

Scouts BSA



**Resident Camp
2024**

**Howard H. Cherry
Scout Reservation**

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Welcome to camp!

Dear Leaders:

Welcome to Howard H. Cherry Scout Reservation and the Hawkeye Area Council! Thank you for taking the time out of your busy schedule to plan and lead your troop at summer camp. Scouting teaches youth important lessons in character, leadership, and the value of positive achievement. These lessons will serve as guideposts that will last them the rest of their lives, and I sincerely appreciate all your efforts on their behalf.

Our Scout Reservation is just under 400 acres of fun in the great outdoors, located near the Wapsipinicon River. Our camp features a swimming pool, climbing tower, COPE Course, an energetic and supportive staff, beautiful facilities, and so much more. This is a place with a rich history and a bright future to offer your Scouts a one-of-a-kind experience. On behalf of the leadership and staff of the Hawkeye Area Council, thank you for volunteering to lead your Scouts on their Summer Camp adventure. Without your volunteer service there would not be a Boy Scouts of America. We sincerely hope that you enjoy the adventure too!

Yours in Scouting,



Sarah Dawson
Scout Executive/CEO

Hello from camp!

You are choosing to come to a very special place for building memories for a lifetime. The Howard H Cherry Scout Reservation offers outdoor adventure, leadership, citizenship, as well as unit and personal growth.

Camping and outdoor experiences are an integral part of the Scouting tradition, every Staff member is offering their best to encourage lifelong Scouting fun. Our programs are designed for teaching basic skills for new Scouts as well as providing opportunities for older Scouts and adult leaders to excel or test new skills.

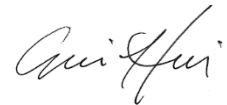
This 2024 Leader/Parent Guide is for you! It is a tool to help you prepare your Scouts for their journey this summer, and to ensure that you can feel confident and ready to send your Scouts out to have a great and safe time at camp. Please take the extra time to thoroughly read through the guide as there may have been changes since your last visit. These changes have been made to provide your Scout with the best possible program.

I am happy to be working with your Scouts at HHCSR this year and to lead the summer staff. Our continued goal is to provide the very best program through our qualified, talented staff. The staff is dedicated to working tirelessly to ensure that your Scouts are having the very best camping experience possible.

Please don't hesitate to reach out with any questions. Thanks!



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Unit Preparation

Let's get planning! Review this checklist to stay organized and ready for summer camp.

*Troop Leaders - Become familiar with this guidebook, check the website often, and attend Roundtables for up-to-date information.

August - January Preparations

- Prep your troop early to promote camp year-round!
- Mark all deadline dates (deposits, camperships, final payment dates, meetings, etc.) on the troop's calendar.
- Work with families to help Scouts be "Thrifty" and earn their way to camp.
- Schedule time with the Order of the Row to conduct unit elections.
- Encourage all attendees to schedule a camp physical with a doctor to complete **Health Form C**.
- Promote camp staff opportunities to Scouts.
- Leader guide released mid-January.
- Share activity card fundraising information with your families.

February

- Book your campsite for the summer 2025.
- Lock down a date and location for swim tests.
- Plan your March Camp Promotion Meeting

March

- Host a Summer Camp Promotion Meeting to inform families of plans and answer questions.
- Share Campership information with your families.
- Secure commitments from Scouts
- Review how to sign-up for programs
- Collect Merit Badge interests from Scouts
- Schedule time with each Scout to go over possible merit badges and special programs that are offered at camp.
- Review forms and documents for completions
- Start submitting youth deposits online.
- Populate roster online.

April

- April 1 - Campership application due
- April 16 at noon - Merit badge registration open
 - Scouts must be paid IN FULL to register for badges!

May

- May 1 - End of early bird pricing
- Share campsite equipment options with unit.
- Discuss Troop afternoon/evening activity interests.

One Month Before Camp

- Review packing list with Scouts.
- Share medication at camp information with families.
- Host wildlife training with your unit.
- Organize carpooling to camp.
- Share with parents how to contact camp.
- **Submit attendees' dietary restrictions online.**
- **Submit equipment requests online.**
- **Collect health forms at Troop meeting.**

Two Weeks Before Camp

- Line up camp service project.
- **Make copies of health forms.**
- Finalize partial week adult attendance online.
- Share travel plans with parents.
- Review the schedule for the week.

One Week Before Camp

- **Review documents to have ready upon arrival.**
- Review what to expect on day one of camp.
 - Health Services
 - Medication Logbook
 - Swim tests
 - Campsite set up.
 - Dining hall procedures

Parents- Informed families can greatly enhance a Scout's summer camp experience and ease anxieties for first time campers. Be familiar with this guidebook and work closely with your troop leadership to stay informed.

- Mark all deadlines on your calendar - ask your troop leader as they may require earlier deadlines to process all troop members' money and paperwork before they turn it in as a troop.
- Mark family night date for camp and plan on attending to support your Scout

Session Information

Session One

June 16th-22nd

Family Night Friday June 21st

Session Two

June 23rd-29th

Family Night Friday June 28th

In and out of Council Troops

\$330 per Scout by May 1, 2024

\$350 per Scout - Regular Fee

\$375 per Scout After June 1, 2024

Your first two leaders are FREE! Additional leaders are \$20 per day, or \$100 per week.

\$85 non-refundable fee due at time of campsite reservation.

New Scouts or Arrow of Light transfers may pay the Early Bird fee of \$330 with no increase after May 1.

All fees should be paid to the Hawkeye Area Council by the unit, not by individual parents, unless the Scout is attending with a provisional troop. Please have a designated person in charge of collecting and paying fees. This will simplify HAC Service Center record-keeping, your troop records, and will help ensure a speedy check-in at camp. A 4% service fee will be added to all Scouts BSA Summer Camp fees if the troops pay with debit or with credit card, online through CouncilWare or in person at the Scout Service Center. Units using E-Checks online will be charged a 2.8% service fee. There are no fees for payments made with check or cash paid at the Scout Service Center.

Financial Assistance

For Scouts who are not able to afford the full fee of camp, there is financial support available. This assistance is like a scholarship for camp. We call these camperships. The funds to provide camperships are supplied by donors in Hawkeye Area Council. If you or families in your unit need assistance to make camp more affordable, please review the financial assistance page online for more information. Just search "Scouts BSA Resident Camp" on the Hawkeye Area Council website and scroll down to Resident Camp Resources. Troops should make provisions in their planning to help Scouts earn money through unit fund raising projects to ensure that they can attend camp.

Provisional Troop

If you have a Scout or Scouts who are unable to attend summer camp with your troop or want to return for a second week, please don't let them miss this fun opportunity. There are other ways to experience the excitement and adventure of summer camp. One way is to have the Scouts sign up with another troop. Many times, there are troops from the same community or school district where the Scouts know each other from other activities. Joining them for the week is usually a smooth transition and a great opportunity to meet and make new friends. Provisional camping is available each week of camp.

Camp T-Shirt & Patch

All Scouts whose fees are paid in full will receive one camp t-shirt and patch during the week they attend camp. To ensure that all Scouts receive their t-shirt during check-in on Sunday, t-shirt sizes need to be selected during the online registration process. The t-shirt will be given out during check-in on Sunday. The camp patch will be distributed in your unit's check-out packet.

Refunds

If it is necessary for a Scout to cancel their summer camp reservation prior to coming to camp, a refund request can be submitted to the council for review. The refund form must be filled out and submitted to the Council Service Center no later than 5 days after the end of the camp that was to have been attended. Refund requests will be reviewed as they're received, and the unit notified of the refund decision. If the refund request is approved, the refund will be issued to the unit. It is the responsibility of the unit to then reimburse the youth/family. Fees are not refundable for homesickness or dismissal from camp. Refund request forms are available online.

Badge and Program Information

Summer Camp-More than just Merit Badges!

Although summer camp offers many merit badges, more opportunities are available for Scouts regarding advancement and recognition. When planning summer camp, the following awards should be considered and planned into the Scout's program. A lot of these involve merit badges but lead to further recognition of the Scout's accomplishments.

Morning / Early Afternoon (Advancement Time)	Open Area / Free Time (Troop Time)	Evening (Open Time)
<p>Scouts work on merit badges in classes scheduled in blocked time "sessions". There are two sessions in the morning and two sessions after lunch (see below). Be mindful of recommended ages, prerequisites, and extra commitments necessary for some badges.</p>	<p>During the morning open areas, the pool is available for the mile swim practice. All other program areas offer activities for Scouts to explore. In the afternoon, troops can participate in service projects or activities as a group.</p>	<p>After dinner there are evening activities such as chapel, camp wide games, merit badge-specific overnights, campfires, family night, and call out for the Order of the Arrow.</p>
		

Daily Block Schedule

The daily block schedule for this summer is included below. Activities available may change depending on interest for each merit badge. Additional merit badges may be available each week. Consult the Program Director at the beginning of your week at camp to find what merit badges are available.

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM		Campsite Flag Ceremony & Inspection					Grab and Go Breakfast
7:00 AM		Camp wide Flag Ceremony					
7:15 – 8:00 AM		Breakfast (45 minutes)					Check Out
8:45 – 9:45 AM		Session 1 (65 minutes)				Open Areas	
10:00 – 11:05 AM		Session 2 (65 minutes)					
11:05 – 11:50 AM		Open Areas (Mile Swim Practice) (45 minutes)					
12:00 – 12:45 PM		Lunch (45 minutes)					
1:15 – 2:20 PM	Check In Set Up Orientations Swim Tests	Session 3 (65 minutes)				Open Areas	
2:35 – 3:40 PM		Session 4 (65 minutes)					
3:40 – 4:50 PM		Open Areas – Free Swim Mon. – Thur. (50 minutes)					
4:50 – 5:40 PM		Troop Activities (50 minutes) Program Areas & Office Closed					
6:00 – 7:00 PM	Dinner (60 minutes)						
7:15 PM	Flag						
7:30 PM	Program Orientation, Flag, Campfire	Chapel, Camp wide Games	Overnights, Open Areas	Campfire, OA Call Outs	Overnights, Open Areas	Campfire and Awards	
10:00	Lights Out						

Merit Badge Sign-up

We encourage Scouts and leaders to follow these steps when choosing merit badges:

1. Review the merit badge schedule and list of pre-requisites.
2. Schedule a time to sit down with each Scout to discuss badges that they would be interested in taking at camp. Keep in mind pre-requisites before arriving, as some may be difficult for first year campers.
3. Develop a schedule for each Scout and encourage each of them to select alternates in case a class is full.
4. Review any additional costs that could be associated with some merit badges and programs.
5. Sign your Scouts up for their merit badges through CouncilWare.
6. Print off each merit badge schedule and confirm with each Scout.
7. Encourage them to begin working on any pre-requisites.

