded program to meet the needs of all your Cubs and Webelos. We look forward to your visit. We ask that you join us at leaders' meetings during camp and share your ideas. Your input helps us to improve your time at Camp Kirby, and to plan for the future.

Yours in Scouting,

Russ Kantner

Camp Kirby is owned by Lions District 14A and operated by the Bucks County Council, Boy Scouts of America and the Camp Kirby Board of Directors. Since 1940 it has been the mission of Bucks County Council to offer a quality summer camp program to every scout. Camp Kirby meets the standards of the B.S.A. National Office for an Accredited Cub Scout Camp and is routinely inspected. Our key staff members are trained through the B.S.A. National Camp School system and all our staff is trained in many topics, including CPR, first aid, and emergency procedures. We hold ourselves to the highest local and state standards in food service and property management. We are proud of our camp, its history, and its goals. We, as a staff, are dedicated to our camp and its mission. We hope that your stay at Camp Kirby will be a positive and fun-filled experience for your scouts.

Preparing for Camp:

Whether you have done this all before or you are new at it, moving your Pack or Den to summer camp doesn't just happen. Like any endeavor, the planning you put into it directly affects what you get out of it. In this section we have listed some recommendations and ideas from packs that have "done it all before." We hope you find this information valuable as you plan for your stay at Camp Kirby.

Adult Leadership at Camp:

Two-deep leadership is the rule for any outing, and the same applies to summer camp. If you are coming with just your child, or you are the only leader with your campers, you will be grouped with folks from another pack to form a Den. Make sure that there are always two leaders in camp for your Den. At least one of the leaders must be 21 years of age and the other must be at least 18 years of age. Registered Den Chiefs may attend at the same rate as leaders. Make sure your unit has adequate coverage for your entire stay at Camp Kirby.

All adults attending camp, whether they are registered leaders or parents, are expected to actively participate in the activities of their Den. All adults coming to camp need to complete Youth Protection Training. Parents at camp should be reminded that they are here for the group, not just their own child. Adults should always lead by example. Dress appropriately, use appropriate language, and participate in activities. The Area Director will give instructions at each area about how adults can help provide the best program for the boys.

Buddy System:

Establish a buddy system to be used at all times during camp. This means that boys pair up and stay with that buddy. No boy should ever be away from their campsite wandering around the camp alone. Should you encounter a lone scout, take the time to inquire where their buddy is. When traveling through the camp, make sure that no one enters another campsite unless invited.

Theme:

As part of our goal to meet National Standards, we have an annual theme. This year our theme is “Back to Bedrock - The Age of Dinosaurs.” There will be a variety of activities relating to the time of dinosaurs. Please consider the theme in planning costumes, campsite gateway, and den flag. We ask that your props not include weapons for costumes or skits.

Advancement:

The purpose of resident camp is fun in the outdoors. Boys that attend Cub Resident Camp are more likely to remain in Scouting. While advancement is not the focus of summer camp, many opportunities for advancement take place. We have a list of possible activities to complete at each rank. Our program schedule includes many Belt Loops and Webelos Activity Badges. As part of achieving National Standards, the program for Webelos offers more challenges than the program for Cubs.

Medical Forms:

Every camper must have an annual health history signed by parent/guardian or the adult camper. For anyone under 40 staying 3 nights or less, this is a Class I only and does not require a doctor’s signature. Campers staying more than 3 nights must also have a Class 2 Medical Form, which includes a medical evaluation that was completed within the last 36 months by a physician licensed to practice medicine. Adults age 40 or over must have a Class 3 Medical Form, which requires a current health history supported by a medical evaluation completed within the past 12 months by a physician licensed to practice medicine. Every youth or adult staying overnight must have a medical form. All forms should be brought to Camp Kirby. Please make copies in advance for your records. **ONLY ADULTS AGE FORTY AND OVER AND THOSE STAYING MORE THAN 72 HOURS NEED A DOCTOR TO COMPLETE THEIR FORM. IMMUNIZATION DATES MUST BE LISTED ON EVERY FORM.** Bring a **copy** of the form with you to camp. We strongly recommend that families retain originals.

Note: This year, either the older (Class 1, 2 or 3) or new medical forms will be accepted. Starting next year, the new medical form will be required.

Emergencies:

Please read the enclosed information about emergencies and national policies. If there is a family emergency at home, you may contact the camp at 610-982-5731. Please use this only for emergencies. If you feel your tent area is not safe due to severe storms or other emergency, please report to an emergency area. The designated emergency areas are the dining hall and the recreation hall (pole building).

