

2022 Leader Guide



BOY SCOUTS
OF AMERICA®

NORTHEAST IOWA COUNCIL



Notes

Camp's address is to be used only while summer camp is in session. During all off-season times, use the Northeast Iowa Council contact information.

Camp C.S. Klaus

Mailing Address

P.O. Box 236
Colesburg, IA 52035-0236

Physical Address

28157 Horseshoe Rd.
Greeley, IA 52050
Phone: (563) 856-3845
Fax: (563) 856-3845

Northeast Iowa Council

Mailing Address

P.O. Box 732
Dubuque, IA 52004-0732

Physical Address

10601 Military Rd.
Dubuque, IA 52003
Phone: (563) 556-4343
Fax: (563) 556-4344



2022 Leader/Parent Guide

FOR LEADERS, PARENTS, AND SCOUTS

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Foreword by the Camp Director

Parents, Leaders, and All Who Scout,

Hello there!

My name is Tom Mayer, and it is my privilege to serve as the Camp Director at Camp C.S. Klaus this summer, 2022.

I think I speak for everyone from the 2021 camping season when I say—**wow!** We had an extraordinary summer. Beautiful weather, smiling faces, bustling merit badges, and a summer full of fun. I have never felt so happy with a season of summer camp!

That is the energy with which I write you today. I cannot wait for you to see what we have in store this year at Camp Klaus. Improvements to facilities, expansions in our programming, and a full-force return of many of our veteran staff. Yes, I think the summer of 2022 is going to be excellent.

However, a mysterious stranger passed me a note. Hastily scribbled, in a strange and archaic scrawl. It read:

Lo, and the Darkness shall smother the Spirit.

Brother torn from Sister,

Betrayal shall be the Guide,

And the Victor weep with the Defeated.

This note inspired us at Klaus. So I am pleased to announce our theme for this summer—**Klaus Wars!** Join the battle of light versus dark, and help bring balance to Camp Klaus!

Can you help turn the tide and shift the balance from dark to light? Or will your spirit guide you towards a different path? Test your skills at Klaus. Throughout the week, challenges and competitions will appear for Scouts to better themselves and tip the scales. Compete for an ultimate goal—and perhaps a prize—as you journey with us this summer. No one knows how this may end! Will your Scouting Spirit prevail?

May the Spirit of Scouting be with you,



Tom Mayer
2022 Camp Director
Camp C.S. Klaus



2022 Camp Sessions and Visitors' Nights

First Session: June 19-25	Second Session: June 26-July 2	Third Session: July 10-16
Visitors' Night: June 23	Visitors' Night: June 30	Visitors' Night: July 14

2022 Camping Fees

NE Iowa Council Troops

\$285 per Scout by April 29, 2022

\$305 per Scout after April 29, 2022

\$125 per Leader

Out of Council Troops

\$305 per Scout by April 29, 2022

\$325 per Scout after April 29, 2022

\$125 per Leader

BASE Camp Participants:

- ◆ \$10 Program fee required
- ◆ Please have payment paid in advance.

NEIC new Scouts or WEBELOS transfers will be charged the \$285.00 fee up to two weeks prior to their troop's arrival at camp. New Scouts or WEBELOS transfers from Out of Council will be charged \$305.

LEADERS FEES

It is the National Policy of the Boy Scouts of America that there must be at least two registered adult leaders over 21 years of age for every troop trip or outing. Two leader fees are paid by the \$250 deposit required with a troop's reservation and is non-refundable. Each additional leader attending camp with your troop pays the \$125 leader fee. Leaders are those currently registered with your unit who are at least 18 years of age or older with current Youth Protection Training.

DISCOUNT FOR SIBLINGS

The fee for the second sibling that attends will be \$10 less than the camp fee, the third sibling \$20 less than the camp fee, and the fourth sibling \$30 less than the camp fee.

CAMPERSHIPS

No Scout should miss out on the opportunity to attend camp because of financial circumstances. Troops should make provisions in their planning to help youth earn money through unit fund raising projects to ensure that they can attend camp. The Northeast Iowa Council has some funds to help truly needy Scouts attend camp. Camperships are available for no more than 1/2 of the camp fee. Leaders of such Scouts may contact the Council Service Center for information. All campership information is kept confidential. **Funds are limited for camperships, and will be distributed on a first-come, first-served basis. (NEIC Scouts only).** Campership applications are found on the council website (www.scoutsiowa.org/scout-camp/), and are due by April 15.

CANCELLATIONS

If it is necessary for a Scout/troop to cancel a summer camp reservation prior to coming to camp, the refund request can be reviewed by the council camping committee by filling out a Hardship Application (found on the council website: scoutsiowa.org/scout-camp/). The form must be filled out and submitted to the Council Service Center no later than August 31, 2022. If instances of illness, death in the family, or move from the council territory make it impractical for the Scout to attend Camp Klaus, a partial fee may be refunded to the unit. **Fees are not refundable for homesickness.**

CAMP DEPOSIT

On August 1, the Council Service Center will start taking summer camp reservations for the next year. Units may reserve their spot using the reservation form, which can be found online or at the Council Service Center. A \$250 deposit is required, which secures your reservation for a specific week. It will be applied towards your troop's first 2 adult leaders. Requests for specific campsites may be made at the time the camp deposit is paid. **Every effort will be made to keep your troop in the campsite that you request, however, the camp program committee and Camp Director reserve the right to change your campsite for any reason.** The deposit is not refundable or transferable if the troop fails to attend camp.



Camp Check-In Times

Trails End	12:30 pm
Deer Run	1:00 pm
Twin Craters	1:30 pm
Owl Hoot	2:00 pm
Maple Grove	2:30 pm
Bloody Ridge	3:00 pm
Balanced Rock	3:30 pm

Check-In Agenda

- ◆ Check-In at Office
- ◆ Health Forms/Med check at office
- ◆ Camp Tour
- ◆ Swim Check
- ◆ Walk to Campsite
- ◆ Photo at Dining Hall
- ◆ Dining Hall Talk

We ask that all Scouts in aquatics merit badges or interested in aquatics-based activities arrive at camp in their swimming gear or change into their swimming gear upon arrival. Scouts not in aquatics merit badges or otherwise interested will not be required to complete a full swim-check.

Scouts and leaders should plan to arrive on Sunday afternoon at the troop's prearranged time as indicated above.

Scoutmasters should be prepared and have their troop there at the arrival time, unloaded in the parade grounds. This will help us to make check-in a smooth process with a minimum amount of wait time. Early arrival is encouraged, up to half an hour.

Each troop will be met by their assigned campsite counselor in the parade ground, who will stay with the troop throughout the day. He or she will guide the troop through check-in activities and conduct a tour of the camp for all campers.

We encourage your troop and Scouts to bring what you need to be comfortable at camp. We also, however, encourage Scouts to hike their personal gear to their campsites. This will teach Scouts the art of packing properly for an outing.