Registration for merit badges and other programs begins at NOON ON APRIL 16. Only Scouts paid in full will be allowed to make merit badge selections. Due to limited space and resources, all merit badges have a cap and will be filled on a first come, first service basis. Note that Lifesaving, C.O.P.E., Eagle Quest, Climbing, Pioneering, Theater, Welding, Cooking, Orienteering, and Hunter's Education require two sessions. Scouts are encouraged to have all merit badge classes selected by May 30. Scouts that do not sign-up online may see what merit badges and programs are available at camp during check-in; however, there is no guarantee that all merit badges will be available at that time.



Special Program & Supply Fees

The following program areas and merit badge classes carry an additional cost to help cover expenses associated with the program and supplies. These fees can be paid online or at the Hawkeye Area Council Service Center or may be paid at the end of the week as part of the checkout process. Merit badge fees are subject to change before camp.

- Art - \$10.00
- Archery - \$10.00
- Advanced Archery - \$25.00
- Cooking - \$15.00
- Fishing - \$5.00
- Leatherwork - \$15.00
- Plumbing - \$10.00
- Marksmanship - \$35.00
- Metalwork - \$25.00
- Rifle - \$35.00
- Sculpture - \$15.00
- Shotgun - \$35.00
- Space Exploration - \$15.00
- Theatre - \$10.00
- Welding - \$15.00
- Woodcarving - \$10.00

Aquatics

National Outdoor Badge for Aquatics completing the following requirements:

- Earn the First-Class rank.
- Earn the *Swimming and *Lifesaving merit badges.
- Earn the *Mile Swim BSA Award.
- Earn at least one of the following merit badges: *Canoeing, *Kayaking, Rowing, Scuba Diving, Small-Boat Sailing, Whitewater.

Complete at least 25 hours of on-the-water time, applying the skills that you learned in the merit badges.

Complete at least 50 hours of any combination of swimming, canoeing, kayaking, rowing, scuba, small-boat sailing, or whitewater activity under the auspices of the Boy Scouts of America, including time spent in requirements 2 through 4.

A gold device may be earned for each additional 25 hours of aquatic activity. A silver device is earned for each additional 100 hours of aquatic activity. The Scout may wear any combination of devices totaling his/her current number of hours of aquatic activity.

Mile Swim



- Prerequisites: Blue Swimmer
 - Additional fee: None
 - Location: Pool
- Time offered: 11:05 (during open areas) for practice M-Th
- Mile swim: Friday (time TBD)

Log Rolling

- Prerequisites: Must be a beginner swimmer
- Additional fee: None
- Location: Pool Friday's Water Carnival

Log rolling is an event that takes place at the pool. Take a chance, climb on, and try to keep your balance! The log rolling event is sure to be a fun, exciting, challenging event this summer.

Stand Up Paddleboards



- Prerequisites: Must be a blue swimmer
- Time offered: Session 2 or 3.
- Additional fee: None
- Location: Aquatics Waterfront

BSA Stand Up Paddle boarding is not a merit badge. BSA Stand Up Paddle boarding introduces Scouts to the basics of stand-up paddle boarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions. This also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Ninja Warrior Obstacle Course

The Ninja Warrior Obstacle Course was built to create a fun, challenging environment for Scouts to enjoy at their leisure. The course consists of obstacles reminiscent of the television show "American Ninja Warrior" on a scaled down version. This is an open area activity where there are no officially assigned staff to monitor the area.



Camping

National Outdoor Badge for Camping upon successfully completing the following requirements:

- Earn the First-Class rank.
- Earn the Camping merit badge.

Earn two of the following three merit badges: Cooking, *First Aid, *Pioneering. 4. Complete 25 days and nights of camping—including six consecutive days (five nights) of resident camping, approved and

under the auspices and standards of the Boy Scouts of America—including nights camped as part of requirements 1 through 3 above.

A gold device may be earned for each additional 25 nights of camping. A silver device is earned for each additional 100 nights of camping. The Scout may wear any combination of devices totaling his/her current number of nights camping.



Totin' Chip

- Prerequisites: None
- Additional fee: None
- Location: Outdoor Skills
- Time: Open area time



Fire'n' Chit

- Prerequisites: None
- Additional fee: None
- Location: Outdoor Skills
- Time: Open area time

The BIG Zip

- Prerequisites: Must weigh between 75 and 250 lbs.
- Additional fee: None
- Location: COPE Course
- Time Offered: Friday (All Day)
- Other: Offered on a first come first served signup basis—register in the Troop Service Building

Project C.O.P.E.

- Prerequisites: **None**
- Additional fee: None
- Time Offered: AM Sessions (*double session*)

Challenging Outdoor Personal Experience (C.O.P.E.) is a High Adventure program tackling a variety of challenging activities designed to build self-confidence, teamwork, and to give you the thrill of a lifetime. These challenging encounters include the Terrible Nitro Crossing, the Trust Fall, going over the Meat Grinder, a 150-foot zip line, 40-foot “Burma Bridge” 35 feet above the ground, a rappelling wall, and many more fun-filled adventures. (Note to parents: Project C.O.P.E. is a nationally approved Scouting High Adventure program. Adequate safety precautions are in effect to provide a safe fun-filled adventure.) Long pants are suggested, and you may wish to wear a long sleeve shirt.

Mountain Biking

- Prerequisites: None
- Additional fee: None
- Time offered: AM open area, must attend Monday safety session, open to individuals or units.
- Camp bikes only. Learn the proper and safe way to bike on trails. See the camp from the perspective of a bike. Learn how to climb and descend trails, to navigate rocks and logs, to maintain trails, and to use the Principles of Leave No Trace.

Marksmanship

- Prerequisites: Completion of the rifle merit badge
- Additional fee: \$35
- Location: Blankenship Shooting Sports Pavilion
- Time offered: PM Session 3

An experience dedicated to all aspects of shooting sports in Scouts BSA. This opportunity is not one to miss out on, as Scouts will have the opportunity to review, understand, and develop skills in all aspects of shooting sports.

Hunter's Education Training

- Prerequisites: Age 12 and older, must arrive with forms completed and signed
- Location: Blankenship Shooting Sports Pavilion
- Time Offered: Session 1 and 2 (*double session*)

The Hunter's Education Training program is intended to provide a special and unique experience for Scouts who are attending summer camp. Scouts will have an opportunity to learn safety and laws for successful hunting experiences in the state of Iowa. The goal of the program is to teach personal and group safety, firearm responsibility, and conservation ethics, in a camp setting. All instructors are adults and certified by the DNR and NRA. See additional forms for more information.

Cowboy Action Shooting

- Prerequisites: Age 14 and older, must arrive with form completed and signed
- Additional fee: \$5
- Location: Blankenship Shooting Sports Pavilion
- Time Offered: Friday AM (double session)

The Cowboy Action Shooting program is intended to provide a special and unique experience for Scouts who are attending summer camp. Scouts will have an opportunity to have try out multiple types of firearms, at our saloon-style set up. The goal of the program is to give Scouts a safe and fun chance to try new skills. All instructors are adults and certified by the NRA. Scouts will be paired one-on-one with an instructor for the entirety of this activity. See additional forms for more information.

Advanced Archery

- Prerequisites: Must have earned Archery Merit Badge prior to starting class.
- Additional fee: \$25
- Location: Archery Range
- Time Offered: AM open area and Evenings

Advanced Archery builds upon the skills and knowledge gained in the Archery Merit Badge. Scouts will shoot longbow, recurve, and compound bows, make their own arrows, and participate in unique shooting challenges that test and advance their skills.

Leader Training Programs

Nap On Safely program is a chance for adult leaders to develop or strengthen their skills in relaxation. The goal is to make sure all naps are taken safely, using appropriate equipment and ergonomic positioning. Held in the gloriously climate-controlled Alsop Lodge on Wednesday at 1:30pm. May be repeated yearly for optimal experience.

Eagle Quest 2024

Have brand new Scouts in your unit and want to get them up to speed with the rest of the troop? Our new and improved Eagle Quest program is just the ticket! Designed to help first year Scouts with their outdoor skills, Eagle Questers will complete requirements from Tenderfoot, 2nd Class, and 1st Class ranks by rotating through stations using the patrol method. Afternoons are free for Scouts to select their own merit badges to complete.

Don't miss out on our **Try It!** sessions, where Questers will get exclusive access to some of camp's most popular program areas such as climbing, action archery, and rifles. Other Eagle Quest VIP opportunities include tours of key trails to get to merit badge sessions and other hidden secrets of HHCSR, a pool party with music and snacks, and a free root beer float with camp staff! How cool is that?