Medications:

All medications, prescription or over-the-counter, are to be turned in at medical –re-check. The exceptions to this are: as-needed inhalers, epi-pens, and certain heart medications. For special circumstances, contact the health officer. Some medications left in camp could be lost or even taken by a curious child who might be allergic to the medicine. Please complete the appropriate form for each camper receiving medication at camp.

NOTE: ALL MEDICATIONS MUST BE BROUGHT TO CAMP IN THEIR ORIGINAL CONTAINER. Seven-day or other containers are no longer permitted.

Camp Fees:

All camp fees must be paid by the Pack. A \$25 non-refundable fee was required for each boy. The remainder of the fee was due at the Council Service Center. Camp fees are transferable to another scout from your Pack, but not transferable to a scout from another Pack. If you registered more boys than you are bringing, the additional \$25 deposits are not transferable to the remaining balance of other scouts.

Please keep in mind that once a camp fee is paid, it is applied to the costs of operating the camp. The amount of refund, if any, is determined by the camp management. Refunds may be available upon request for medical or family emergencies. The Bucks County Council recommends that campers obtain travel insurance if this is of concern. Details regarding a recommended policy (Travmark) can be found at www.ockanickon.org.

Communication With Staff:

“If you have something good to say, tell others. If you have a problem, tell us.” Please don’t wait until you are leaving to tell us about a problem. Speak to Russ Kantner, Camp Director, Scott Miller, Commissioner, or Whit Leyenberger, Program Director. We want to make your camping experience enjoyable. Suggestions for the future are always welcome. Please fill out a Praise coupon to give recognition to staff members.

Guest meals:

Since our meals are catered, we must notify the caterer 24 hours in advance for any guest meals. Guests are not expected for meals. If you are sharing leadership and overlap at meals, talk to the Camp Director about availability. The Camp Director must approve all guest meals based on available space. Payment must be made for each guest meal.

Camperships:

Camperships are available to qualifying scouts. More information concerning the Bucks County Campership program and an application are available from the Bucks County Council Service Center in Doylestown. Camperships do not pay the entire fee.

Showers:

Since youth, adults, and staff share the same showers, please observe times posted for each group to shower. When the showers are being used by another group, please use the portable toilets between the tent area and campfire circle.

Adult Leaders' Lounge:

Coffee will be available in the Dining Hall. If you need to “escape” from the boys for a bit, you may come to the Dining Hall to socialize with other leaders over age 18. Leaders may use the Dining Hall after meal clean-up until time for the next meal set-up. Please clean up after yourself. Please do not bring scouts to the Dining Hall in the evening. You may not enter the kitchen except to get ice. This must be done when the kitchen staff is not there.

Discipline:

Use positive comments to motivate the boys in your group. BSA policy states that it is unacceptable to use physical punishment or humiliation as forms of discipline. Be fair and be consistent. Ask another leader or camp staff member for help if needed. Physical punishment is not acceptable, even to your own child.

Child Abuse:

Your unit leaders and parents attending camp should have been trained in Youth Protection. If you have adults that have not been trained contact the Camp Director to arrange training at camp. If you suspect child abuse, report it to Russ Kantner, Camp Director, immediately. If Russ is out of camp, contact Bill Mischke, Director of Camping or David Hasel, Scout Executive. Their telephone numbers are listed at all phones. Do not discuss it with any other leader or camp staff member.

Health Officer:

The Health Office is located across from the pole building. If the Health Officer is not in the Health Office, go to the office or pool and ask someone to assist you. If you have an emergency at night, go to the Health Office. If the Health Officer is not there, go to the Duty Officer.

Duty Officer:

During business hours, someone is usually in the Camp Office or Dining Hall to help you. During program time if no one is in the office, the pool director will have a radio and can contact an administrator. In case of emergency after office hours, contact the Duty Officer. The Duty Officer will be located in the back of Cabin 4 (the one with the ramp, to the right of the Dining Hall).

Visitors:

Parents are encouraged to drop their child off and leave promptly. Drawn out good-byes often lead to homesickness. It is best for your child to become involved in the camp program as soon as possible. Parents are invited to come on check-out day to see the camp and attend activities. Visitors are routinely the cause of homesickness and therefore are not permitted during the session, including the campfire. We ask the boys to take their skits, songs, and cheers back to their Pack meetings to perform for their families and friends.

Pets:

It is against state law to have pets at camp. You may not bring pets with you for drop-off and pick-up. We do, however encourage the stuffed variety. If adults have a stuffed friend, boys will feel more comfortable with theirs and your unit will have less homesickness at night.

Quartermaster:

Toilet paper and paper towels to restock the bathroom are available after meals at the dining hall. Campfire supplies such as rakes and shovels are available at the Camp Office, at the back of the Trading Post.