An adult leader and Senior Patrol Leader (SPL) from each troop must report to the check-in area at the parade grounds immediately upon arrival. They should be equipped with a completed troop roster, all medical forms, all other necessary permission forms. **All fees should be paid before camp through the Council Service Center.**

Troop photos beginning at 5:20, with dinner served at 6:00 p.m. **Please have your Scouts arrive early at the dining hall for flags, which are at 5:50pm.** The dining hall process will be explained during check-in. Please be on time and have your waiter selected ahead of time.

Prior to setting up camp, an inspection of all gear checked out and on the campsite must be conducted by the SPL, troop leader and the troop counselor. This means all tents, flies, program boxes, etc.

UNIT CHECK-OUT

Units will choose a check-out time for Saturday morning. Check-out is subject to the completion of the following check-out procedures and approval by the Camp Ranger and Camp Director.

- ◆ All equipment checked out from the Quartermaster must be returned clean and complete Friday evening or Saturday morning. The Ranger must sign your check-out sheet prior to office clearance.
- ◆ An inspection of the campsite must be conducted by the campsite counselor and troop Senior Patrol Leader. Any damages found must be reported to the office for clearance before the troop packet may be received.
- ◆ The adult leaders must settle any outstanding financial accounts (i.e. merit badge fees, damage fees, commissary charges, etc.). These cannot be charged against unit accounts at the Council Service Center or against anticipated refunds due.
- ◆ Finally, make certain you receive the packet containing medical forms, patches, and merit badge completions/partial paperwork. You are encouraged to ensure accuracy of the paperwork before your departure from camp.

INDIVIDUAL CHECK IN/OUT

All Scouts and leaders that either arrive or leave camp during the week **must** check-in or out through the Camp Office. Scouts must have a written release approved by the **troop leader only** and present it to the Camp Director. A "Scout Leaving Camp Early" report is required before check-out. This is essential in case of a camp emergency requiring a troop/camp roll call.



Personal Equipment List

Clothing Items

- ☐ Scout Field Uniform
- ☐ 7-10 Pairs of Socks
- ☐ Sweater or Jacket
- ☐ Swimwear and Towel
- ☐ Rain Gear
- ☐ 7-10 Sets of Underwear & T-shirts
- ☐ Hiking Boots/Gym Shoes
- ☐ Shorts
- ☐ Rugged Jeans or Pants

Camping Gear

- ☐ Sleeping Bag
- ☐ Ground Cloth
- ☐ Pack or Duffel Bag
- ☐ Water Bottle
- ☐ Book Bag
- ☐ Dirty Clothes Bag
- ☐ Bedroll

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
- ☐ Fishing Gear
- ☐ Compass
- ☐ Sunscreen (SPF 30+)/Bug Spray
- ☐ Camera
- ☐ Spending Money

Merit Badge Items

- ☐ Merit Badge Pamphlets
- ☐ Scout Handbook
- ☐ Notepad & Pen
- ☐ Other items as required (p. 16-20)

VERY IMPORTANT

- ☐ Signed and completed BSA Medical Form
- ☐ Prescription Medications

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

Troop Equipment List

We encourage your troop and Scouts to bring what you need to be comfortable, within reason. However, we do encourage Scouts to hike their personal gear to their campsite.

- ☐ American Flag & Flag Stand
- ☐ Troop First-Aid Kit
- ☐ Handbooks
- ☐ Lanterns
- ☐ Map & Compass
- ☐ Patrol Cook Kits
- ☐ Troop/Patrol Flag & Flag Stand
- ☐ Camping Chairs/stools
- ☐ Water Cooler
- ☐ Dining Fly
- ☐ Woods Tools
- ☐ Camp Stove

Other Points of Note Before You Arrive

CAMP HOUSING

Camp Klaus provides the following at each campsite: two-person tents on wooden platforms, cots (2 per tent), flag-pole, latrine-washstands, picnic tables, and a fire ring. The standard for sleeping is 30 square feet per camper in each tent. Troops wishing to bring their own tents may do so as long as it meets BSA standards for size and safety. **Tent platforms are not to be moved off their foundations!** Leaders, male or female, camp with their units only in the assigned campsite areas. Please remember that all BSA Privacy Standards must be followed when it comes to the sharing of tents. Should units need to share campsites, male and female troops will not be mixed. However an exception will be made in the case of those troops who share a charter organization. In this case, unit leaders will be responsible for following youth protection guidelines. No facilities are available for use of personal camper-type vehicles. Camping in vehicles in the parking area is prohibited. No RV's are permitted in camp.

UNIT LEADER'S PRE-CAMP MEETING AND VIDEOS

Information and questions will be outlined and shared through a Pre-Camp Meeting (likely during the NEIC Camporall) and also shared in an informational video to be presented at a later date. This meeting and video will highlight important information and changes coming to Camp Klaus for 2022. If you have any questions before then, please call the Council Service Center at (563) 556-4343.



Camp Klaus Facilities



MAIL SERVICE

Mail is picked up daily from the mailbox and will be distributed to adult leaders during the morning Leader's Meeting. Leaders may ask for mail early.

Camp Mailing Address

Camp C.S. Klaus
(Scout's Name & Troop #)
28157 Horseshoe Rd.
Greeley, IA 52050

TELEPHONE

The camp telephone is used for camp business only - it is not available for personal calls. Encourage the parents of your Scouts to write, but not to call, except in the case of an emergency.

Emergency calls may be made to the camp at (563) 856-3845

Messages will be relayed as soon as possible.

Non-emergency calls may be made to the Council Service Center at
(563) 556-4343



DAMAGE TO EQUIPMENT

Each unit will be responsible for equipment provided for their use by the camp. Any damage to equipment because of abuse, whether willful or as a result of negligent or imprudent practices, will be charged to the troop.

LOST AND FOUND

The camp lost and found box will be located at the Camp Office. Leaders need to remind Scouts to have their personal effects marked with name and troop number. Each Scout needs to take care of and safeguard their personal property. Do not take valuables to the program areas or leave them lying unattended around camp. **Camp is not liable for any lost items.**

QUARTERMASTER SUPPLIES

Toilet paper, trash bags, and various tools and equipment may be obtained from the Commissioner. 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 on Saturday.



HEALTH LODGE

A qualified Health Officer is on duty at all times. In the event of serious accident/illness, the person will be taken to a clinic or hospital in Manchester, Iowa. Parents will be informed if the Scout needs extensive care.

SHOWER HOUSES

Each shower stall has its own entrance and is private.

MAINTENANCE OF CAMP PROPERTY

The Camp Ranger and Council Properties Committee will work with the Camp Director to maintain the facilities of Camp Klaus. In the event you discover the need for repairs (i.e. broken board on a tent platform), please report the problem to the Commissioner.

FOOD IN CAMPSITES

Troops are invited to bring any permissible food with them in their trailers. ALL CAMPERS AND LEADERS ARE ADVISED TO NOT KEEP FOOD IN THEIR TENTS. Wildlife, especially raccoons, are infamous for searching for food wherever it may be found in a campsite, *including occupied tents.*



Troops and Campsites

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 the Patrol Leaders to function 24 hours a day - keeping patrols together, using regular organization "Youth-Led Leadership". When youth-led leadership develops in your troop, your job becomes easier and even more fun.