Eagle Questers will also have the chance to go on a hike and campout Monday night for part of their requirement completion. The following packing list is recommended:

- Sleeping bag
- Ground cloth
- Rain gear
- Change of clothes
- Backpack
- Water bottle
- Flashlight

The following requirements may be brought to camp and checked off by staff:

Tenderfoot:	2nd Class:	1st Class:
❖ 1a, c	❖ 1a, b, c	❖ 1a, b
❖ 2a, b, c	❖ 2a, b, d, e	❖ 2a, b, d, e
❖ 4a, c, d	❖ 3b	❖ 3b
❖ 6a, b, c	❖ 5b	❖ 5b
❖ 9	❖ 6a, b, c, e	❖ 6a
❖ 10	❖ 7a, b, c	❖ 7a, b, c, d, e, f
❖ 11	❖ 8c, d, e	❖ 8a, b
	❖ 9a, b	❖ 9a, b, c, d
	❖ 10	❖ 10
	❖ 11	❖ 11
	❖ 12	❖ 12
		❖ 13



	Monday - Scoutcraft	Tuesday - Knots	Wednesday - Hiking, GPS	Thursday - Water, Boat Safety
Sessions 1/2 8:40 - 11:05 AM	Opening/Patrols/Flags T - 3d, 7a 2nd - 2c, 6d, 8a, 8b 1st - 5c, 5d Firm'n Chit	T - 3a, 3b, 3c; 8 2nd - 2f, 2g 1st - 3a, 3b, 3c, 3d	T - 4b, 5b, 5c 2nd - 3a, 3d, 4 1st - 4a, 4b, 5a	2nd - 5c, 5d 1st - 6b, 6c, 6d, 6e CLEAN UP DAY
OPEN AREAS 11:05 - 11:50 AM	OPEN	OPEN	OPEN	OPEN
Session 3 1:15 - 2:20 PM	OPEN	OPEN	OPEN	OPEN
Session 4 2:35 - 3:40 PM	OPEN	OPEN	OPEN	OPEN
OPEN AREAS 3:40 - 4:50 PM	TRY IT! Rifle	OPEN	TRY IT! Climbing Tower	TRY IT! Action Archery
Evening		TRY IT! Pool party		

Filling Out the Week

Water Carnival

One of the biggest highlights of family night is the water carnival! Starting at 4:30 PM on Friday, enjoy the entertainment of the Scoutmasters Belly Flop, swimming races, log roll competitions, and more! See you at the Pool! All skill levels (Non-Swimmer, Beginner, and Swimmer) have a chance to participate.

Waterfront Regatta

Watercraft races and sun on our faces! Canoe, kayak, and Stand-up Paddleboard your way through this fun competition. Must have passed BSA Swimmer test to participate. Starting at 1:15pm on Friday at the Waterfront in the lower meadow.

Swimming Lessons and Snorkeling

We are bringing back swimming lessons and snorkeling! Both activities will be taught at the pool by our aquatics staff. Snorkeling gear will be provided. If you wish to bring your own gear you may, but goggles must NOT have glass lens. More information regarding when sessions for both lessons and snorkeling will be available soon.

Order of the Arrow

The Order of the Arrow is an honor camping society has been an integral part of summer camp since Camp Waubeek in the early 1930s. **CHO-GUN-MUN-A-NOCK** Lodge was established in 1951 and has provided maintenance and financial support to the camp and the council since then. Arrowmen should bring their sashes for participation in the Call Out Ceremony. Check in with the Order of the Arrow Coordinator (OAC) to find out how you can help provide a memorable experience for the Scouts being called out. Leaders should check with the OAC before Tuesday to be sure all the paperwork is correct prior to the Call Out ceremony. If a Scout is not attending summer camp at Howard H. Cherry Scout Reservation, but is coming to callout during the summer, please let the OAC know which week. Out-of-council Scouts may participate in the Lodge Call Out Ceremony with permission from their home Lodge. A letter from the home Lodge secretary to the CHO-GUN-MUN-A-NOCK chief that list which troop members have been elected to the Order of the Arrow will provide the authorization and information needed.

Iron Man!

Troops can sign up to compete against other Troops in Camp Wakonda's own relay-style Iron Man! Events include running, swimming, archery, climbing and more. Who will ring the bell first? Race begins at 4pm on Thursday.

Honor Camper Award

This award is a way of recognizing an outstanding Scout in your troop and is presented to one Scout in each troop. The leaders of your troop determine the selection process of your unit's recipient. If your troop wishes to honor more than one camper, additional patches may be purchased from the Camp Director for \$3 each.

Service Projects

Many troops have asked for the opportunity to do service projects. The camp ranger will develop a list of projects that can be done to help improve the camp. Please contact the Camp Commissioner, two weeks before arrival at camp, for your Troop service project options, based on your Troop size and interests. We will circulate a list of remaining options during the Sunday leader meeting.

Family/Visitors' Night - FRIDAY

Friday is Family/Visitors' Night. Families and visitors are welcome to arrive at Howard H. Cherry Scout Reservation beginning at 5:00 p.m. Visitors arriving after 5:00pm on **Friday** are not required to check in at the camp office. We encourage all families and visitors to visit their Scout's campsite and the various open program areas around camp. Watch the rockets fly made by the scouts taking the Space Exploration merit badge. Troops have the option of eating in the Dining Hall or organizing a troop family picnic. Dinner will be served at the Dining Hall from 5:30 PM to 7:00 PM for both visitors and Scouts. Please submit the estimated number of campers, leaders and parents that will be eating **Friday** night in the dining hall on your Troop's Unit information Form prior to arrival. Meals are \$8.00 for adults, \$4.00 for children under 11 and are payable at the Trading Post. The cost of this meal for campers is included in the camp fee. Unit leaders should inform parents and visitors of regulations and restrictions on tobacco use and alcoholic beverages on camp property, as well as other camp rules. No overnight accommodation or camping is available to anyone other than paid Scouts and leaders already staying at camp.

Leader Training Programs

Nap On Safely program is a chance for adult leaders to develop or strengthen their skills in relaxation. The goal is to make sure all naps are taken safely, using appropriate equipment and ergonomic positioning. Held in the gloriously climate-controlled Alsop Lodge on Wednesday at 1:30pm. May be repeated yearly for optimal experience.







Check with Camp Commissioner to see if other adult leader training opportunities have been added.








Friday and Evening Programming schedules coming soon!

Merit Badge Details, Prerequisites

***Note: This is a tentative merit badge list. A final merit badge list will be published before registration starts on April 16.**

*Our camp is large and program areas are spread throughout. For your convenience, we have coded camp into three areas. This is denoted by the orange, blue, and green boxes in the chart below. These colors coordinate with the map of camp on the last page of this leader guide. Please advise your Scouts to be mindful of walking time when signing up for badges as it can take some Scouts 20+ minutes to travel from Lower Meadow (Orange) to the Parade Ground (Green).

Merit Badge	Zone and Area	Recommended for	Preparation/Requirements	Materials & Additional Costs	Other
Archery 	Lower Meadow Shooting Sports	2nd year campers and above		\$10 program fee for materials	
Rifle Shooting 	Lower Meadow Shooting Sports	All Scouts		\$35 program fee for materials	
Shotgun Shooting 	Lower Meadow Shooting Sports	2nd year campers and older		\$35 program fee for materials	
Canoeing 	Lower Meadow Aquatics Waterfront	All Scouts	Must pass the BSA Swimmer Test		Physically demanding badge
Kayaking 	Lower Meadow Aquatics Waterfront	All Scouts	Must pass the BSA Swimmer Test		Physically demanding badge-recommended for stronger Scouts
Fishing 	Lower Meadow Aquatics Waterfront	All Scouts	Review fishing knots Req. 4 May not complete: Req. 9 and 10 at camp (catch fish, cook/clean fish)	\$5 program fee. Scouts 16 and over must have a valid Iowa fishing license. Bring field notebook	Clean and cook one fish prior to camp. Bring picture or letter of proof for Reqs. 9 and 10. Bring proof of fishing license if 16+.

Merit Badge	Zone and Area	Recommended for	Preparation/Requirements	Materials & Additional Costs	Other
Sustainability 	Upper Meadow Ecology	All Scouts	Not completed at camp: Req. 9	Bring Field Notebook	Bring proof of Req. 9, to get signed off
Nature 	Upper Meadow Ecology	All Scouts		Bring a Field notebook.	
Forestry 	Upper Meadow Ecology	All Scouts		Bring a Field Notebook	
Mammal Study 	Upper Meadow Ecology	All Scouts		Bring Field Notebook	
Soil & Water Conservation 	Upper Meadow Ecology	All Scouts	Will not complete at camp: Req. 7	Bring Field Notebook	Bring req. 7 already completed to get signed off.
Fish & Wildlife Management 	Upper Meadow Ecology	All Scouts	Will not complete at camp: Req. 6, 8	Bring Field Notebook	Bring reqs. 6 and 8 already completed to get signed off.
Plant Science 	Upper Meadow Ecology	All Scouts	Will not complete at camp: Req. 5	Bring Field Notebook	Bring proof of req. 5 already completed to get signed off.



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 <p>Weather</p>	<p>Upper Meadow</p> <p>Ecology</p>	<p>All Scouts</p>	<p>Will not complete at camp: Req. 9 and 11</p>	<p>Bring Field Notebook</p>	<p>Bring log for Req. 9 and proof for Req. 11 to get signed off.</p>
 <p>Reptile and Amphibian Study</p>	<p>Upper Meadow</p> <p>Ecology</p>	<p>All Scouts</p>	<p>Reg. 8</p>	<p>Bring Field Notebook</p>	<p>Bring evidence (picture or other records) of project completed.</p>
 <p>Camping *</p>	<p>Upper Meadow</p> <p>Scoutcraft</p>	<p>All Scouts</p>	<p>Will not complete at camp: Req. 3, 4b, 5e, 7 and 9</p>		<p>Bring proof of completion for reqs 3, 4b, 5e, 7, and 9 to be signed off.</p>
 <p>Pioneering</p>	<p>Upper Meadow</p> <p>Scoutcraft</p>	<p>First Class Scouts and above</p>	<p>Complete Tenderfoot, 2nd Class & 1st Class knot requirements</p>		<p>Doubles session required. Troops can bring 1/4" rope and natural fiber twine for participants</p>
 <p>Wilderness Survival</p>	<p>Upper Meadow</p> <p>Scoutcraft</p>	<p>2nd year campers and older</p>	<p>Req. 5</p>	<p>May bring "survival kit" to camp</p>	<p>Required overnight (Thursday)</p>
 <p>Cooking *</p>	<p>Upper Meadow</p> <p>Scoutcraft</p>	<p>All Scouts</p>	<p>Req. 4 and 6</p>	<p>\$15 for program supplies</p>	<p>Double session required. Bring proof of completion for reqs 4 and 6 to be signed off.</p>
 <p>Signs, Signals, and Codes</p>	<p>Upper Meadow</p> <p>Scoutcraft</p>	<p>All Scouts</p>			
 <p>Orienteering</p>	<p>Upper Meadow</p> <p>Scoutcraft</p>	<p>All Scout</p>	<p>Review Orienteering Skills. May not complete at camp: Req. 7, 8, 9, 10</p>		<p>Double session required.</p>
 <p>Sculpture</p>	<p>Parade Ground</p> <p>Handicraft</p>	<p>All Scouts</p>		<p>\$15 program fee for materials</p>	<p>Wear old clothing</p>