Waiters:

Since we serve meals cafeteria style, waiters do not need to report in advance. Everyone clears their own table. Groups eating at the second sitting of each meal should appoint waiters to stay and help clean up.

Bathroom Cleaning:

Please watch for a schedule of bathroom cleaning. The schedule will depend on the number of dens in your session. We ask that the adults in the responsible den follow the checklist that will be posted for the shower house or port-a-potty cleaning duty. A Scout is clean.

Outdoor Code:

Please teach the boys the Outdoor Code and help them to follow it all times.

“As an American, I will do my best to be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation-minded”.

Cub Resident Camp Daily Schedule – 2009

Your First Day

2:00 - 4:00	Check in, registration, medical recheck, den and camp site assignments, setup camp PARENTS TO LEAVE CAMP
4:00 - 5:30	Swim test, Shooting Sports Range Safety, Campfire Skit Preparation, Camp Tour, Handicraft (follow den rotation)
5:45	Follow daily schedule

Daily Schedule (Note: First Meal alternates between even and odd numbered dens on daily basis)

7:00	Reveille...wash up and dress...clean up camp site
7:15	Polar Bear Swim at the pool Fishing at Lake Warren (only if scheduled for second breakfast)
7:50	Flag Ceremony
8:00	Breakfast for Dens 2, 4, 6, 8, 10; Free time for odd numbered dens
8:30	Breakfast for Dens 1, 3, 5, 7, 9; Free time for even numbered dens
9:15 - 11:45	Follow program schedule
12:00	Lunch for Dens 2, 4, 6, 8, 10; Free time for odd numbered dens
12:30	Lunch for Dens 1, 3, 5, 7, 9; Free time for even numbered dens
1:00	Siesta in campsite (Emergency drill Friday and Sunday)
1:30 - 5:00	Continue program schedule
5:00	Campfire prep for skits, songs and or cheers
5:45	Retreat...flag ceremony in field uniform / Class A (meet at upper gazebo) Closing ceremony for campers departing next morning
6:00	Dinner for Dens 2, 4, 6, 8, 10; Free time for odd numbered dens (Wear theme costumes Friday / Sunday)
6:30	Dinner for Dens 1, 3, 5, 7, 9; Free time for even numbered dens (Wear theme costumes Friday / Sunday) On Thursdays and Saturdays, chapel will be held during the other dens' dinner time
7:30	Water Slide (Friday and Sunday) - Snack, if desired, is on your own at your campsite
7:30	Free time at campsite (Thursday, Saturday and Monday)
8:15	Campfire courtesy / assembly by swimming pool near flag pole - (Thursday, Saturday and Monday)
8:30	Campfire program, followed by snack and short video at Dining Hall (Thursday, Saturday and Monday)
9:00	Astronomy Belt Loop (Friday and Sunday)
10:00	TAPS..ALL CUBS in their bunk..QUIET ; Leaders' Meeting at the Dining Hall, followed by Adult swim

Your Last Day

7:00	Reveille...wash up and dress...clean up camp site
7:15	Pack up campsite
7:50	Flag Ceremony
8:00	Breakfast for Dens 1, 3, 5, 7, 9; finish packing for even numbered dens
8:30	Breakfast for Dens 2, 4, 6, 8, 10; finish packing for odd numbered dens
9:00	Check-out - DO NOT LEAVE CAMP UNTIL INSPECTED BY YOUR SITE MANAGER
9:15 - 11:30	Depart camp by 11:30 (you are welcome to follow morning program schedule)

Tuesday

7:00	Reveille...wash up and dress...clean up camp site
7:50	Flag ceremony
8:00	Breakfast for Dens 2, 4, 6, 8, 10; Free time for odd numbered dens
8:30	Breakfast for Dens 1, 3, 5, 7, 9; Free time for even numbered dens
9:00	Clean up campsites...DO NOT LEAVE CAMP UNTIL INSPECTED BY YOUR SITE MANAGER.
9:45	Closing ceremony - FULL CLASS A UNIFORM (meet at gazebo)

Camp Kirby

Cub Resident Camp

What to Bring

Cub Scouts should bring the following to any program:

- | | |
|---|---|
| <input type="checkbox"/> Field Uniform (worn to Camp) | <input type="checkbox"/> Sleeping bag or 3 blankets |
| <input type="checkbox"/> Swim suit and towel | <input type="checkbox"/> Pajamas or sweats |
| <input type="checkbox"/> Changes of clothes (shirts w/ sleeves) | <input type="checkbox"/> Sweater, jacket, or windbreaker |
| <input type="checkbox"/> Underwear and socks | <input type="checkbox"/> Soap, shampoo, and towel |
| <input type="checkbox"/> Rain poncho | <input type="checkbox"/> Laundry bag |
| <input type="checkbox"/> Hat | <input type="checkbox"/> Fishing pole, bait, barbless hooks |
| <input type="checkbox"/> Hiking boots or other spare shoes | <input type="checkbox"/> Camera (optional) |
| <input type="checkbox"/> Toothbrush and toothpaste | <input type="checkbox"/> Flashlight with extra batteries |
| <input type="checkbox"/> Water bottle | <input type="checkbox"/> Handbook (optional) |
| <input type="checkbox"/> Insect repellent and sunscreen | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Money for Trading Post | <input type="checkbox"/> Stuffed animal buddy |
| <input type="checkbox"/> Theme costume—Back to Bedrock – The Age of Dinosaurs | |

Packing suggestion: Put each day's underwear, socks, and clothes in a gallon sealable bag. This keeps the clothes dry and makes it easy for the boys to find clean clothes.

In addition, Scouts staying more than 3 nights should bring:

- | | |
|---|---|
| <input type="checkbox"/> Additional Field Uniform/clothes | <input type="checkbox"/> Compass (optional) |
|---|---|

Aside from personal gear, leaders may wish to bring:

- | | |
|---|--|
| <input type="checkbox"/> Roster of boys in camp | <input type="checkbox"/> Boys' emergency contact info |
| <input type="checkbox"/> Pack Flag | <input type="checkbox"/> Rope for clothes line |
| <input type="checkbox"/> Tarp or Dining Fly | <input type="checkbox"/> Large water jug w/ spigot, cups |
| <input type="checkbox"/> Pens, Pencils, Markers | <input type="checkbox"/> Tape, Scissors, Thumbtacks |
| <input type="checkbox"/> Other items for Den Flag | <input type="checkbox"/> Propane Stove & Lantern |
| <input type="checkbox"/> Skit/Song/Cheer book(s) | <input type="checkbox"/> Balls/Frisbees/etc |
| <input type="checkbox"/> Snacks for Leaders & Cubs | <input type="checkbox"/> Rainy Day Kit |
| <input type="checkbox"/> Handbook for upcoming rank | <input type="checkbox"/> Tent (optional – if desired) |

Prohibited items in Camp:

- | | |
|--|-----------------------|
| Sheath Knives | Aerosol cans |
| Radios, TV's, and Cell Phones for kids | Electronic Games |
| Liquid fuels | Flip Flops or sandals |
| Fireworks | Alcohol |

Camp Kirby—Bucks County Council, BSA National and Local Policies

Accident Insurance

All packs attending camp are required to carry current accident insurance for their unit. Proof of insurance may be requested upon arrival from camp.

Daily Inspections

A daily safety inspection of your campsite will be conducted by camp staff. A “safety checklist” is provided to your unit so you can help the boys to meet the standard.

Drugs and Alcohol in Camp

The use of illegal drugs and alcohol is forbidden in any Scout activity. Anyone using the above will be removed from the property immediately. Local and state authorities will be contacted.

Emergency Procedures

In the event of an emergency, please immediately inform the Camp Management, Health Officer, or nearest staff member of the situation. In the event of the camp siren sounding, please return immediately to your campsite and begin accounting for each of your Scouts and Leaders. Staff runners will report to all campsites to collect head-counts and pass along any pertinent information. For more specific information concerning emergency procedures, please refer to your campsite bulletin board.

Firearms in Camp

Individual firearms may not be brought to camp. Only camp equipment will be used in shooting sports.

Fireworks in Camp

Fireworks are not permitted in camp. Violators will be sent home.

Hazing in Camp

Hazing will not be tolerated at camp. Your unit leadership is responsible to see that it does not occur.

Health & Safety

Before coming to camp each scout and adult leader must complete a health form. Adults age 40 or over must have a current Class 3 form signed by a doctor. Campers under 40 staying more than 3 nights must have a class 2 form signed by a doctor. All other campers (youth or adult) must have a class 1 form (No doctor’s signature is required for this form.). All other forms are unacceptable. *All medical forms must be on file at camp.* An EMT or first aider is on duty at all times and arrangements have been made with the nearby hospital, doctors and ambulance corps to handle any emergency treatment. Please note that the medical forms of persons who require medical attention while at camp will not be returned. **Please make copies of your unit’s forms and bring them to camp with you. Encourage campers to retain originals.**

Knives and Axes in Camp

Cub Scouts and Webelos may not carry knives in camp or use them outside the campsite. If your Unit permits use of knives by Cub Scouts in the campsite, you are responsible for instruction and one-on-one supervision.

Leader Lounge

Adults may relax and get a cup of coffee in the dining hall. Please do not interfere with the set-up or clean-up of meals. No campers are allowed in the kitchen while our kitchen staff are there.