SENIOR PATROL LEADER (SPL)

The SPL should stay current on all special activities in camp and keep the Patrol Leaders informed of them. The SPL fulfills the leadership role in camp the same as in the year-round program, seeing to it that the 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.

TROOP TRAILERS

Troops are welcome to bring their trailers to camp. Each trailer will be hauled to the campsite by a designated staff member with the camp truck. For this reason, troops should limit their equipment to only items that will be used at camp. Please help decrease the weight in your trailer so coming back down the hill is not dangerous for our staff. Also, please note that if your trailer is deemed too large for our equipment or roads, you may be asked to transfer your equipment to the camp truck for transportation to the campsite. Please contact camp leadership for questions and specifications.

COOKING IN CAMPSITES

There will be three meals cooked in the campsites, scheduled for Tuesday evening, Wednesday morning, and Wednesday lunch. Food and milk will be provided to your campsite before each meal, but **troops may choose to bring supplies to enhance the meal!** Please see the week menu for additional details.

There are cooking kits, dutch ovens, and frying pans available for check out from the Commissioner (but troops are encouraged to bring their own stoves or dutch ovens to cook with).

Tuesday evening has been set aside for your troops to cook in their campsites and do other activities as a troop or patrols. Staff will not be assigned to eat in the campsites, but you might wish to invite staff members to dine with you. Be sure to inform the camp cook, campsite counselor, or the ranger of any extra guests.

CAMPSITE INSPECTIONS

Each campsite will be inspected daily according to the procedures outlined in the Boy Scouts of America Camp Health and Safety manual No. 19-308.

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

The Camp Commissioner will provide guidance on inspection procedures at the opening Scoutmaster's meeting on Monday morning. Questions and concerns may be addressed at this meeting or subsequent morning Scoutmaster's meetings throughout the week.

At the end of the week, the most well-kept campsite will qualify for a Camp Klaus Golden Tent Stake Award.

TRASH DISPOSAL

Trash and recycling bags are provided to help keep the campsite clean. Trash will be picked up from the campsites daily by a designated staff member. Trash bags should be placed next to the campsite sign 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.

CAMPSITE SECURITY

At times during camp when everyone is involved in a camp-wide program, it is advised that each unit have one adult remain in the campsite.



Troop Leadership

TROOP LEADER'S MEETING

Scheduled each morning after breakfast on the porch of the Camp Office.

TROOP LEADERSHIP

Each troop in camp must be under the leadership of **at least two unit registered adults, two of whom must be at least 21 years of age or older** with **current Youth Protection Training**. It is desirable that the regular Scoutmaster be the camp leader, but if the Scoutmaster is unable to attend full time, the troop committee should name a Camp Scoutmaster. The Camp Scoutmaster works through the Senior Patrol Leader in developing and scheduling the troop's program, participates in the daily Troop Leader's meeting following breakfast and assigns and coordinates responsibilities of all adult leadership for the troop.

Each adult leader pays the \$125 fee (the \$250 campsite deposit pays for the first two leader's fees). All leaders need to check in at the camp office upon arrival and departure from camp. Each leader staying in camp must have a BSA Annual Health & Medical Form (including part C) on file in the Camp Health Lodge. All troop leaders are responsible to the Camp Scoutmaster and assume any assignments made by them.

YOUTH PROTECTION — ADULT SUPERVISION

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.

All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders with the unit. The 72 hours need not be consecutive.

WHAT THIS MEANS FOR YOU:

Outside of adults dropping off Scouts, picking up Scouts, or visiting on Visitor's Night, all adults at Camp C.S. Klaus needs to be registered with the unit they are a camp leader for.

Registration includes the completion of a criminal background check (CBC) and Youth Protection Training before the activity (CBCs cannot be expedited).



ADULT LEADER TRAINING

Summer camp is a great time for new and experienced leaders to get trained. An opportunity will be provided each week for Scout leaders to take part in a variety of adult leader training while at camp. We encourage all leaders to participate. Keep an eye out for announced opportunities on our website and social media!

WHILE AT CAMP

- ◆ If a leader has a special skill or knowledge about a certain merit badge and would like to assist or train, call the Council Service Center to express interest, or see the Camp Director during the week. Leaders are encouraged to volunteer to assist Program Area Directors in conducting merit badges they have a comfortable level of knowledge or skill in!
- ◆ Extra leaders in a troop are encouraged to accompany the BASE Camp program, but leaders are invited to help with any area.
- ◆ Leaders may also use their time in service projects essential to Camp Klaus. If interested, contact the Ranger or Camp Director during the week.

Health and Safety Policies

Camper Health

COMMUNICABLE DISEASES

Please visit the Northeast Iowa Council's website at www.scoutsiowa.org for the latest information on current policies regarding communicable diseases and their impacts on Camp Klaus.

HEALTH AND ACCIDENT INSURANCE

The Northeast Iowa Council, Boy Scouts of America currently provides accident and sickness insurance for campers registered within the Northeast Iowa 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. All accidents and illnesses must be reported to the Health Officer and recorded in the Camp Health Log so that we can help document care in support of insurance claims. Records will be maintained in the Health Lodge and signed by the staff member in charge of Health and Safety.

ANNUAL HEALTH & MEDICAL RECORD

The Annual Health and Medical Record is required for all BSA activities, with all sections (A, B, and C) completed for any outing lasting longer than 72 hours or involving strenuous activities.

HEALTH LODGE

A qualified Health Officer is on duty at all times. In the event of serious accident/illness, the person will be taken to a clinic or hospital in Manchester, Iowa. Parents will be informed if the Scout needs extensive care.

MEDICATION (DOCTOR PRESCRIBED)

If a camper must take doctor prescribed medicine this must be turned into the Health Officer and will be kept under strict supervision. Written instructions must be included with the Scout's name, medication name, time to be administered, and quantity to be administered. The Allergies/Medications Consent Section on Part B of the BSA Annual Health & Medical Record **MUST** be filled out by a parent/guardian and turned in at check-in. Scoutmasters can also choose to keep track of medications and administration times after talking with the Camp Health Officer. Any medication that needs to be refrigerated will be kept in the Health Lodge.

If a camper must take or carry on him or her self-administered medicine such as an Epi-Pen or an inhaler, the parent **MUST** check "Yes" or "No", authorizing your Scout to take or carry self-administration medicine at all times and can be found under the Allergies/Medications Consent Section on Part B of the BSA Annual Health & Medical Record.

We encourage troops to have the medication scheduling form filled out before they check-in (see page 30).

MEDICATION (OVER THE COUNTER/NON-PRESCRIPTION)

Several non-prescription medications are available at the Health Office. By signing the Allergies/Medications Consent Section on Part B of the BSA Annual Health & Medical Record, you are allowing the Health Medical Officer to dispense any over the counter/non-prescriptions to your Scout at camp.