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Metalwork 	Parade Ground Handicraft and R&D Building	All Scouts	Req. 1 will be reviewed during class	\$10 program fee for materials	Wear full length pants and long sleeves.
Space Exploration 	Parade Ground Handicraft	All Scouts	Not completed at camp: Req. 7	\$15 program fee for materials	Bring your inhabited base design to get checked off.
Leatherwork 	Parade Ground Handicraft	All Scouts		\$15 for project materials	
Art 	Parade Ground Handicraft	All Scouts		\$10 program fee for materials	
Welding 	Parade Ground Handicraft and R&D Building	3rd year campers and older	Firem'n Chit	Must have jeans, long sleeved shirt, close-toed shoes. \$15 program fee.	2 sessions required
Woodcarving 	Parade Ground Handicraft	All Scouts	Totin' Chip	\$10 program fee for materials	
Plumbing 	Parade Ground Handicraft and R&D Building	All Scouts	Firem'n Chit	\$10 program fee for materials	
Theater 	Parade Ground Handicraft	All Scouts	Will not complete at camp: Req 1	\$10 program fee for materials	Double session. Required performance (Thurs night)
Textile 	Parade Ground Handicraft	All Scouts			

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 <p>Swimming *</p>	<p>Parade Ground Aquatics Pool</p>	<p>All Scouts</p>	<p>Must pass the BSA Swimmer Test</p>		
 <p>Lifesaving *</p>	<p>Parade Ground Aquatics Pool</p>	<p>First Class rank and above</p>	<p>Must pass the BSA Swimmer Test and Swimming merit badge</p>		<p>Double Session.</p>
 <p>Climbing</p>	<p>Parade Ground Tower</p>	<p>All Scouts</p>	<p>Review Climbing Knots– Req 7.</p>	<p>Must have proper footwear</p>	<p>Double session Physically demanding Merit Badge</p>
 <p>First Aid *</p>	<p>Parade Ground Personal Development</p>	<p>First Class Scouts and Above</p>	<p>Tenderfoot, 2nd Class, and 1st Class First Aid Requirements; Req. 1 & 5</p>	<p>Bring your First Aid kit you created to camp</p>	<p>Bring proof that you have completed First Aid reqs up through First Class.</p>
 <p>Emergency Preparedness*</p>	<p>Parade Ground Personal Development</p>	<p>All Scouts</p>	<p>Not completed at camp: Req. 1 (Earn First Aid Merit Badge), 9</p>	<p>First Aid Kit, Emergency Kit</p>	<p>Bring proof of First Aid merit badge and req 9 completion to get checked off.</p>
 <p>Search and Rescue</p>	<p>Parade Ground Personal Development</p>	<p>All Scouts</p>			
 <p>Entrepreneurship</p>	<p>Parade Ground Personal Development</p>	<p>All Scouts</p>			
 <p>Communication*</p>	<p>Parade Ground Personal Development</p>	<p>All Scouts</p>	<p>Not completed at camp: Reqs. 4, 5, 8</p>		<p>Bring proof of reqs 4,5,8 to get signed off.</p>
 <p>Citizenship in the World*</p>	<p>Parade Ground Personal Development</p>	<p>All Scouts</p>	<p>Not completed at camp: Reqs. 2, 3b, 7</p>		<p>Bring proof of reqs 2, 3b, and 7 to get signed off.</p>
 <p>Chess</p>	<p>Parade Ground Personal Development</p>	<p>All Scouts</p>			<p>Held during afternoon open areas</p>

Merit Badge Schedule – updated 1/26/2024

Program Area	Session 1 08:45-09:45		Session 2 10:00-11:05		AM Open Areas 11:05-11:50		Session 3 1:15-2:20		Session 4 2:35-3:40		PM Open Areas 3:40-4:50		Evening 7:30		
	Aquatics (Pool)	Swimming	Life Saving	Swimming		Mile Swim	Swimming	Swimming		Swimming		Open Pool		NA	
COPE and Climbing	Scout COPE		Scout COPE		Closed	Adult COPE (T&Th.) Climbing		Climbing		Open Climbing		NA		NA	
	Sculpture	Space Exp.	Leatherwork	Art	Open Area	Woodcarving	Theater	Textiles			Open Area	Theatre MB Performance (Thursday)			
Plumbing	Metalwork	Emergency Prep	Communication	First Aid		First Aid	Search and Rescue	Citizenship in the World				Chess MB	Open Chess		
Personal Development	Entrepreneurship	Scout to First Class Skills			Closed		NA				Try it (Open PM): Rifle (M); Pool (T); Climbing (W); Archery (Th.)				
Eagle Quest	Reptile & Amphibian Study	Mammal Study			Open Area	Sustainability	Sustainability				Open Area	Astronomy Hike (Thursday)			
	Weather	Bird Study				Astronomy	Nature								
	Forestry	Plant Science				Soil and Water Conservation	Fish and Wildlife								
Scoutcraft	Cooking		Cooking		Tomahawks	Camping	Camping				Pioneering Projects	Wilderness Survival Overnight (Thursday)			
	Orienteering		Orienteering			Wilderness Survival	Signs, Signals, and Codes					Tomahawks			
Aquatics (Waterfront)	Canoeing	Kayaking			Closed	Kayaking	Canoeing				Open Waterfront	NA			
	Fishing	SU Paddleboard				SU Paddleboard	Fishing								
Target & Range Sports	Archery	Archery			Advanced Archery	Archery	Archery				Open Archery	Advanced Archery Projects			
	Rifle	Rifle				Rifle	Rifle					Open Rifle			
	Hunter's Education					Shotgun	Shotgun								

Yellow indicates new or altered programming options.

Sunday Check-In Procedures

Meet the Camp Commissioner (Parking Lot)

The Camp Commissioner will greet you and introduce you to your staff guide. Your guide will assist your troop throughout Sunday's activities. Staff will assist adult leaders with trailer placement at campsites when weather allows, schedule trailer movement with Harbormaster.

Check -In with Camp Director (North Porch)

An adult leader and Senior Patrol Leader (SPL) from each troop must report to the check-in area on the North Porch of the Dakin Dining Hall upon arrival. They should be equipped with a completed troop roster (Scout & all adults for the week), all other necessary permission forms, and a check or cash for all camper or adult fees still outstanding. **Please pay all camp fees in full by check out.** During check-in you will receive your troop's final merit badge schedules and t-shirts.

Troop Pictures (Parade Grounds)

Please have all Scouts and Scouters in their Field Uniform or preferred activity uniform for pictures. Once your troop has checked in with the camp office, we request that they be photographed to provide a camp photo history. A photo file will be emailed with your unit's photo to the registered unit contact.

Medic Check (North Porch)

Collect all youth and adult BSA Annual Health and Medical Forms prior to arrival at camp. The camp **unit leader should take the time to review the health form with each participant.** Upon arrival in camp the unit leader will be asked if the health forms have been reviewed and if each Scout or leader's current health condition is understood, especially whether there has been any change in their health since their health history was completed. **Make sure the health forms are signed by the physician, family, and participant if an adult, and that a copy of the participants medical insurance card is attached. Parts A, B, and C must be completed in full and signed by parent and doctor. These must be BSA forms, there are no substitutions.** See notes on page 20 for management of medications.

Swim Checks (Pool)

Swim checks will be given to every person, youth, or adult who wishes to use an Aquatics area including the pool or waterfront. Based on their ability to complete the requirements, they will be given a tag that will determine where they can go within the marked swimming area. The test can be done prior to attending camp. It must be completed by a qualified test administrator and is good for one year from the testing date. The test administrator **MUST ATTACH** their current certification to the Swim Classification Form or testing will be **INVALID** and require a retest. Qualifying certificates are BSA

Aquatics Director, Lifeguard, and BSA Aquatics Supervision. Any exceptions must be verified by Hawkeye Area Council

Aquatics Chair. If you have questions regarding this requirement, contact the Council office at 319-862-0541, prior to arrival at camp and communicated to Camp Director.

The Unit Swim Classification Form can be found online at www.hawkeyebsa.org/camping/scoutcamp. Any Scout not listed on the Unit Swim Classification Form will be labeled a non-swimmer until they have completed a swim classification test in camp. The Aquatics Director can retest anyone at any time if it is observed that the swimmer's classification and ability are not the same.

Dining Hall Orientation

Dining hall seating will be assigned to troops during dining hall orientation. A brief explanation of Troop waiters and clean-up will take place.

Camp Orientation and Set Up

Your Troop Guide will lead you throughout the afternoon stations, as well as review campsite procedures including campsite setup and camp orientation including emergency procedures, nighttime medical services, dining hall waiter procedures, fireguard, and latrine clean up.

Leader's Meeting

Sunday evening leaders meet the Camp Director and other camp administrative staff. They will discuss the upcoming week and answer questions. Any program ideas or suggestions that will help improve camp are welcomed. Only one leader from each troop needs to attend. Meetings will also be held each day following breakfast on the North Porch.



During Your Stay

Dress Code

The Boy Scouts of America has always had a uniformed body. The uniforms help to create a sense of belonging. They symbolize character development, citizenship training, and personal fitness. Wearing a uniform gives youth and adult members a sense of identification and commitment. Scouts and leaders are asked to wear the Scout uniform to flag lowering, dinner, religious services, announced special events, and campfires. Other times are at the troops' discretion. Appropriate attire at camp is consistent with BSA standards, such as: closed-toe shoes, comfortable socks, pants or shorts with pockets and belt loops, and t-shirts or long sleeve shirts. Tank tops and athletic shorts are not safe or appropriate for camp. One-piece swimsuits for all Scouts are the standard for BSA guidelines.