Leaving Camp

Anyone, scout or leader, who is leaving camp MUST first checkout at the Camp Office or Dining Hall and check-in upon returning. Scouts are not permitted to leave camp unless they are signed out by their adult leader at the Camp Office in the presence of the adult picking them up. All visitors to camp must also sign-in and sign-out. When the office is closed, report to the Duty Officer's cabin or Dining Hall to sign out. Adults need only sign the book. If a child is leaving, wake the Duty Officer.

Liquid Fuels in Camp

Cooking and lighting equipment that run on a liquid fuel such as white gas, unleaded gas, or kerosene, are not permitted in camp. Propane gas products are permitted with adult supervision. Empty propane cylinders should be taken home with you for disposal.

Lost & Found

All lost and found items should be turned in to the camp commissioner. Leaders are encouraged to have all scouts label their belongings with their name and pack number before arriving at camp. Lost and found items are located at the camp office.

Medical Emergencies

All injuries and/or illnesses should be reported to the camp health officer as soon as possible. In the event of an injury that requires emergency medical transportation "911" may be dialed from any phone in camp. Emergency transportation should be requested through the Health Officer or Camp Management if at all possible and/or as soon as possible.

Medical Re-Checks

During your check-in at camp every medical form will be checked for the following information: *Doctor's signature, Parent Guardian signature, Date of physical (must be within 36 months for Class 2 and 12 months for Class 3), the dates of inoculations, and Health Insurance/Emergency Information. All forms must list a date for tetanus immunization.* All medications must be turned into the Health Officer at this time.

Off Limits Areas

For safety reasons, certain areas of camp are off limits. The archery and BB ranges are off limits except to participants who have been allowed to enter by the Area Director. The pool is off limits when not in use or when not staffed. The maintenance area and staff quarters are restricted access areas. Please do not enter the wooded areas except on the Nature Trail.

Parking

All vehicles must be parked at the camp parking lot located near the pole building. Permits to park in camp are available for handicapped persons through the Camp Office. **No vehicle may be driven to the campsite without permission of the Camp Director.**

Personal Hygiene

The camp environment is often very conducive to the transmission of illness. Because of this all campers and staff are encouraged to shower regularly and always wash their hands before meals. It is important that everyone keep themselves reasonably clean.

Pets in Camp

State health and safety codes specifically forbid dogs and other pets at camp during the camping season. No exceptions will be made except for service animals.

Prescription Drugs

All medications must be brought in original containers and checked in to the Health Officer upon arrival at camp. They will be kept under lock and key. Alternative arrangements may be made with the Camp Health Officer under certain circumstances. Otherwise, all medication must be stored with the Health Officer. It is not advisable to keep medications locked in your car, since the temperature will be above recommended storage temperatures.

Quartermaster

Toilet paper and paper towels to restock the bathroom are available after meals at the dining hall. Campfire supplies such as rakes and shovels are available to borrow from the Camp Office, at the back of the Trading Post.

Telephone, Faxes, Mail, and E-mail

Camp Kirby's telephone number is to be used for emergencies and camp business only. The number is: 610-982-5731. Outgoing mail should be deposited by 10:00am. The mailbox is located at the Dining Hall. Letters to campers should be addressed as follows:

Scout's Name
Pack #, Den #
Camp Kirby
1735 Narrows Hill Road
Upper Black Eddy, PA 18972

A phone is available in the dining hall for emergency out-going calls. This phone is toll-restricted. Phone calls that are not local must be collect or use a calling card. Phone calls home by the boys are discouraged as they often lead to increased homesickness. Youth are not permitted to have cell phones. Personal faxes and email messages will not be delivered.

Tobacco Policy

The use of tobacco products is discouraged by the BSA. Adults who smoke or chew tobacco are asked to refrain from this activity in the presence of scouts, in doorways, or on porches. Please use the designated smoking area behind the dining hall.

Uniforms

The official Cub Scout Uniform Shirt (worn correctly) is proper dress for dinner (unless otherwise announced). During the day, dress may be T-shirts and shorts. **No tank tops or sleeveless shirts may be worn during meals.** No scout should remain in their bathing suit all day. Footwear is required at all times. Open sandals may only be worn in the pool area and shower (not to and from).

Visitors to Camp

Parents are encouraged to drop their child off and leave promptly. Drawn out good-byes often lead to homesickness. It is best for your child to become involved in the camp program as soon as possible. Parents are invited to come on check-out day to see the camp and attend program activities. Visitors are routinely the cause of homesickness. Visitors are not permitted at the closing campfire: we encourage leaders to put on the skits for parents at a Pack Meeting instead.