(The Official BSA Medical Form can be found at <https://www.scouting.org/health-and-safety/ahmr/>.)





DRESS CODE

Scouts will be asked to wear the Scout field (class-A) uniform to flag lowering, dinner, chapel service, flag retirement, during visitor night, at announced special events, and at campfires. At all other times, with the exception of Aquatics, youth and adults are expected to adhere at a minimum to the style of the Scouts-BSA activity (class-B) uniform (allowing for untucked shirts). That is, a regular-fitting T-shirt and shorts or pants (and capris)

Swimming attire must be modest and appropriate.

If there are any questions concerning swim-wear choices, communicate them with camp leadership or professional staff prior to arrival at camp. By registering for Camp C.S. Klaus, youth and adults acknowledge they have read and understood this policy, and any violations found in-camp will be addressed immediately by camp leadership or professional staff.

Camp Safety

DISCIPLINE

The Unit Leader and assistants 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 member and will refer them to the camp 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.**

PETS

Pets are not permitted at camp. This applies to both campers and visitors. The only exception is service animals. Any animals visiting must be discussed with camp leadership prior to arrival at camp.

LIQUID FUEL

BSA policy permits use of liquid fuels only under the direct supervision of a knowledgeable adult. Liquid fuels can only be stored in the campsite when the troop has a trailer in which the fuel can be locked. Otherwise, there is an approved fuel storage area at the Quartermaster.

WEATHER EMERGENCIES

In the event of impending severe weather, campers will be notified by program area staff and campsite counselors. The Camp Ranger will drive a vehicle through camp to notify campers. Staff will instruct the camp sites to proceed to the nearest severe weather shelter. There are three concrete weather shelters located on the hill near the campsites, as well as in the basements of Munter Lodge and the Visitors Center.

In the event of sudden, severe weather, the siren will sound continuously. All campers shall take cover immediately in a ditch or other low area. The all clear signal will be a series of on and off siren calls. Everyone should report to the Parade Grounds so Campsite Counselors can account for all campers and leaders following the all clear signal.

Sunday afternoon following dinner will be a camp-wide, severe weather drill to discuss and practice camp's safety procedures for inclement weather and other hazards.

SMOKING, ALCOHOLIC BEVERAGES, ILLEGAL DRUGS

Alcoholic beverages or illegal drugs of any type will not be tolerated in the council camps. Possession can result in immediate dismissal from the camp property. There will be no refund of unused camp fees. Scout leaders need to inform parents of this policy so no alcoholic beverages or illegal drugs are brought in on Family Night.

**AUTOMOBILE POLICY**

All cars/trucks must be parked and remain in the central parking lot. No one is to ride in the back of a truck (i.e., all riders must be wearing seat belts in the cab). This includes transporting to and from camp.

FIREARMS, AMMUNITION, BOWS AND ARROWS, SHEATH KNIVES

The camp will have available all rifles, ammunition, and bows and arrows needed for use as part of the camp program. Personal equipment and ammo is not allowed in camp. Exceptions for personal bows may be made on a case by case basis, at the discretion of the Field Sports Director and Camp Director. Scouts are not allowed to have non-folding sheath knives. Throwing stars/martial arts weapons are not allowed at camp.

FIREGUARD PLAN

In case of fire, the Camp Director is to be notified immediately. Each unit is to use the Fireguard Plan furnished by the camp. The Camp Director will contact the Fire Department. All campers are requested to stay clear of the fire area. The Camp Ranger will travel throughout the camp with the vehicle's emergency siren activated. All Scouts and adults will report to the Parade Ground flagpole area. Leaders should assemble their Scouts in a safe area and take a roll call.

**FIREWORKS**

Fireworks of any kind are not allowed in camp. Violation of this rule may lead to immediate dismissal from camp.

OPEN FLAMES

It is recommended that no open flame be used in a campsite with the exception of troop or patrol campfires or cooking fires that are attended while they are burning. Open flames (i.e. candles, sterno, kerosene lanterns, etc.) are strictly prohibited in tents or cabins.

OUTDOOR HAZARDS

In any trip to the outdoors the camper may encounter biting insects and poisonous plants or animals. Each parent should familiarize themselves and their youth with poisonous plants and biting insects, especially poison ivy and mosquitos. The effects of poison ivy, ticks, etc., can be minimized with good personal practices. All injuries of this type should be reported to the Camp Health Officer for treatment and recording.

FEMININE HYGIENE

While Scouts are responsible for their own necessary hygienic supplies, we acknowledge that unexpected situations arise. Campers may expect dispensaries discreetly located in female-specific restrooms, located throughout camp.

Camp Klaus Dining

MEALS IN MUNTER LODGE

Camp C.S. Klaus is known for its plentiful and mouthwatering meals. Troops should be gathered for a flag ceremony in front of Munter Lodge before breakfast at 7:50 a.m. and before supper at 5:50 p.m. Lunch begin serving at 12:00 p.m. Please note that **Scout field uniforms** should be worn for evening meals. Waiter and cleanup procedures will be explained to each unit upon check-in.

MENUS AND SPECIAL MEDICAL DIETARY CONCERNS

Menus have been carefully planned by our camp cook and have been approved by a registered dietician. A copy of a sample weekly menu can be found on page 26. If anyone in your unit has special medical dietary restrictions, **please notify the Council Service Center when you register for camp** so reasonable accommodations may be made. Any Scout with special dietary medical restrictions should also introduce themselves to our camp cook and clarify or confirm any necessary accommodations before the first evening meal.

TABLE WAITERS

For each meal, a unit must assign waiters to ensure tables and areas surrounding tables are clean after units have eaten. Your unit determines the rotation of who serves as your waiter. It is recommended that each table have two waiters for all three meals. Waiters must have clean hands and a clean shirt.

STAFF TOKENS

Each staff member has carefully chosen an artifact, also known as the Staff Token, which represents them for the morning and evening meals. Waiters will have the responsibility of choosing the tokens to have staff dine with them. Waiters should be sure to get to Munter Lodge early to claim their favorite staffers. Please show respect when handling staff tokens, as they are the personal property of staff.

TRADING POST

The Camp Klaus Trading Post is stocked with those items necessary to assist Scouts in the successful pursuit of skills and badge work (merit badge books, craft supplies, etc.) as well as snacks, toiletry/personal hygiene items, t-shirts, patches and camping gear. Hours will be posted at the Trading Post.

Camp Program

MONDAY NIGHT GAMES

Monday night games will be held after dinner in the parade grounds. Campers will compete in individual and group events to earn points for a week-long inter-troop competition. Winners will earn for themselves a prize at the end of the week and will be the envy of the camp!

TUESDAY NIGHT ACTIVITIES

On Tuesday evening, your troop will have the opportunity to work together by preparing the evening meal in their campsite. After dinner, troops are encouraged to join the staff for a non-denominational worship service followed by a flag retirement ceremony.