Senior Patrol Leader

The Senior Patrol Leader (SPL) should stay current on all special activities in camp and keep his/her Patrol Leaders informed of them. The SPL fulfills the leadership role in camp the same as they do in the year-round program, seeing to it that patrols get maximum fun and benefit from their week at camp.

Patrol Leaders

Patrol Leaders involve their patrols in special events, camp service projects, campsite housekeeping, and regular Patrol duties assigned by the troop.

Patrol Organization

Summer camp is the highlight of the Scouting year. It is important that all members of the troop attend. This is a once in a lifetime opportunity for your senior patrol leader, and patrol leaders to function 24 hours a day - keeping patrols together, using the regular organization "Scout Leadership". When Scout leadership develops in your troop, your job becomes easier and even more fun.

Pets

Pets are not permitted at camp. Service animals specifically trained to aid a person with a disability are welcome. This applies to both campers and visitors.

Lost & found.

The camp lost and found box is in front of the Dining Hall on the patio. If the item is valuable, it will be kept with the Clerk at the Troop Service Building. Leaders need to remind Scouts to have their personal items marked with name and troop number. Each Scout must take care of and safeguard his/her personal property.

Do not take valuables to the program areas or leave them lying unattended around camp.

Media

The Camp Director must be notified of all media in camp. Staff will provide media escort and supervision.

Religious Services

Scouts of all faiths observe the twelfth point of the Scout Law by worshipping in the manner of their choice. All campers are encouraged to attend the non-denominational service scheduled during the camping week. The chapel is also available for individual troop usage. Any troop interested in using the chapel during the week should contact the Program Director.

Campsite Equipment

A considerable amount of time and money has been invested in your campsite. Please take full advantage of your site and remember to take care of the canvas, tables, and environment in your area. Each campsite is equipped with running water and a latrine. A list of emergency procedures, a campsite evaluation sheet, and a fireguard chart must remain posted on the campsite bulletin board. The camp will provide the following items:

- Flagpole
- Recycling barrels
- Pop Can barrels
- Trash barrels
- Firefighting equipment: shovel, rake, Indian pump, fire cans and water barrel
- Toilet paper*
- Picnic tables
- Saw/axe*
- Cook gear*
- Latrine cleaning equipment: broom, hose, bucket, brush
- Fire Ring

***These items are available from a Camp Commissioner.**

Outdoor ethics is deeply ingrained in the camp program. The principles of Leave No Trace are practiced throughout camp. Please do not rake the leaves off the paths in camp or cut ditches around your tents. Do not cut any standing wood.

Keep trash out of the latrine pits - trash in the pit keeps it from functioning properly. Any trash found in the latrine will result in a fine. Put litter/trash and menstrual products in trash receptacles; and recycle glass, tin, plastic, pop cans, etc. Use water buckets to "flush" urinals after each use.

Quartermaster Supplies

Toilet paper, trash bags, and various tools and equipment may be obtained from the Ranger. All tools checked out will be charged to your unit if they are not returned. In case of damage to camp equipment the troop or individual will be responsible for payment of repairs or replacement before leaving camp.

Campsite Inspections

Each campsite will be inspected daily according to the procedures outlined in the Boy Scouts of America Camp Health and Safety manual:

“Keep a record of daily health inspections covering sanitation, sleeping quarters, personal health and cleanliness, and equipment and grounds.”

A Camp Commissioner will provide guidance on inspection procedures at the opening leaders' meeting. Your troop is expected to maintain their areas by keeping it both clean and safe. Questions and concerns may be addressed at this meeting or subsequent leader's meetings throughout the week.

Troop Trailers and Equipment

Troops are welcome to bring their trailers to camp. A member of the Harbormaster Corp will guide you to the area in your campsite to locate your trailer. We encourage your troop and Scouts to bring what you need to be comfortable. However, we do encourage Scouts to hike their personal gear to their campsites.

Trash Disposal

Trash and recycling bags are provided to help you keep your campsite clean. Trash will be picked up from the campsites daily by a designated staff member. Trash bags should be placed in the trash receptacle next to the latrine after evening program if they are to be collected for disposal. Please do not leave any trash in your campsite at the end of your week.

Tents

It is requested that troops provide their own tents if feasible. Any tents with bottoms must be moved at least twice during the week to maintain campsites. The frequency of moving tents will be determined based on the weather when your troop attends camp. Camp Wakonda will only provide tents for individual campers if requested. Camp tents must be moved once a week to maintain grass in the campsites. BSA National Standards apply to all tents used during summer camp. The tents provided by each troop must meet the following requirement.

All tentage in camp meets or exceeds fire- retardant specifications by the manufacturer (CPAI-84) and “no flames in tent” is marked on, or adjacent to, each tent.

Dining Fly

Supply tents and dining flies must be set up or moved by units when they check in on Sunday. Units using a camp fly are asked to bring a minimum of ten (10) stakes per patrol to camp to maintain a supply.

Menu & Special Dietary Concerns

Menus have been carefully planned by our Commissary Director and have been approved by a registered dietician as part of BSA National Standards. Scouts and leaders who have special dietary requirements are asked to notify the Hawkeye Area Council Service Center no later than two weeks prior to the troop arriving in camp so arrangements can be made. A special dietary needs form must be filled out by the person needing the special diet. Forms should be specific. (Example: if there is a milk allergy it should be stated whether there is a reaction to all products that contain milk or just when drinking milk.

Allin Dakin Dining Hall Procedures

Two Scouts from each table will report to the dining hall fifteen (15) minutes before mealtime. Waiters will be responsible for setting out eating utensils, beverage cups, napkins, etc. per direction of the Dining Hall Steward.

- The Scout field uniform is the expected dress for the evening meals.
- Meals will be served cafeteria style. Seconds may or may not be available.
- At all meals, troops enter the dining hall as directed by staff.
- Waiters remain at the table after dismissal for a final check by the dining hall steward or other staff member. Adult supervision is sometimes helpful in maintaining a smooth cleanup procedure.
- Your cooperation, patience and understanding will be greatly appreciated so the meals run smoothly.

Trading Post

The Trading Post is stocked with those items necessary to assist Scouts in the successful pursuits of skills and badge work. The Trading post is also stocked with snacks, toiletry items, camping gear, apparel, and Scout items. Hours will be posted at the Trading Post.

The Howard H. Cherry Scout Reservation is sensitive to the fact that there are individuals who have various allergies. The main one being individuals who are allergic to peanuts.

There will be a sign posted in both main entrances to the Trading Post and one to the main entrance of the Camp Office stating there are food items that contain peanuts or other various nut products, and that Scouts, leaders, and visitors should use good judgement when entering the building.

Mail Service

Outgoing mail is picked up daily from the mailbox located and the Trading Post. Incoming mail is distributed to adult leaders by the Camp Director.

Camp Mailing Address:

HHCRSR
Scout's Name and Troop #
4521 Boy Scouts Road
Central City Iowa 52214

Telephone

The camp telephone is used for camp business only - it is not available for personal calls. Encourage parents of your Scouts to write or contact the adults attending the unit. Please do not use the camp phone unless in case of emergency. This policy must be strictly enforced.

Calls made to camp for business of emergency may be made to 319-483-1837. Messages will be relayed as soon as possible.



Camp Health and Security

Early Departure from Camp

Troops that are leaving prior to the normal Saturday morning check-out time must inform the Camp Director **by Tuesday** of their assigned week of camp. Troops will not be allowed to move their trailer out of the campsite until the site has been checked and approved by either the Camp Ranger or a Camp Commissioner and that the troop has completed all check-out paperwork. Units departing early may not be able to get their troop packet. If the unit packet is not received at departure, information will be sent to the unit contact.

Unit Check-Out - Saturday Schedule

7:00 AM - Staff guides will be at your campsite to assist your unit with checkout procedures.

7:30 – 8:30 AM – Continental breakfast at the dining hall. Make sure to visit the patio to check for lost-and-found items.

Before 9:30 AM– All Troops should be checked out at the end of the week. Check out is to be completed by a Camp Commissioner or designated Campmaster.

- All equipment checked out from a Camp Commissioner must be returned Friday evening. A Camp Commissioner must sign your check-out sheet prior to office clearance.
- An inspection of the campsite must be conducted by the campsite guide, troop SPL, and Scoutmaster. Any damage found must be reported to the Ranger or Camp Director for clearance before the unit may checkout. Unit trailers will be released for a Harbormaster to move when the campsite has been signed off by a Campmaster. The unit must settle any outstanding financial accounts (i.e., Damage fees, commissary charges, etc.). These cannot be charged against your unit account held at the HAC Service Center or against anticipated refunds due.
- Return all Scoutmaster and SPL evaluation forms to the camp office.
- Finally, make certain you receive the packet containing medical forms and patches. You are encouraged to ensure accuracy of the paperwork before your departure from camp.

Units wishing to depart following Family Night on Friday evening should set up a time to check out with the commissioner.

Individual Check-in/Check-out Procedures

It is important that we always keep accurate records of everyone in the camp. This is essential in case of a camp emergency requiring a troop/camp roll call. All Scouts, leaders, and visitors who either arrive or leave camp during the week must check in and out through the camp office. To ensure that the person checking a Scout out of camp is authorized by the Scouts' parent/guardian Part A of the BSA Annual Health and Medical Form must have a list of persons authorized by the Scouts parent/guardian. Scouts permanently leaving camp before the end of the week must have a written release (Scout Leaving from Camp Early Form) signed by the parent/guardian and unit leader and presented to the Camp Clerk. Forms are available at the camp office or online at www.hawkeyesba.org/camping/scoutcamp

Alternative Housing (pop-up campers)

If there is a specific reason (such as medical) for a leader to bring a pop-up camper to the Howard H. Cherry Scout Reservation the first choice is to have that camper located in the main parking lot. This allows the individual to be in the main part of camp close to the dining hall, troop service building (trading post), emergency storm shelter, and many of the program areas. If determined by the Camp Director and/or Camp Ranger it is appropriate for that camper to be placed in a campsite the location of that camper will be determined by the Camp Ranger considering the number of campers in each site, fire lanes, and location of other items in the site. Campers are not to be moved without the approval of the Camp Ranger. The Howard H. Cherry Scout Reservation must have a minimum of one week's notice that a camper will be coming so the Camp Director and/or Camp Ranger can decide where that camper will be located.