Precautions to Dangerous Encounters with Wildlife

Avoid dangerous encounters with wildlife. Although animals may appear tame, they may bite, kick, or otherwise injure you. They also may carry disease. If you see any animals such as deer, turkeys, squirrels, etc, walk away. Do not approach or feed the wildlife. The animals will usually move away from you. Immediately report any unusual behavior of wildlife, such as night animals walking around during the day. If you are bitten, scratched, or otherwise injured by wildlife, report it immediately to the Health Officer.

Camp Kirby Check-in Procedures

1. Arrange a meeting place in your home town. Meet at a central location and carpool to camp. Parking is limited. Everyone should be wearing their bathing suit under their clothes.
2. 2:00 - 4:00 PM. Arrive at camp. You may not arrive before 2 PM. Staff will direct you to the parking area. All vehicles will be parked in the parking area. Vehicles may not drive into the campsites unless you have a special handicapped permit from the Camp Director. **There are no other exceptions.**
3. When all cubs and leaders from your pack have arrived, you may check-in at the Registration Tent. Following registration, you will move to the Medical Re-check Tent. To make sure everyone gets through medical re-check before the scheduled activities, go to medical re-check before unloading or setting up your campsite. **ALL MEDICATIONS** must be brought to medical re-check. Also bring medical forms. Campers will all receive a wrist ID bracelet. All boys and adults must go through medical re-check.
4. Take your gear to your campsite and set up your camp. There are two tents for boys in each site and one tent for adults. If the majority of your leaders are male, the adult tent is for the male leaders and there is a nearby site for females. If the majority of your leaders are female, then the male leaders will sleep in a nearby site. If you have more than seven leaders in your group, additional leaders will sleep in a nearby site. If you have less than 14 boys and 7 adults, others may share the site with you. Please wait for your escort for the rotation of activities beginning at 4:00 PM. Everyone should be wearing their swimsuit and have their towel. If your Pack needs to change after swimming, use your Campfire Prep period. Please keep to the schedule.

Session	4:00 p.m.	4:20 p.m.	4:40 p.m.	5:00 p.m.	5:20 p.m.
Swimming	1 & 6	5 & 10	4 & 9	3 & 8	2 & 7
Campfire Prep	2 & 7	1 & 6	5 & 10	4 & 9	3 & 8
Craft	3 & 8	2 & 7	1 & 6	5 & 10	4 & 9
Camp Tour	4 & 9	3 & 8	2 & 7	1 & 6	5 & 10
Range Safety	5 & 10	4 & 9	3 & 8	2 & 7	1 & 6

NOTE: All Packs will be assigned a Den number for the rotation and for meals, based on the number of campers registering each day.

Your Stay at Camp:

Your First Day:

Carpooling is a must! Please plan to arrive together as a Pack. So no one is parked in, please specify if you plan to drive to Lake Warren for the early morning fishing program. Parents not staying for camping are asked to leave as soon as gear has been moved into the campsite.

To shorten your waiting time, swim tests have been scheduled at specific times. You will check in, go through Medical re-check, and move into your campsite. From 4:00–5:30 PM, there will be a rotation of activities, including swim tests and a chance to practice your skit and make your den flag.

After the flag ceremony and dinner/chapel, evening activities begin. Either campfire or water slide, depending on your day of arrival. Taps is at 10:00 PM. After that time, all scouts must remain **quietly** in their campsite. At 10:00 is a Leaders' Meeting followed by an Adult Swim.

Friday / Saturday / Sunday / Monday:

Start your day with the Polar Bear Swim, or go fishing at Lake Warren (if 2nd breakfast) before breakfast. Or, you can remain in your campsite. Anyone age 16 or over must have a valid PA fishing license to fish. After breakfast you will have two program sessions, lunch, an emergency drill (Friday and Sunday), and three more program sessions. All Packs report for the flag ceremony at 5:45 PM, followed by dinner and chapel (Saturday) or free time. Wear your theme-related costumes for dinner on Friday / Sunday. After dinner will be the water slide (Friday / Sunday) or a campfire (Saturday / Monday). These campfires will include skits performed by campers.

All songs, skits, and cheers must be submitted to the Program Director in advance for approval. Remember to avoid the “gray area” (skits/songs dealing with bodily fluids, foul language, underwear, etc.). Skits involving water need the prior permission of those who could get wet. Snack is provided after the campfire. On Friday / Sunday, snack is on your own. At 9:00 PM, Astronomy Belt Loop will be offered. Once again, taps is at 10:00.

Your Last Day (if not Tuesday):

After reveille, pack up your campsite before the flag ceremony. After breakfast, check out with your site manager. You are welcome to stay for the morning program activities. Depart camp by 11:30 AM.