WEDNESDAY NIGHT ACTIVITIES

Our Wednesday night activities include the ever-popular Camp Klaus Water Follies. During Water Follies, Scouts from your troop will compete in a variety of activities for the much coveted “Golden Paddle” Award.

THURSDAY—FAMILY/VISITORS’ NIGHT AT CAMP

Thursday evening is Family/Visitors’ Night. Families and visitors are welcome to arrive at Camp Klaus beginning at 5:00 p.m. Camp Klaus encourages all families and visitors to visit their Scout's campsite, the waterfall area, and the program areas. Scouts and families will gather at the parade grounds at 8:30 p.m. for the campfire and Order of the Arrow call-out ceremony. The program will conclude by 10:00 p.m.

Camp C.S. Klaus will offer a family night meal at Munter Lodge from 5:00-7:00 p.m. **Please submit the estimated number of campers, leaders and parents that will be eating Thursday night when you register for camp.** Meals are \$10.00 for adults, \$5.00 for children 10 and under.

VISITORS

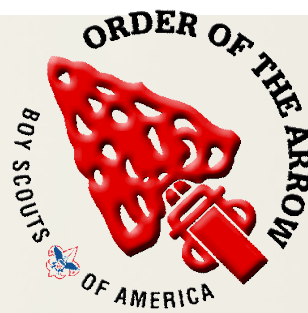
ALL VISITORS MUST CHECK IN AND OUT at the Camp Office. The meal cost per day is \$20.00, and includes breakfast, lunch and dinner. No pro-rated meals please. All visitor meals must be paid for at the Camp Office prior to the meal—failure to do so may result in the cook being unable to issue food due to supply.

FRIDAY EVENING MERIT BADGE ROUNDUP

Friday evening will allow Scouts the opportunity to complete any last requirements to earn their merit badges for the week. Scouts having already completed their merit badges can meet in the parade grounds for games before the closing campfire.

ORDER OF THE ARROW

The OA members ice cream social will be on Monday night. The Order of the Arrow will ask for volunteers to assist with the Thursday night program and to help with making the campfires. The Call-Out Ceremony will be on Thursday night, and instructions will be given to leaders during the leader’s meeting. Note for out-of-council troops: Please see the OA’s Guide for Officers and Advisers to secure proper permission for an out-of-council call out. If this is not done, we will not be able to call your Scouts out at Camp Klaus.

**CHAPEL SERVICE**







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.

FLAG CEREMONIES









Camp-wide flag ceremonies will be at 7:50 a.m. and 5:50 p.m. in front of Munter Lodge before breakfast and dinner. All Scouts are expected to attend and look presentable. Additional flag ceremonies will happen throughout the week in the parade grounds and will be noted on the program schedule. Each campsite is also equipped with a flag pole.

Family/Visitors’ Night Activities

5:00-7:00	Supper in Munter Lodge
6:00-7:30	Open Climb
6:00-7:45	Field Sports Open
6:00-8:00	Ecology and Handicraft Building Open
8:15	Troop Assembly @ Parade Grounds
8:15	Visitors Assemble @ Campfire
8:30	Campfire & Order of the Arrow Callout
	<i>**All Activities Subject to Change</i>

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional	Other
American Business		Trading Post	3rd year campers and older	Req. 3b		
Archery		Field Sports	All Scouts	Practice is recommended before qualifying.		Class is limited to 16. Older Scouts will have priority.
Art		Handicraft	All Scouts		A sketchbook is recommended	
Astronomy		Ecology	All Scouts			Late night stellar observations.
Camping		Scoutcraft	2nd year campers and older	Req. 9, Equip for 5, 7, 8		
Canoeing		Aquatics	2nd year campers and older	Must have passed blue swimmer test		Limited to 10 Scouts**
Chess		Eagle Quest	All Scouts			
Citizenship in the Nation		Eagle Quest	First Class or higher	Req. 2, 8		Class is limited to 15. Older Scouts will have priority.









Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional	Other
Climbing		Tower	3rd year campers and older	Be in good physical condition.		Class is limited to 12.
Communications		Eagle Quest	First Class or higher			Class is limited to 10. Older Scouts will have priority.
Emergency Preparedness		Scoutcraft	2nd year campers and older	Req. 1, 2c, 6c, 7, & 8b	First Aid Kit, Emergency Kit (can be purchased at camp Trading Post)	
Engineering		Scoutcraft	2nd year campers and older	Bring item for requirement 1		
Environmental Science		Ecology	3rd year campers and older			
First Aid		Eagle Quest	First Class or Higher			
Fishing		Ecology	All Scouts			Encouraged to bring your own pole.
Forestry		Ecology	All Scouts		Hand-held notebook	Offered with Nature Merit Badge








Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Game Design		ALC	All Scouts			
Golf		ALC	All Scouts		Bring own Clubs. Tee and Ball	
Kayaking		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		Limited to 8 Scouts**
Law		Eagle Quest	3rd year campers and older			
Leatherworking		Handicraft	All Scouts		Project materials (\$5-\$10) Purchase at camp Trading Post	Class is limited to 16.
Lifesaving		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		
Nature		Ecology	All Scouts			Offered with Forestry Merit Badge
Painting		Handicraft	All Scouts			

Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Personal Fitness		Eagle Quest	2nd year campers and older	Req. 1b & 8		Be in good physical condition.
Photography		ALC	All Scouts		Scouts must bring digital camera	
Pioneering		Scoutcraft	3rd year campers and older			
Pulp and Paper		Handicraft	All Scouts	Req. 7		
Reptile & Amphibian Study		Ecology	2nd year campers	Req. 8		
Rifle Shooting		Field Sports	STRONG RECOMMENDATION: 2nd year campers and older	Practice is recommended before qualifying.	\$10 activity fee for ammunition and targets to complete badge requirements.	Class is limited to 16. Older Scouts will have priority.
Rowing		Aquatics	All Scouts	Must have passed blue swimmer test.		Limited to 6 Scouts**
Salesmanship		Trading Post	2nd year campers			

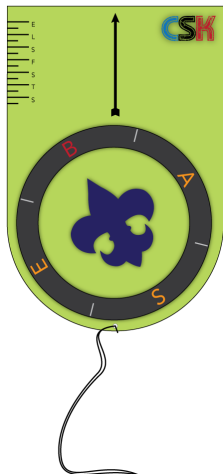
Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Sculpture		Handicraft	All Scouts		\$8 activity fee for materials required for badge	
Shotgun Shooting		Field Sports	STRONG RECOMMENDATION: 3rd year campers and older	Practice is recommended before qualifying.	\$40 activity fee for ammunition and clays required for badge (~100 rounds)	Class is limited to 8. Older Scouts will have priority.
Signs, Signals, and Codes		Scoutcraft	2nd year campers and older			
Space Exploration		Ecology	3rd year campers and older	Req. 5a	\$10 fee for rocket	
Swimming		Aquatics	All Scouts	Must be a blue swimmer		Limited to 20 Scouts
Wilderness Survival		Scoutcraft	2nd year campers and older	Req. 5 (prepare and bring a survival kit)		Overnight
Wood Carving		Handicraft	2nd year campers and older	Must have earned Totin' Chip.	Scout must have their own pocket knife. Project materials bought in TP (\$5).	Class is limited to 10. Wood carving materials are available at TP

Unless otherwise stated, each merit badge will be limited to 15 youth participants.