Shower Facilities

The camp has shower areas, open 24 hours a day, for both adults and youth. A separate handicapped-accessible shower is also available. There are separate adult facilities for men and women. Scout-age campers have their own facility. No youth are to use adult shower areas at any time. No adults are to use the youth shower areas at any time. Leaders and Scouts are reminded to police these areas to ensure cleanliness throughout the week. Neglect in maintaining the health and safety of the shower areas may result in a reduction of open hours of the shower area.

Visitors

ALL VISITORS MUST CHECK IN AND OUT at the Camp Office in the Troop Service Building. Visitors are always welcome in the camp. The cost per day is \$20.00 or can be broken down by a meal at \$6.00 for breakfast, \$6.00 for lunch, or \$8.00 for supper. All extra meals must be paid for at the Camp Office prior to the meal.

Camp Leadership

Each troop in the camp must be under the leadership of its own adult leaders with a minimum of two adults (at least 21 years of age or older) on site 24 hours per day. **All leaders must be registered with the Boy Scouts of America and have completed Youth Protection Training, as well as have current BSA Health forms Parts A and B. All leaders staying more than 72 hours, total, must also turn in BSA Health form Part C, signed by a doctor.** Adult leaders may be male or female, however, troops attending with female Scouts must always have at least one registered female adult in camp. Under the troop system of camping, the troop leader always oversees the troop.

Organization and discipline are the responsibilities of the unit leaders. Howard H. Cherry Scout Reservation fully enforces the youth protection policies set by the Boy Scouts of America. Violations of this policy will not be tolerated. Offenders will be asked to leave the property and the appropriate authorities will be notified. The Hawkeye Area Council pays the registration fees for 2 leaders for each troop to attend camp. Each additional adult leader pays the \$100 weekly fee or \$20 per day if not staying the entire week. All leaders need to check in at the camp office upon arrival and departure from camp.

Discipline

The unit leaders are responsible for the discipline and order of their own troop. The Camp Staff will not assume the responsibility for or interfere with unit discipline unless it directly involves the health and safety of Scouts, or the Unit Leaders are not present at the time of the problem. The Camp Director will be appraised of any problem by the staff members and will refer them to the leader of the unit. No arrangements may be made to send a Scout home before informing the Camp Director of the situation. **No initiations or hazing are permitted in camp.**

Scouts Dismissed From Camp

A Scout dismissed from summer camp for any disciplinary reason will not be allowed to return to camp at any time during the same summer. Camp fees will not be refunded. Disciplinary dismissal will be determined by the attending Scoutmaster and the Camp Director.

Annual Health and Medical Record Forms, Exams

A completed Annual Health and Medical Record is the first step in making sure you have a great Scouting experience. All participants in all Scouting activities complete Part A (informed consent release agreement and authorization) and Part B (general information and a health history). For camping trips longer than 72 hours a pre-participation physical is needed. Part C (pre-participation physical certification) requires an exam be completed by a certified and licensed physician (MC, DO), nurse practitioner, or physician assistant. The BSA Annual Health and Medical Record form is at:

<http://www.scouting.org/scoutsources/HealthandSafety/ahmr.aspx>

The following is of particular importance:

- Parts A and B completed and signed by parent/guardian.
- Part A contains a list of adults that are and are not authorized to take the youth from camp. At least one person must be designated.
- Part C is completed and signed by a certified and licensed health-care provider.
- Copy of both sides of medical insurance card must be attached.
- Parents' work and home phone numbers, and the emergency phone number.

It is recommended that units bring clean photocopies of the completed BSA Annual Health and Medical Forms and insurance cards to camp and leave originals at home.

Health and Accident Insurance

The Hawkeye Area Council, Boy Scouts of America currently provides health and accident insurance for campers registered within the Hawkeye Area Council. For all Out-of-Council campers, insurance is the responsibility of the troop and the Scout's parents unless otherwise covered by their home Council.

Medication (Doctor Prescribed)

All medication must be turned in to the health officer at the time of check-in for proper distribution. All medication containers should be placed in a plastic bag with the Scout's name and Troop number on the bag for easy identification. Any special instructions, in addition to the information on the container, should be placed in the bag. It is the responsibility of each Scout to make sure they come to the health officer to receive medications at the appropriate times. Verbal reminders will be given at mealtimes, but ultimately it is the Scout's (and their leader's) responsibility to go to the camp health office. Medications will be distributed by a leader from the Scout's troop and recorded by the unit leaders on the daily medication sheet provided by the camp. Medications are dispensed according to the instructions on the container. If the prescription has changed (the dosage or the time of day) the doctor must provide new instructions in the form of a new label for the medication or in a written letter from the doctor. **This is a state law, as well as a National BSA camping standard.**

Medications MUST be in their ORIGINAL CONTAINERS!

All prescription and non-prescription drugs shall be in their original containers. All medications (including those needing refrigeration) are to be locked up in the camp health office. The only exception is for medications which must be always carried including asthma inhalants, bee sting kits, Epi-pens and nitro glycerin pills **Adult medication must also be kept at the Health Center, as is BSA standard.**



Medications (Over the Counter/Non-Prescriptions)

Several non-prescription medications are available at the Health Office. By signing the Allergies/ Medications Consent Section on Part B of the BSA Health and Medical Form, you are authorizing the health officer to dispense any over the counter/non-prescriptions to your Scout while at camp.

Accident Reporting

All accidents, no matter how slight, must be reported to the health officer so that they may be recorded. First Aid facilities are provided under the supervision of a qualified adult. A health officer will be always on duty during camp.

Health/Medical Emergencies

All medical emergencies are to be dealt with by the health officer. Scouts and leaders needing treatment beyond first aid will be transported to the Emergency Room of a local hospital in Cedar Rapids, Iowa. Unity Point Hospital is our primary care provider, but campers may be transported elsewhere upon request.

Automobile Policy

The safety of all Scouts, leaders, and visitors are of high importance. Upon entering through the main gate of the camp all vehicles must abide by the 10-mph speed limit. All Scouts, leaders, and visitors must park in the main parking lot which is located by the Dakin Dining Hall. Only designated camp service vehicles including Camp Rangers, Camp Management, camp gators, mowers, maintenance vehicles and medic are allowed on the service road. Personal gators, golf carts, or ATVs are not allowed. The camp has two gators that can be used to transport Scouts and leaders who have mobility or physical disability issues to program areas and campsites. Please let the Camp Director know in advance if you have Scouts or leaders that need transportation assistance.

Damaged Equipment

HHCSR puts a high value on its program and campsite equipment. Our goal is to use it for several years. In order to do so we need your help in maintaining it and using it properly. Please report any damage and take broken equipment to personnel at the Troop Service Building as soon as possible. Any damage to camp-owned equipment through negligence and/or abuse will be the sole responsibility of the troop. Replacement costs will be assessed by the Camp Ranger

based on the retail cost of the damaged item. Troops will be responsible for paying for any damaged items before leaving camp. Damage Fees Any non-accidental damage to Howard H. Cherry Scout Reservation's property or grounds is subject to have damage fees assessed to help replace or repair damage. Though no one list can be all inclusive, below is a list of potential damage fees.

- Damage to the grounds \$20/sq. yard
- Carving/graffiti on property \$10/inch
- Damaged (canvas) \$10/inch

Liquid Fuel

BSA policy permits use of liquid fuels only under the direct supervision of a knowledgeable adult. All liquid fuels used by troops at camp must be checked in with a Camp Commissioner for proper and safe storage. Fuel may be checked out as needed during the week.

Alcohol and Illegal

Drugs Alcohol and illegal drugs of any type are not allowed at Howard H. Cherry Scout Reservation. Possession will result in immediate dismissal from the camp property.

Tobacco and Smoking Policy

No tobacco use of any kind is allowed in any camp structures, including tents, with the exception of the Ranger's residence. Smoking takes place only in posted designated smoking areas (north end of parking lot) and out of sight of Scouts. No Scouts under the age of 21 are allowed in the smoking area.

Fireworks

Use or possession of any type or class of fireworks at camp is prohibited. Unit leaders are responsible for enforcing this rule. Any Scout found to be in possession of fireworks, including rocket engines, will be sent home from camp.

Knives, Etc.

No blades over 4" long are allowed at camp. Non-folding sheath knives, throwing stars or martial arts weapons are not allowed. Scouts possessing these items may be sent home from camp.

Firearms, Ammunition, and Archery Equipment

HHCSR will have available all rifles, shotguns, ammunition, bows and arrows needed for use as part of the camp program. Privately owned guns and/or ammunition are prohibited and may not be brought or used at any time. Exceptions for personal bows may be made on a case-by-case basis, at the discretion of the Shooting Sports Director and Camp Director. Personal archery equipment, if brought, must be checked in upon arrival at camp and will be stored at the camp office. Shooting sports staff will transport equipment to the range. Failure to comply will result in dismissal from camp.

Emergency Procedures

Fire, Lost Person, or Lost Swimmer

Signal: Intermittent sounding of siren. **What to do:** All activities cease!

Staff reports to preassigned areas. Campers/guests go to the flagpole area and line up by unit. Unit leaders will be asked to account for all Scouts and leaders to a staff member at the flagpole. All units will wait in the flagpole area for instructions.

All Clear Signal is three (3) short siren wails.

In the case of fire in your area, send two (2) runners to report the fire. Go to the closest staffed area. Make sure information is given to a staff member to be passed onto the Camp Director. If it is safe to do so (and you will not be taking any unnecessary chances), organize the rest of the troop with shovels, rakes, water pails and fire buckets and proceed to extinguish the fire. Remember that the safety of the Scouts and leaders is the primary concern.

General Fire Safety Precautions

- Water barrels must be kept filled and used only for an emergency. (They must not be used for washing, etc.)
- Fire buckets and extinguishers must never be used except in the case of fire.
- Each unit is responsible for the observance of good fire precautions at all times. Leaves, brush, refuse, etc. should not accumulate near the tents or cooking areas. (This does not mean to rake away all leaves since this is a poor conservation practice and leads to erosion.)
- Fires are to be built only in fire rings.
- Take extra precautions on windy days.
- No fires are to be left unattended. Put them dead out before leaving your campsite or retiring for the night.