Tuesday:

After breakfast is your time to pack up and get ready to go home. Please line up at 9:30 AM with your pack flag for the closing ceremony at 9:45 AM. As soon as the ceremony is over, camp is dismissed. Please leave promptly so our staff can get ready for the next session and enjoy some much-needed time off to rest.

Campsite Inspections:

Each day before lunch, the Commissioner will inspect your campsite. Please take pride in your campsite and keep it neat and clean. See the enclosed form to know what to expect. Be sure to complete your Fire Guard chart, even if you are not planning to have a fire.

Sleeping Arrangements:

No youth may sleep in the same tent with an adult other than their own parent. Youth are encouraged to sleep in the tents we provide. **If an adult wishes to bring his / her own tent, “No Flames in Tents” must be clearly marked on the tent.**

Cub Scout Resident Committee:

The Cub Resident Committee has worked hard throughout the year to provide you with the best possible program and facilities. We thank them for all their efforts and invite you to join them. If you are interested in being a part of the Cub Resident Committee for the coming year, please contact Russ Kantner, Camp Director, a member of the committee, or Bucks County Council’s Service Center in Doylestown. Scott Miller chairs the Facilities Committee. Scott Douglas, Eric Walther, Alice Breon, Joel Grove and Ryan Pursel have also been active members of the committee. Please take time to thank these Scouters for their hard work.

Cub Scout Resident Camp 2009 Program Schedule (Tentative)						
Time	Thursday	Friday	Saturday	Sunday	Monday	Tuesday
7:15		Polar Bear Swim Fishing	Polar Bear Swim Fishing	Polar Bear Swim Fishing	Polar Bear Swim Fishing	
9:15	Available Cub Belt Loops: Archery BL Art BL Astronomy BL Baseball BL BB Gun BL Fishing BL Flag Football BL Geology BL Map & Compass BL Soccer BL Swimming BL Ultimate BL Wildlife Conservation BL	Archery/BB BL Swimming BL Nature Hike Map & Compass BL Handicrafts Webelos visit OSR	Archery/BB BL Swimming BL Nature Hike Webelos Outdoorsman Webelos Artist	Archery/BB BL Nature hike Map and Compass BL Art BL Webelos Aquanaut Webelos Readyman	Archery/BB BL Swimming BL Nature Hike Map & Compass BL Handicraft Ringing Rocks Hike (Webelos)	
9:30			Camp breakdown Closing	Camp breakdown Closing	Camp breakdown Closing	Camp breakdown Closing
10:30		Webelos visit OSR Archery/BB BL Swimming BL Nature Hike Map & Compass BL Handicrafts	Webelos Outdoorsman Webelos Artist Archery/BB BL Swimming BL Wildlife Conservation	Webelos Aquanaut Webelos Readyman Archery/BB BL Geology BL Map & Compass BL Art BL	Ringing Rocks Hike (Webelos) Archery/BB BL Swimming BL Nature Hike Map & Compass BL Handicraft	
1:30		Archery/BB BL Outdoor Skills Handicraft Webelos Aquanaut Webelos Geologist	Archery/BB BL Map & Compass BL Art BL Webelos Aquanaut Webelos Forester	Archery/BB BL Swimming BL Outdoor Skills Webelos Craftsman Webelos Naturalist	Archery/BB BL Geology BL Handicraft Webelos Aquanaut Webelos Outdoorsman	Available Webelos Activity Pins that may be earned at Camp Kirby: Aquanaut Artist Craftsman Forester Geologist Naturalist Outdoorsman Readyman
2:00	Check-in Camp Setup	Check-in Camp Setup	Check-in Camp Setup	Check-in Camp Setup		
2:45		Webelos Aquanaut Webelos Geologist Archery/BB BL Outdoor Skills Handicraft	Webelos Aquanaut Webelos Forester Archery/BB BL Map & Compass BL Art BL	Webelos Craftsman Webelos Naturalist Archery/BB BL Swimming BL Outdoor Skills	Webelos Aquanaut Webelos Outdoorsman Archery/BB BL Wildlife Conservation Handicraft	
4:00	Swim Test Campfire Skit Prep. Shooting Sports Rules Handicraft	Swim Test Campfire Skit Prep. Shooting Sports Rules Field Sports BL Nature Hike Handicraft	Swim Test Campfire Skit Prep. Shooting Sports Rules Field Sports BL Nature Hike Handicraft	Swim Test Campfire Skit Prep. Shooting Sports Rules Field Sports BL Nature Hike Handicraft	Free Swim Campfire Skit Prep. Slingshot (Webelos) Field Sports BL Nature Hike Handicraft	
6:00	Chapel Service		Chapel Service			
7:30	Staff Campfire	Water Slide	Staff/Camper Campfire	Water Slide	Camper Campfire	
9:00	Snack	Astronomy BL	Snack, Quick Show	Astronomy BL	Snack, Quick Show	
10:00	Leaders' Meeting Leaders' Swim	Leaders' Meeting	Leaders' Meeting Leaders' Swim	Leaders' Meeting	Leaders' Meeting Leaders' Swim	

Note: Most Webelos activities are halfday ("double") sessions.