BASE Camp — “Beginning Advancement Skills for Eagle” Our First Year Camper Program

This program will continue to meet the needs of your troop’s newest Scouts in their first trip to Camp Klaus. In addition to working on some basic requirements, Scouts will develop a strong foundation in Scouting centered around skills and hands-on activities. A large part of this program is to teach our newest Scouts the meaning of leadership and provide them with fun opportunities in their own BASE Camp site.



During the full-day program, the new Scouts will work on selected Tenderfoot through First Class requirements, the Scouting Heritage merit badge, Fingerprinting and Indian Lore. Additionally, BASE Camp Scouts will have the opportunity to experience unique areas of camp, such as the Climbing Tower and Ice Cave, and discover what Klaus has to offer the next year they come to camp.

Please note: Rank requirements will not be signed off by the staff personnel. That will be left up to the discretion of the Scout’s troop leaders. A summary sheet of requirements covered will, however, be provided to unit leaders.

BASE Camp borrows from Baden-Powell’s Brown Sea traditions. Scouts will become part of patrols within the group, and instead of just practicing the skills necessary for rank advancement, they will put them to practical use building gadgets in their site and putting them to the test. We also encourage fun and letting first-year Scouts experience something in every program area of camp.

We are always excited to offer this program and feel that BASE Camp is the perfect way to get new Scouts integrated into the Scouts BSA Program while still having a bunch of fun!

Please note: Scouts will not be taking the Swimming merit badge while in BASE Camp. Instead the Scouts will be working on the swimming requirements through first class.

Cave Exploration—Now Part of COPE!

We’re pleased to announce a new activity coming to COPE this year—Cave Exploration! Camp Klaus is home to a handful of natural caves, one of which all will be familiar with—the Ice Cave!

Our staff is excited to provide Scouts the opportunity to once again explore some of the other natural wonders afforded to us by the land at Camp Klaus.

Scouts interested in partaking in the caving portion of COPE this year should be comfortable climbers and be willing to navigate tight spaces with others.

We’re looking forward to seeing you—in the caves at Camp Klaus!



Project COPE (Challenging Outdoor Personal Experience)

Do challenges such as The Whale, Zip-Line, Giants Ladder, or Artesian Beams, sound like fun to you? Then be sure to check out COPE. COPE comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated activities. Low COPE events involve a group effort in which participants climb, swing, balance, and jump as well as think through solutions to a variety of challenges. Most participants find they can do much more than they initially thought they could.



A Project COPE course provides an opportunity for each participant to achieve success as an individual and as a member of a patrol or team. The activities are not designed to be competitive or to be races against time. The objectives include building teams; solving problems; making decisions; and developing trust, communication, leadership, and self-esteem as team members cooperate to achieve goals upon which they have agreed. The course is designed to foster personal growth in a shorter length of time than anything most people have experienced.

Participation at Camp

- ♦ All youth ages 14 and older can participate in COPE. We encourage leaders to join their Scouts at COPE.
- ♦ Additional troop or group participation will be determined on a week-to-week basis. Troops can express interest to the COPE Director or Program Director during check-in and will be accommodated based on instructor availability.

Log Rolling—Not Just for Lumberjacks

Log Rolling is the newest addition to the Aquatics area. Your goal is to run (roll) on top of the log for as long as possible before tumbling off. This activity was introduced at the end of the camping season in 2020, and those that had the chance to try rolling, found it to be addicting!

Besides being a lot of fun, log rolling is a great low-impact and strength-building exercise. It requires physical strength as well as mental stamina. The log rolling activity dates back to the beginning of the logging industry and requires primal strength and balance.



Merit Badges

MERIT BADGE INFORMATION

Merit badges are earned by demonstrating that Scouts have acquired skills, not merely listening to a lecture or watching others do something. The Scout leader's role is an important one in helping our Scouts "Be Prepared." After the Scout determines their goals, the Scoutmaster can help them prepare for camp; ensuring the Scout will be prepared to "Do My Best."

MERIT BADGE SESSIONS

Unless otherwise stated, each merit badge will be limited to 15 youth participants.

MERIT BADGE/PROGRAM SIGN-UP

Registration for merit badges and other programs is through an online system on the council website (<http://www.scoutsiowa.org/>). The schedule will be up by **April 3rd**, and Scouts will be asked to fill in their merit badges.

RANK AND AGE REQUIREMENTS

The Boy Scouts of America have no set age or rank requirements for working on merit badges (except a very few badges which list a prior award as a part of the requirements). It is very important, therefore, that Scout leaders guide their Scouts in making decisions on which badges to work on. Some merit badges are very easy and are ideal for newer Scouts; some are difficult and should be left until a Scout is a bit older.

PLANNING

Merit badges at camp are offered on a schedule, to allow for more intense instructional time. Scout leaders are encouraged to assist each Scout in the planning and preparation of the merit badges which the Scout wishes to take. Most merit badges have pre-camp preparation.

Counselors are available in program areas from 9:00 a.m. until 11:50 a.m. and from 2:00 p.m. until 4:50 p.m. each day. On Thursday, program areas will close at approximately 4:00 p.m. in preparation for Family/Visitors' Night. Most merit badges at camp require the Scout to attend class every day AND complete work outside of merit badge class. Aquatics and Field Sports Merit Badges are offered in 80 minute sessions rather than 50 minute sessions.

SCOUTMASTER ROLE

The Scoutmaster is the first and last step in the merit badge process. They talk to a Scout to determine needs, level of interest, amount of preparation, and helps guide the Scout to meaningful badge work. The Scoutmaster must approve a Scout to start a merit badge, and when the Scout is finished, the Scoutmaster must certify its completion. If changes to the merit badge list or schedule are deemed necessary, leaders will be notified.

CREDIT FOR MERIT BADGES

On Saturday morning, the Scoutmaster will pick up all merit badge completion and partial forms at the Camp Office. **Records will be kept at the Council Service Center.** Partial completion forms from other years at camp will be accepted.

COMMISSIONER AWARDS

All of these awards are moderated and awarded by our Camp Commissioner. Be sure to speak with them to receive a requirement list for each award.

- ♦ **Golden Tent Stake Award:** This award is given to the campsite who has the best average score from the daily campsite inspection.
- ♦ **Baden-Powell Troop Award:** This award recognizes troops in camp who demonstrate Scouting spirit and skill. This award can be earned annually by any unit who meets the requirements.
- ♦ **Camp Klaus Warrior Award:** This award is given to individual Scouts who complete a set list of requirements challenging them to experience all that camp has to offer.
- ♦ **Scouting Merit Award:** This award engages Scouts of all ages and stages, encouraging them to explore every program area at Camp Klaus.
- ♦ **Scoutmaster Merit Badge:** A favorite among leaders. Some aspects of this badge are challenging while others are downright goofy. This is an award for leaders who want to experience camp just like their Scouts.