Weather Emergencies

In the event of impending severe weather, campers will be notified by program area staff or camp staff. The Camp Ranger and Camp Director will also drive vehicles through camp to notify campers. Staff will instruct campers which shelter to use.

In the event of sudden, severe weather, the **siren will sound continuously**. All campers shall take cover immediately in a Storm room. The **all-clear signal will be a series of on and off siren calls**. Everyone should report to the Parade grounds so camp staff can account for all campers and leaders following the all-clear signal.

Storm or Strong Winds

Signal: Continuous sounding of siren. **What to do:** All activities cease! Everyone goes to the closest Storm room or lowest lying area. Stay there until all clear signal or told by a staff member that it is safe. (Not hearing the siren is not an indication that it is safe. Electricity could be out.)

All Clear Signal is three (3) short siren calls (or truck horn, etc.).

Outdoor Hazards

In any trip to the outdoors the camper may encounter annoying insects and poisonous plants or animals. Each leader should prepare the Scouts to recognize and protect against such outdoor hazards. The effects of poison ivy, ticks, etc., can be minimized with good personal practices. All injuries of this type should be reported to the health officer for treatment and recording.

High Temperature/Humidity

When temperatures and/or humidity become excessive, program areas will limit activities to assure the health of all campers.

- Provide adequate drinking water at all program areas and activities. Drinking water is vital. Encourage everyone to drink at least half a quart per hour.
- Provide shade and use frequent breaks.
- Encourage the wearing of hats for cooling. Also, wetting the top half of your body promotes cooling.
- Wear light colored loose-fitting clothing.
- Sunscreen should be worn, particularly by people with fair complexions. Avoid too much sun.

Earthquakes

In the event of an earthquake, move rapidly to an open area outdoors away from buildings, structures, trees, or embankments. Remain there until the all-clear signal is given then assemble at the flagpoles for instructions.



Packing List

Troop Equipment List

- Tents for all campers
- Troop First-Aid Kit
- Scoutmaster Handbook
- Lanterns
- Troop Kitchen
- Troop "Library"
- US/Troop/Patrol Flag & Flag Stand
- Camping Chairs/stools
- Water Cooler
- Ten wooden dining fly stakes per patrol
- Extra Sleeping Bags
- Materials to teach Scout skills.

Personal Equipment List

VERY IMPORTANT

- **Completed BSA Annual Health and Medical Record Form Parts A, B, C**
- **Copy of medical insurance card**
- **Prescription Medications in original container, along with dosage and schedule form**

Clothing Items

- Scout Uniform
- Socks for the week
- Sweater or Jacket
- Appropriate swimwear and Towels (all Scouts are asked to wear one-piece swimsuits)
- Rain Gear
- Underwear for the week
- Hiking Boots/Gym Shoes
- Shorts, Jeans or Pants
- Shirts—no sleeveless or tank tops

Camping Gear

- Sleeping Bag
- Ground Cloth
- Pack or Duffel Bag
- Water Bottle
- Small pillow
- Dirty Clothes Bag
- Bedroll/air or foam mattress

Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Washcloth
- Deodorant
- Shaving Gear (If needed)

Camp Necessities

- Flashlight w/Extra Batteries
- Clothesline w/Pins
- Personal First-Aid Kit
- Personal Mess Kit
- Pocket Knife (NO SHEATH KNIVES)
- Bug Spray
- Compass
- Sunscreen (SPF 30+)
- Camera
- Spending Money

Merit Badge Items

- Merit Badge Pamphlets
- Scout Handbook
- Notepad & Pen
- Items as required for classes and completed prerequisites for review.

MAKE SURE ALL ITEMS ARE MARKED WITH NAME AND TROOP NUMBER!

Camp Care Packages



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Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____
or Staff position: _____

Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/ videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

Every person who furnishes any BB device to any minor, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor. (California Penal Code Section 19915(a)) My signature below on this form indicates my permission.

I give permission for my child to use a BB device. (Note: Not all events will include BB devices.)

Checking this box indicates you DO NOT want your child to use a BB device.

NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continuously monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.

List participant restrictions, if any: None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont Scout Ranch, Philmont Training Center, Northern Tier, Sea Base, or the Summit Sechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: _____ Date: _____

Parent/guardian signature for youth: _____ Date: _____

(If participant is under the age of 18)

Complete this section for youth participants only:

Adults Authorized to Take Youth to and From Events:

You must designate at least one adult. Please include a phone number.

Name: _____
Phone: _____

Name: _____
Phone: _____

Adults NOT Authorized to Take Youth to and From Events:

Name: _____
Phone: _____

Name: _____
Phone: _____



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Part B1: General Information/Health History

Full name: _____

Date of birth: _____

Age: _____ Gender: _____ Height (inches): _____ Weight (lbs.): _____

Address: _____

City: _____ State: _____ ZIP code: _____ Phone: _____

Unit leader: _____ Unit leader's mobile #: _____

Council Name/No.: _____ Unit No.: _____

Health/Accident insurance Company: _____ Policy No.: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

 Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.

In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate's phone: _____

Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	Last HbA1c percentage and date: _____ Insulin pump: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	
<input type="checkbox"/>	<input type="checkbox"/>	Asthma/reactive airway disease	Last attack date: _____
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	
<input type="checkbox"/>	<input type="checkbox"/>	COPD	
<input type="checkbox"/>	<input type="checkbox"/>	Ear/eye/nose/throat problems	
<input type="checkbox"/>	<input type="checkbox"/>	Muscular/skeletal condition/muscle or bone issues	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion/TBI	
<input type="checkbox"/>	<input type="checkbox"/>	Altitude sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	
<input type="checkbox"/>	<input type="checkbox"/>	Neurological/behavioral disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/sickle cell disease	
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	
<input type="checkbox"/>	<input type="checkbox"/>	Seizures or epilepsy	Last seizure date: _____
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/stomach/digestive problems	
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Skin issues	
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	List all surgeries and hospitalizations:	Last surgery date: _____
<input type="checkbox"/>	<input type="checkbox"/>	List any other medical conditions not covered above:	



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Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____



You are being asked to certify that this individual has no contraindication for participation in a Scouting experience. For individuals who will be attending a high-adventure program, including one of the national high-adventure bases, please refer to the supplemental information on the following pages or the form provided by your patient. You can also visit www.scouting.org/health-and-safety/afmr to view this information online.

Please fill in the following information:

	Yes	No	Explain
Medical restrictions to participate	<input type="checkbox"/>	<input type="checkbox"/>	

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

Height (inches)	Weight (lbs.)	BMI	Blood Pressure	Pulse

	Normal	Abnormal	Explain Abnormalities
Eyes	<input type="checkbox"/>	<input type="checkbox"/>	
Ears/nose/throat	<input type="checkbox"/>	<input type="checkbox"/>	
Lungs	<input type="checkbox"/>	<input type="checkbox"/>	
Heart	<input type="checkbox"/>	<input type="checkbox"/>	
Abdomen	<input type="checkbox"/>	<input type="checkbox"/>	
Genitals/hernia	<input type="checkbox"/>	<input type="checkbox"/>	
Musculoskeletal	<input type="checkbox"/>	<input type="checkbox"/>	
Neurological	<input type="checkbox"/>	<input type="checkbox"/>	
Skin issues	<input type="checkbox"/>	<input type="checkbox"/>	
Other	<input type="checkbox"/>	<input type="checkbox"/>	

Examiner's Certification

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions):

True	False	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Meets height/weight requirements.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled heart disease, lung disease, or hypertension.
<input type="checkbox"/>	<input type="checkbox"/>	Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from his or her orthopedic surgeon or treating physician.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled psychiatric disorders.
<input type="checkbox"/>	<input type="checkbox"/>	Has had no seizures in the last year.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have poorly controlled diabetes.
<input type="checkbox"/>	<input type="checkbox"/>	If planning to scuba dive, does not have diabetes, asthma, or seizures.

Examiner's signature: _____ Date: _____

Examiner's printed name: _____

Address: _____

City: _____ State: _____ ZIP code: _____

Office phone: _____

Height/Weight Restrictions

If you exceed the maximum height for weight as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

Maximum weight for height:

Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	188	69	220	74	252	79 and over	288



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Scout Registration Worksheet

For Troop use ONLY – Return completed form to Scoutmaster - DO NOT turn into Council Office

Troop # _____ Scout's Name _____

Email _____ Phone _____

Special Needs _____

Free T-Shirt Size: YM YL S M L XL 2XL 3XL

Additional T-Shirts are \$12 each for YM to XL and \$15 each for 2XL to 3XL **T-Shirt Total \$** _____

Additional T-Shirt: YM YL S M L XL 2XL 3XL

Camp Fees

(circle one)

Scout Camper

Early Bird Cost

If paid by May 15, 2023

\$330

Regular Cost

\$350

Late Cost

If paid after June 2, 2023

\$375

New Scouts or Webelos transfers will be charged the \$330.00 camp fee

Camper Care Package – \$25 Contains unique items not available at the Trading Post including sunglasses, fun socks, deck of cards, stickers, bracelet, bag tag, activity book, and MORE! **Care Package Total \$** _____

Merit Badge sign up begins April 18, 2023 12:00 PM. Scout fees must be paid in full to register for merit badge classes.

Merit Badge	First Choice	Second Choice
Session 1	_____	_____
Session 2	_____	_____
Session 3	_____	_____
Session 4	_____	_____

Merit Badges and Programs with Additional Costs

Art	\$10	Marksmanship	\$35	Shotgun Shooting	\$35
Archery	\$10	Metalwork	\$10	Space Exploration	\$15
Cooking	\$15	Chalk Ball	\$35	Welding	\$15
Fishing	\$5	Pottery	\$15	Woodcarving	\$10
Leatherwork	\$15	Rifle Shooting	\$35		

Additional Total \$ _____

Grand Total \$ _____

COWBOY ACTION RANGE PERMISSION

Camp Howard H. Cherry Scout Reservation of the Hawkeye Area Council will be conducting a Scout Cowboy Action Shooting Program. In this program, Scouts will shoot a 22-caliber pistol [single action revolver], 22-caliber lever action rifle, and a 20-gauge shotgun under the supervision of an NRA (National Rifle Association) RSO (Range Safety Officer) and certified NRA Instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and Instructors.

