



Boy Scout Troop 123 - *Summer Camp 2013*

POLICIES and PROCEDURES for SCOUTS

GENERAL OVERVIEW

Scouts are expected to abide by the code conduct contract that they signed at re-chartering time. The Camp Director and the Scoutmaster will determine consequences for failure to live by this code of conduct. Scouts observing any misconduct should go through the scout chain of command (Patrol Leader-ASPL-SPL). Any behavior that is observed that could be dangerous to the scout or to any other person should be reported to an adult immediately. Summer Camp is an opportunity for fun, growth, discovery, community, and fun. Let us challenge each other to have an incident free, ER free, fun week.

RESPECT

Scouts shall treat each other with respect at all times. There shall be no name calling or fighting. Also, treat Voyager Bay with respect by helping keep the campsite in good order during our stay and doing no harm to living trees!

PATROL CAMPSITES

Patrol campsites are the home base and refuge of individual patrols and should not be entered by non-patrol member scouts at any time unless specifically invited—and, then, such visiting scouts must leave if and when asked to do so.

FIRE/KNIFE SAFETY

Having a campsite fire and carrying a knife is a privilege and a responsibility. We will be returning to the practice of carrying and earning the "Totin' Chip" and "Firem'n Chit". As in the past, the Chip/Chit may have its corner cut by a PLC member, senior scout, or an ASM if the scout does not follow the codes of the Chip/Chit as outlined on the back of the cards. A chip/chit with its corner cut is *invalid*. ASPLs will be responsible for administering rigorous refresher courses for any scout needing to re-earn their cards during camp.

RESOLUTION PROCESS

- a. SAFETY ISSUES** Safety issues need to be addressed immediately. An adult should report the incident immediately to the Scoutmaster (primary) or Camp Director for appropriate follow-up.
- b. GENERAL** Issues will be resolved through the standard Boy Scout chain of command:
 - Patrol Leader
 - Assistant Senior Patrol Leader
 - Senior Patrol Leader
 - Camp Director
 - Scoutmaster
- c. MERIT BADGES** Merit Badge Counselors can excuse/remove a scout from the MB session for behavioral issues. The scout should be brought (by one of the adults) to the Camp Director.

CAMP HOURS

Morning Assembly is 7:30 a.m. All scouts are expected to arrive on time. Lights out is 11 p.m. All scouts are expected to be quiet and in their tents.

PARTICIPATION

All scouts are expected to be on time and to actively participate in the camp's programs. Attendance will be taken at all mandatory program events. Scouts missing from their registered program events will be identified to the Camp Director and Scoutmaster.

MANDATORY EVENTS INCLUDE:

- Assemblies (Class A uniforms must be worn to evening assembly)
- Merit Badge sessions (or assigned service projects)
- Assigned patrol chores
- Camp Olympics

ELECTRONICS

All electronic devices (iPods/MP3 players, etc.) are STRONGLY DISCOURAGED.

Scouts will be allowed to bring iPods/MP3 players with headphones **AT THEIR OWN RISK**, to listen to music *with headphones after campfires in their tents*. Such electronics observed being used outside of tents will be confiscated. **Any lost, misplaced, or damaged electronic device is SOLELY the scout's responsibility.** Senior Scouts have petitioned for this privilege and wish to keep it. This privilege applies to all Scouts at Summer Camp. **Cell phones are not allowed for Scouts.**

BICYCLES

Scouts are not allowed to have bicycles at summer camp—unless they are enrolled in the Cycling merit badge, and then may only use them during the Cycling merit badge class activities.

SCOUT DRIVING

Unless notified otherwise, the troop will assume scouts attending summer camp will ride provided transportation provided. Scouts are discouraged from driving to summer camp. Adequate transportation will be provided at no cost. However, should a scout drive to camp, the scout must surrender his car keys to the Scoutmaster, who will keep the keys. For safety reasons, scouts are not allowed to drive while at camp.

According to BSA rules, scouts must be 18 years old to drive. Scouts are not allowed to transport other scouts unless there is an adult (21 years old) in the vehicle.

FOOD/ POP

Scouts are not allowed to bring food or pop to camp. Pop will be available for purchase from the camp's canteen (which will be open limited hours) and it will be distributed for all camp participants during some of the cracker barrel events.

DROPPING A MERIT BADGE

Scouts will be allowed to drop merit badges only with approval of the Camp Director. In the absence of the Camp Director, the Scoutmaster may approve the move. Scouts must pick an alternative badge (with available space) or volunteer to work on a service project.

The Camp Director or Scoutmaster will note the reason for the scout's action to help identify any systematic issues.

At his/her discretion, an adult Merit Badge counselor may request reassignment of a scout to an alternative activity due to lack of necessary qualifications, behavioral issues, etc.

CAMPSITE CLEANLINESS

Camp Director or designee will monitor patrol campsite appearance. Those patrols with well-maintained camps will be rewarded for their efforts. Patrols showing disregard for the value of a clean campsite will be guided to see the wisdom of keeping a clean campsite.

LEAVING CAMP

a. EARLY Any scout needing to leave camp early must communicate that to the Camp Director at least one day in advance so that an appropriate camp cleanup project can be completed before their departure.

b. GOING into TOWN Any adults requiring scout assistance to go into town must:

1. Sign Out -- Applies to all adults and scouts!
(The specific location will be announced at VB camp.)

AND

2. Maintain 2-deep Requirements.

c. OTHER Other departures from the campground are not allowed without the approval of the Camp Director or Scoutmaster.