OPEN PROGRAM TIME OFFERINGS

Throughout the day, and during scheduled times from 4-5 p.m. each day, areas are open and offer a variety of activities including Open Shoot and Open Swim, among others. Be sure to listen during mealtimes in Munter Lodge for points of interest regarding these events.

ADDITIONAL AWARDS/ACTIVITIES

Be sure to send Scouts to Scoutcraft for awards such as Totin' Chip or activities like the Scoutcraft Olympics. Help Ecology find the Snipe or Tree of the Day. Participate in a challenge at Archery, or climb a challenge route at the Climbing Tower. Join Aquatics for the Polar Bear Swim or participate in the mile swim or paddle boarding awards. Other awards and activities will be presented throughout the week as they become available, so stay tuned!

For leaders, our Climbing Tower offers Climb On Safely for leaders who prefer training with a person instead of a computer. Additional training opportunities include Safety Afloat, Safe Swim Defense, and an introductory course on Low COPE. Talk to the Camp Commissioner at the Troop Leader Meeting to sign up for one of these training opportunities. Keep an eye out more announcements about available trainings!



2022 Camp C.S. Klaus Scouts BSA Program Schedule							
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00 AM			Polar B ear Swim	Breakfast on the Hill			Breakfast and Check Out. Safe Travels!
7:50 AM		Flag Raising	Flag Raising		Flag Raising	Flag Raising	
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast		
9:00 AM		Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	
10:00 AM							
11:00 AM							
12:00 PM		Lunch	Lunch	Lunch on the Hill	Lunch	Lunch	Abbreviation Key: DH = Dining Hall PG = Parade Grounds TP = Trading Post
1:00 PM	Welcome! Troop Check-In, Med Checks, Swim Checks, Camp Tour, Safety Talks, Troop Photos	Program Areas Closed, Sports Tournaments (PG)			Staff vs. Scoutmaster Volleyball		
2:00 PM		Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open		
3:00 PM							
4:00 PM							
5:00 PM	Flag Lowering (5:30) and DH Procedures		Supper on the Hill		Visitor Night Activities & Programs		
5:50 PM		Flag Lowering		Flag Lowering		Flag Lowering	
6:00 PM	Supper	Supper		Supper		Supper	
6:45 PM							
7:00 PM	SPL and SM Meeting (PG)	Monday Night Games		Water Follies	5:00-7:00 Dinner (DH)	Merit Badge Roundup	
7:30 PM	Emergency Drills at Parade Grounds						
8:00 PM		Chapel (8:10-8:30)			6:30-7:30 - Open Climb & Open Shoot		
8:30 PM		Flag Retirement Ceremony			8:30 - Campfire		
9:00 PM	Flag Lowering (PG) and Opening Campfire	OA Ice Cream Social	BASE Camp Scouting Heritage	Movie Night	9:00 - OA Ceremony	Flag Lowering (PG) and Closing Campfire	
9:15 PM							

2022 Program Schedule

2022 Tentative Menu

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast		Breakfast pie Toast/Bread Cold Cereal Hot Cereal Fruit Juice Milk	Pancakes Sausage Links Applesauce Cold Cereal Hot Cereal Fruit Juice Milk	Sausage Patty Egg Patty Cheese Bun Cold Cereal Hot Cereal Oatmeal Fruit Juice Oranges Milk (meal on hill)	Baked French Toast Sausage Cold Cereal Hot Cereal Fruit Juice Milk	Scrambled Egg Ham Cold Cereal Hot Cereal Muffin Juice Milk	Cinnamon Roll Cold Cereal
Lunch		Chicken Nuggets Tator Tots Corn Relishes Peaches Bar	Walking Taco-2 Taco Meat Taco Chips or Shells Relishes Cookie Bar	Cold Cut Sandwiches (2) Bread Chips Apples Cookie (meal on hill)	Hot Dog on bun Fries Relishes Apple Dessert Pears	Mac and Cheese Peas Mixed Fruit Relishes Cookie Bar	
Supper	Chicken Cordon Bleu Baked Potato Green Bean Pudding	Goulash Garlic Bread Carrots Cake	TBD (meal on hill)	Ham and Scalloped Potatoes Mixed Vegetables Brownie	Burger or Brat Pasta Salad Coleslaw Baked Beans Chips Cake	Roast Pork Mashed Potato Gravy Corn Ice Cream	

Breakfast in Dining Hall will have assorted fresh fruit, fruit juice, milk and water—coffee will be available for adults. Lunch in Dining Hall will have juice, milk, water, unsweetened iced tea—coffee will be available for adults. Supper in Dining Hall will have juice, milk, water, unsweetened iced tea; the following is available on tables; bread, butter, jelly, condiments and peanut butter.

If available, salad Bar may include: lettuce, diced onion, tomato, green pepper, croutons, bacon bits, ranch, French or vinaigrette dressings and a hot soup option

Meals on hill are packed and sorted in Dining Hall by unit/campsite and taken to sites by Vehicle, milk comes up approximately 15 minutes before meals. After all meals on hill, containers with remaining food should be returned to Dining Hall and garbage should be taken to road side in campsite for pick up. Any special requests should be made in advance to the Camp Health Officer, Cook and Director when you register for camp.

COUNSELOR-IN-TRAINING

The aim of the Counselor-In-Training (CIT) program is to provide 14 - 17 year-old Scouts with the proper setting for a week of limited educational training to work with the resident staff. The program gives a Scout the opportunity to present and develop his/her instructing and leadership skills. It also provides the Program Area Directors, Program Director and Camp Director an opportunity to work with the young Scout in preparation for being a staff member in future years.

Qualifications

- ◆ Be at least 14 years of age
- ◆ Have an interest and knowledge of skills in the camping area
- ◆ Have a complete field uniform (includes Scout shirt, Scout shorts/pants and Scout socks)

Responsibilities

- ◆ Report to the Commissioner
- ◆ Participate in staff meetings
- ◆ Adhere to all policies and requirements as stated in the resident camp staff guidebook
- ◆ Carry out responsibilities in assigned areas
- ◆ Carry out other responsibilities as required

Other

- ◆ CITs will receive one Camp Staff t-shirt (*must apply by June 1st to receive a shirt*)
- ◆ An evaluation is given to the CIT Saturday morning
- ◆ CITs will be able to check out of camp in the morning on Saturday, after assisting with duties
- ◆ There will be no cost to the CIT for camping or meals
- ◆ CITs will camp with resident staff
- ◆ Advancement or earning of awards cannot be done as CIT

Applications are available at the Council Service Center or online at www.scoutsiowa.org/cskstaff/