I, the undersigned, give my child, _____ of Troop _____ permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the Hawkeye Area Council, the activity coordinators, instructors, and all employees, volunteers, and related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional costs associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Is 14 years of age as of the start of camp and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.
2. Complete a range safety briefing.
3. Wear all safety gear at all times while on the range.
4. Follow all the safety rules provided in the briefing.
5. Follow the instructions of the Range Safety Officer(s) and instructors.
6. Do not handle the firearms until instructed to do so by the instructors.

Participant signature: _____ Date: _____

Parent/guardian signature: _____ Date: _____

Parents printed name: _____ Date: _____

Home phone: _____ Cell phone: _____

Email: _____

\$5.00 Fee Paid: _____ Scout has prior pistol shooting experience? ___ yes ___ no

\$5.00 Fee 2nd: ___ Scout has prior rifle shooting experience? ___ yes ___ no

\$5.00 Fee 3rd: ___ ___ yes ___ no

COWBOY ACTION SHOOT

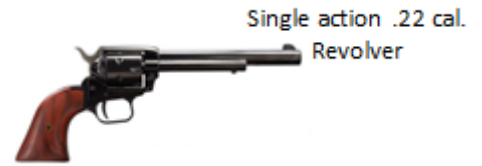
This is a special shooting range where a scout gets to shoot 3 different guns (pistol [single action revolver], rifle, and shotgun). The pistol [single action revolver] will be a 22-caliber single action revolver. The rifle will be a lever action single shot 22-caliber rifle. The shotgun will be a 20-gauge single shot break down type of shotgun. There must be a minimum of two instructors who must be certified as an RSO (Range Safety Officer), pistol [single action revolver], rifle, and shotgun.



Lever action .22 cal.
Rifle



Single shot 20 gauge
Breakdown shotgun



Single action .22 cal.
Revolver

All youth must be at least 14 years of age. All shooters **must** have a permission slip filled out by a parent or guardian and the \$5.00 fee paid at the TSB (Troop Service Building) prior to this event. The \$5.00 fee entitles the scout to go one (1) pass through the course. If you wish to go more than once, additional fees will apply. Both the pistol [single action revolver] and the rifle will be loaded prior to the scout shooting. The shotgun will be loaded and unloaded by the shooter. You will be scored on targets hit and time. **This is not a speed or fast draw event.** The timer is used in the event of a tie. We prefer accuracy over speed!

1. Each shooter will line up behind the waiting line until instructed to move up to the shooting line.
2. When the shooter moves up to the shooting line, the instructor will go over safe handling of the pistol [single action revolver], rifle, and shotgun.
3. The shooter will pick up the pistol [single action revolver] and get into a ready position. When told to do so, the shooter will then pull back on the hammer and begin to shoot the targets. This is when your time will begin. The shooter gets six shots. Once done with the pistol [single action revolver], the shooter will lay the pistol [single action revolver] down safely and move to the rifle station.
4. The shooter will pick up the rifle and move the action (lever) to get a round into the chamber and then continue until all 6 rounds has been fired. The shooter will put the rifle down in a safe manner and move to the shotgun station.
5. The shotgun will be laying on the bench opened and facing down range. The shooter will pick up the shotgun and load the first round. After shooting, the shooter will break down the shotgun and remove the exhausted round. The shooter will pick up the second round and load it into the shotgun. After shooting this second round, the shooter will unload the round and safely lay the gun down. This will stop the timer.
6. The shooter will step down and their scores tallied.

The best shot will be the scout who had the greatest number of hits of their targets. Best score would be 6 shots from the pistol [single action revolver], 6 shots from the rifle, and two shots from the shotgun for a total score possible being 14. In the event of a tie score for targets, the shortest time element for shooting will be used as a tie breaker. If two people have the same time, then multiple awards will be given out. Awards for best shot will be given at the Friday night campfire.

Questions?

Feel free to call or write for more information or clarifications to:

Hawkeye Area Council
319-862-0541 660 32nd
Ave. S.W.
Cedar Rapids, IA 52404-3910

Camp Director: Jamie Hromi jmhromi@gmail.com 319-

531-8028 Howard H. Cherry Scout Reservation
4521 Boy Scout Road
Central City, Iowa 52214
Phone: (319) 438-1837

From Iowa City/Cedar Rapids:

North on I-380 to exit 28, turn right (east) onto County Home Road (E34), go east to Hwy 13, continue east 5 miles into town of Whittier, turn left (north) onto Whittier Road (X-20), go 5 miles to town of Waubeek, turn right crossing bridge onto Boy Scouts Road, go 2 miles to Camp Wakonda.

OR

North on I-380 to exit 16, turn right (east) onto IA 151/30, go east 6.8 miles to exit 259 turn right onto Hwy 151/13, continue north 11.5 miles to County Home Road (E34), turn right go 5 miles to town of Whittier, turn left (north) onto Whittier Road (X20), go 5 miles to town of Waubeek, turn right crossing bridge onto Boy Scouts Road, go 2 miles to Camp Wakonda.

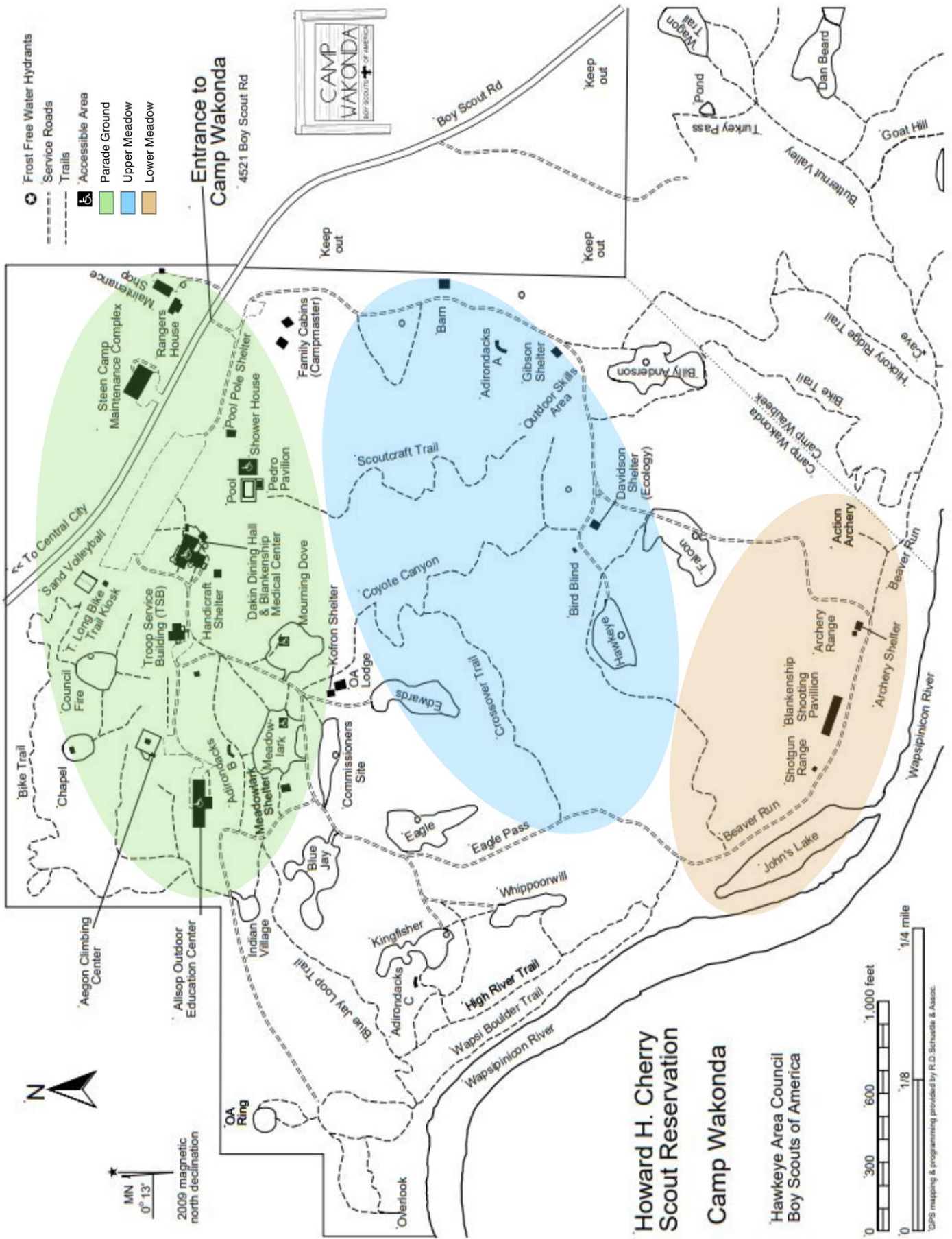
From Central City:

(Hwy 13) East 3 miles on E16, turn right (south) onto Duck Pond Road, go .7 miles, turn left onto Boy Scouts Road, go .7 miles to Camp Wakonda.

From Monticello:

Turn right (west) onto E16, go 12.4 miles, turn left (south) on X-20, go 1.2 miles, turn right onto E16, go 2.2 miles, turn left (south) on Duck Pond Road, go .7 miles, turn left onto Boy Scouts Road, go .7 miles to Camp Wakonda.





- ⊕ Frost Free Water Hydrants
- Service Roads
- - - Trails
- ♿ Accessible Area
- ▭ Parade Ground
- ▭ Upper Meadow
- ▭ Lower Meadow

Entrance to Camp Wakonda
4521 Boy Scout Rd

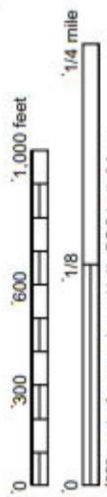


MN
0° 13'

2009 magnetic north declination

Howard H. Cherry Scout Reservation
Camp Wakonda

Hawkeye Area Council
Boy Scouts of America



GPS mapping & programming provided by R.D. Schwabe & Assoc.