We make Memories. Lots to learn, lots to enjoy! Best of all, no young man will forget the memories and experiences from summer camp, especially from a truly special place like Camp Kirby.



EMERGENCY PROCEDURES

Cub Scout Resident Camp Programs

The Camp Emergency signal is an air horn which can be heard throughout the camp. The following is a list of situations under which the signal may be sounded.

Emergency Drill (Once per Session)	Lost Camper
Fire	Serious Accident
Severe Storms	A General Emergency
Lost Bather	

The Emergency signal is used for emergency drills and emergencies only. If this signal sounds, follow these procedures:

GENERAL EMERGENCY: (Siren Sounds)

- A) ***Remain in or go to your campsite under the leadership of the Unit Leader.*** All staff members will report to the Dining Hall under the leadership of the Camp Administration. This will avoid confusion. Unit Leaders should begin a head count and identify any missing scouts.
- B) If conditions in the campsite are such that you cannot remain there, units should move to a camp building.
- C) A Camp Staff Member will report to your site or location to offer aid and/or instruction.

EMERGENCY IN YOUR AREA: (Serious Injury, Fire, Lost Camper, Accident)

- A) ***Immediately send a person to the Camp Office to notify the Camp Administration.***
- B) The Camp Director or her designee will determine whether the emergency is General or Local in nature and take necessary steps required.
- C) If you have a severely injured scout, the Camp Health Officer will respond to your area.
- D) E.M.S. Assistance, if needed, will be ordered by the Camp Director or designee. This includes: Ambulance, Fire Department, Police, and other emergency services.

In the event of a serious accident or illness, the Camp Director or her designated representative will act as the spokesperson for the camp. Information concerning the emergency will be communicated as soon as the facts are gathered and it is determined to be appropriate.

Camp Kirby Emergency Procedures- Continued

Fire:

- A. If it is in your site, report it to the Camp Office immediately.
- B. Use fire extinguisher to control if possible
- C. Evacuate Scouts to your assigned emergency area
- D. If the fire is elsewhere in camp remain in or go to your campsite

Storms: (Includes Tornadoes & Earthquakes)

- A. Information will be given by staff members to all units as soon as received.
- B. In case of storm—Scouts and Leaders will be notified to report to your assigned emergency area
- C. If on a hike or unable to get to your area, seek shelter away from large trees or hill tops. If no shelter is found, lay in depressions in the ground if possible.
- D. All aquatic areas are closed and off limits during storms. These areas remain closed 20 minutes after storm has passed.

Lost or Missing Camper:

- A. Report situation to Camp Administration as soon as possible
- B. Camp Administration will take over and give details as needed

Lost Bather:

- A. Upon signal, all campers should report to their campsites, all staff should report to the Dining Hall.
- B. Unit Leaders should take a head count and search campsite for any missing scouts. Stay in campsite until all clear signal is given.
- C. Staff will report to the Aquatics Director for further instructions

Other Instructions:

- A. Camp Area Directors have full authority to close their programs due to storms and other emergencies. Program Director or Camp Director will confirm these actions.

Child Abuse:

- A. Report suspected cases of child abuse to the Camp Administration immediately.
- B. The Camp Director will report the incident to the Scout Executive for further action.

Ticks:

- A. Avoid hiking in high grass areas if possible.
- B. Report suspected tick bites to the Health Officer as soon as possible.

Activities in High Temperatures and High Humidity:

- A. Hiking in high temperatures is not recommended.
- B. Report any heat related illness to the Health Officer as soon as possible.

Hazardous Chemical Spills:

- A. Contact the Camp Administration
- B. Material Safety Data Sheets on all hazardous materials in camp is located in the Camp Office. Use this sheet for specific information related to the problem.
- C. Employees may not use chemicals without M.S.D.S. training.

Smog or Unhealthy Air:

- A. Any restrictions will be announced as needed.

Intrusions of Unauthorized Person(s) in Camp:

- A. Any camper or staff member who identifies or is concerned about a possible unauthorized visitor should report it to the Camp Administration as soon as possible.
- B. If it is determined to be necessary the Camp Administration will sound the siren, all campers will return to their campsites, all staff will report to the Dining Hall.
- C. Further instructions will be issued by the Camp Administration as needed.
- D. The Camp Director or designee will contact the State Police if necessary.