2022 Camp C.S. Klaus Leader Guide

2022 Merit Badge Schedule

Program Area	Merit Badge	9:00-9:50	10:00-10:50	11:00-11:50	12:00-1:00	1:00-2:00	2:00-2:50	3:00-3:50	4:00-4:50
Arts, Literature, Creativity	Game Design	Program Area Closed			Lunch	Area Closed		X	
	Golf						X		
	Photography								X
Aquatics	Canoeing		X	Lunch	Area Closed		Open Swim		
	Kayaking	X				X			
	Lifesaving	X							
	Rowing	X							
	Swimming					X			
BASE Camp	Rank Advancement	Program Area Open, work on requirements/merit badges indicated	Visit Climbing, Ecology, and Handicraft or Swimming Merit Badge	Lunch	Area Closed	Program Area Open, work on requirements/merit badges indicated			
	Fingerprinting								
	Scouting Heritage								
	Weather								
COPE	High/Low COPE	Area Closed			Lunch	Area Closed	Scheduled Program Time		
Eagle Quest	Citi.in the Nation		X	Lunch	Area Closed		X		
	Chess	X						X	
	Communication					X			
	First Aid		X				X		
	Law					X		X	
	Personal Fitness	X					X		
Ecology	Astronomy			X	Lunch	Area Closed	X		
	Environmental Science	X					X		
	Fishing	X							X
	Forestry & Nature			X				X	
	Reptile & Amphibian		X						X
	Space Exploration		X					X	
Field Sports	Archery	X	X	Lunch	Area closed	X	Open Shoot		
	Rifle	X				X			
	Shotgun		X				X		
Handicraft	Art	Program Area Open			Lunch	Area Closed	Program Area Open		
	Sculpture								
	Leatherworking		X	X				X	X
	Painting	Program Area Open					Program Area Open		
	Pulp & Paper								
	Wood Carving	X	X				X	X	
Scoutcraft	Camping	X			Lunch	Area Closed			X
	Emergency Preparedness		X						X
	Engineering			X				X	
	Pioneering		X				X		
	Signs, Signals, and Codes			X				X	
	Wilderness Survival	X					X		
Tower	Climbing	X	X	Open Climb	Lunch	Area Closed	Area Closed		
Trading Post	American Business	X			Lunch	Area Closed	Program Area Closed		
	Salesmanship		X						

*Please note Aquatics and Field Sports MBs are offered in 80 minute sessions rather than 50 minute sessions.

Youth Release History

Permission for a Scout to Depart from the Premises

INSTRUCTIONS:

Youth desiring to leave camp prior to the pack's/troop's departure or not as a part of the pack/troop must have a release signed by their parent(s)/guardian and approved by the unit leader. Youth will normally only be permitted to leave accompanied by their parent(s)/guardian. The form below must be used in handling all such departures.

In an emergency, it may not be possible for a parent(s)/guardian to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived, asking for the release of the youth. This information should document the person from whom the call was received, verify telephone confirmation of the parent/guardian asking for release of the youth, and give detailed reasons for the requested release.

REQUEST IS MADE THAT _____

HOME ADDRESS _____ CITY/ST/ZIP _____

PACK/TROOP _____ CAMPSITE _____

BE PERMITTED TO LEAVE CAMP FOR THE FOLLOWING REASON:

THE YOUTH IS TO LEAVE ON DATE: _____ TIME _____

ACCOMPANIED BY: _____

THE YOUTH IS TO RETURN ON DATE _____ TIME _____

In signing the request for release, BSA and the youth's parent(s) or guardian(s) mutually acknowledge that there will be no refund of the camp fee. Upon the youth's departure from the camp the BSA or its representatives shall not be liable for any loss or injury to the youth's person or property.

This request is made by: (Parent's or guardian's signature required except as noted for emergency departure requests.)

PARENT/GUARDIAN SIGNATURE _____

TELEPHONE NUMBER (Home) _____ (Mobile) _____

UNIT LEADER'S SIGNATURE OF APPROVAL _____

Before leaving the camp, youth must check out with their unit leader and the camp headquarters.

APPROVALS:

SIGNED: _____ UNIT LEADER, UNIT # _____ DATE: _____

SIGNED: _____ CAMP DIRECTOR _____ DATE: _____

Routine Drug Administration Record

Name: _____ Campsite: _____

Troop No.: _____ Date of birth: _____ Classification: _____

Drug hypersensitivity: _____ Weight: _____

Prescribing Physician: _____ Medications: _____ Rx: <input type="checkbox"/> No <input type="checkbox"/> Yes Number(s): _____ Dosage: _____ Date filled: _____ Route: <input type="checkbox"/> P.O. <input type="checkbox"/> I.M. <input type="checkbox"/> S.C. <input type="checkbox"/> S.L. <input type="checkbox"/> Topical <input type="checkbox"/> Inhalation <input type="checkbox"/> Rectal Times: <input type="checkbox"/> PRN <input type="checkbox"/> Daily <input type="checkbox"/> B.I.D. <input type="checkbox"/> T.I.D. <input type="checkbox"/> Q.I.D. <input type="checkbox"/> A.C. <input type="checkbox"/> P.C. <input type="checkbox"/> H.S. Amount in bottle: _____ Comments: _____		<table border="1"> <tr><td>Med Time</td><td>S</td><td>M</td><td>T</td><td>W</td><td>T</td><td>F</td><td>S</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Med Time	S	M	T	W	T	F	S																																
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Initial

Signature

Name

Position

INSTRUCTIONS: Sheet is for reproduction as needed. It should be three-hole punched and kept in a binder during camp week. Use one sheet for each camper with a prescription. Record all medicines brought to camp (up to FIVE medications per sheet). The medication, dosage and dosage schedule should be copied from the prescription. Record dispensing times and days in the blocks provided for each medication as they are dispensed. After camp, place sheet(s) inside the first aid log.

Pre-Camp Checklist

Months Ahead of Camp

- ___ Verify OA Unit Elections are held prior to camp and leaders should bring their copy of the Unit Election form to camp
*Out-of-council units see page 15
- ___ Set up any camperships, if necessary, get completed forms turned in by April 15
- ___ Fees due in by April 29, 2022 or late fee will be charged per person
- ___ Counsel Scouts on merit badge program
- ___ Youth Protection Training, register all Leaders

Up to One Month Ahead of Camp

- ___ Conduct a parents night so they are informed about their Scouts' plans for summer camp
- ___ Arrange leadership, transportation, finance
- ___ Medical forms turned in to unit, including forms required for medications (self-administered, prescription, and non-prescription)
- ___ Provide each family with map to Klaus, mailing address, phone number and a list of personal equipment
- ___ Make plans for the Family Night meal at Camp Klaus—take a pre-count and submit a number
- ___ Fill out camp rosters (with extra copies) to have one set ready to turn in at check-in
- ___ Don't forget to review items with first-year parents. Remind them that all youth should remain until Saturday morning
- ___ List of anyone with medicines and the correct directions
- ___ List of any special allergies, special food requirements, or special teaching needs

Week of Camp

- ___ Extra funds for emergencies
- ___ Load troop equipment
- ___ Verify transportation methods



Notes

