

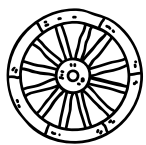
# CAMP C.S. KLAUS 2023 LEADER GUIDE



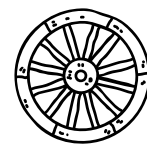
BOY SCOUTS  
OF AMERICA®

NORTHEAST IOWA COUNCIL





# 2023 LEADER/PARENT GUIDE



FOR LEADERS, PARENTS, & SCOUTS

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**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

[WWW.SCOUTSIOWA.ORG](http://WWW.SCOUTSIOWA.ORG)



# FOREWORD BY THE CAMP DIRECTOR

Howdy, campers!

Welcome to our 2023 Leader's Guide – filled with all the need-to-know and important updates you'll want to see for Camp Klaus this coming summer. Now you may be wondering, "Who in tarnation starts a leader's guide with howdy?" or, "Why did you just use the word tarnation?" Am I glad to tell you! I am pleased to announce our theme for Camp Klaus 2023 – The American West!

We have many images of the American west: deserts, tumbleweeds, mining towns, wagon trains, rough-riding cowboys, outlaws. But the history and heritage of our land west of the Mississippi River is so much richer and interesting than even all that! We hope your experience at Klaus this summer helps you take a closer look at the American West.

A theme is not all that camp is about. It's about experiences, growth, learning, and it's about the unit. To help our units get a great unit experience out of camp this summer, we wanted to try something a little different...

## What's New

Troops will have the option to opt-in to a block of unit activity. Different program areas will be offering the time for a troop to come down to their area and participant in some activities focused and unit-level engagement and fun!

You can expect communication from us in the future, asking if your unit is interested in this activity. If yes, you'll be able to list the different activities that your unit is interested in doing, based on level of interest. Maybe you'd like a unit swim time or unit shooting time? You can let us know that, and let us know which is your top pick!

## Not Just For Units

Different program areas will have time set apart to make sure it is available for those units who wish to use them! If an area is not being used for unit activity, then that area will be available for free-time activity.

For more information on which areas and what times are open for these activities, please visit our merit badge schedule!

Happy trails!



Tom Mayer  
2023 Camp Director



# 2023 CAMP SESSIONS & VISITORS' NIGHTS

1ST SESSION: JUNE 18-24  
VISITORS' NIGHT: JUNE 22

2ND SESSION: JUNE 25-JULY 1  
VISITORS' NIGHT: JUNE 29

3RD SESSION: JULY 9-15  
VISITORS' NIGHT: JULY 13

## 2023 CAMP FEES

### NORTHEAST IOWA COUNCIL TROOPS

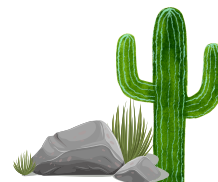
\$315 PER SCOUT BY APRIL 28, 2023  
\$335 PER SCOUT AFTER APRIL 28, 2023  
\$135 PER LEADER

### OUT OF COUNCIL TROOPS

\$335 PER SCOUT BY APRIL 28, 2023  
\$355 PER SCOUT AFTER APRIL 28, 2023  
\$135 PER LEADER

#### BASE CAMP PARTICIPANTS:

- \$10 PROGRAM FEE REQUIRED
- PLEASE PAY FEE IN ADVANCE.



NEIC NEW SCOUTS OR WEBELOS TRANSFERS WILL BE CHARGED THE \$315.00 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 \$335.

### 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 \$135 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/](http://www.scoutsiowa.org/scout-camp/)), and are due by April 14.

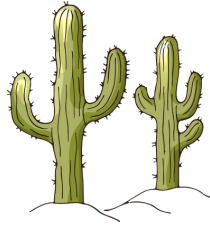
### CANCELLATIONS

If it is necessary for a Scout 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/](http://scoutsiowa.org/scout-camp/)). The form must be filled out and submitted to the Council Service Center no later than August 31, 2023. 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 CHECK-IN TIMES

TRAILS END	12:30 PM
DEER RUN	1:00 PM
TWIN CRATERS	1:30 PM
OWL HOOT	2:00 PM
COMMISSIONER	2:30 PM
BLOODY RIDGE	3:00 PM
BALANCED ROCK	3:30 PM
LAKE VIEW	3:45 PM



## CHECK-IN AGENDA

- CHECK-IN AT OFFICE
- HEALTH FORMS/MED CHECK AT OFFICE
- PERMISSION SLIPS FOR OFFSITE ACTIVITIES
- 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 of up to half an hour is encouraged.

1. Each troop will be met by their assigned campsite counselor in the parade ground, who will stay with the troop throughout the day. They will guide the troop through check-in activities and conduct a tour of the camp for all campers.
2. 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.
3. 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 including part C, all other necessary permission forms. All registration fees should be paid before camp through the Council Service Center.
4. 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.
5. 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.

1. 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.
2. 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.
3. The adult leaders must settle any outstanding financial accounts by the end of the week -long session at camp (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.
4. Finally, make certain you receive the packet containing medical forms and patches, as well as any medication from the Health Officer.

### **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
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 7-10 Pairs of Underwear
- 7-10 T-Shirts
- Hiking Boots/Gym Shoes
- 7-10 Pairs of Shorts
- Rugged Jeans or Pants

## Merit Badge Items

- Merit Badge Pamphlet
- Scout Handbook
- Notepad & Pen
- Other items as required (p16-20)

## Camping Gear

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

## Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant
- Shaving Gear(if needed)

## Camp Necessities

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Pocket Knife
- Personal Mess Kit
- Personal First Aid Kit
- Clothesline w/ Pins
- Fishing Gear
- Compass
- Camera
- Spending Money

## VERY IMPORTANT

- Signed and completed BSA Medical Form, including part C
- Prescription Medications

# TROOP EQUIPMENT LIST

- |                                |                      |
|--------------------------------|----------------------|
| • American Flag & Stand        | • Camp Chairs/Stools |
| • Troop /Patrol Flags & Stands | • Water Cooler       |
| • Troop First-Aid Kit          | • Dining Fly         |
| • Handbooks                    | • Wood Tools         |
| • Lanterns                     | • Camp Stove         |
| • Patrol Cook Kits/Dutch Ovens | • Map & Compass      |

MAKE SURE ALL  
ITEMS ARE  
MARKED WITH  
NAME AND  
TROOP NUMBER

## OTHER POINTS OF NOTE BEFORE YOU ARRIVE

### VISITORS

ALL VISITORS MUST CHECK IN AND OUT at the Camp Office. The meal cost per day is \$25.00, 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.

### CAMP HOUSING

Camp Klaus provides the following at each campsite: two-person tents on wooden platforms, cots (2 per tent), flagpole, 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. Examples: Adults may not share tents with youth, even if they are a parent of the youth. Youth sharing a tent must not be more than two years apart in age, even if the youth are siblings.

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.



# CAMP C.S. 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.

## 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.

## 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.

CAMP MAILING ADDRESS

CAMP C.S. KLAUS

(SCOUT NAME & TROOP #)

PO BOX 236

COLESBURG, IA 52035-0236



EMERGENCY CALLS TO CAMP  
MAY BE MADE AT 563.856.3846.  
MESSAGES WILL BE RELAYED  
AS SOON AS POSSIBLE.

NON-EMERGENCY CALLS CAN  
BE MADE TO THE COUNCIL  
SERVICE CENTER AT  
563.556.4343.



# TROOP & 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 a few dutch ovens, available for check out from the Commissioner (but troops are encouraged to bring their own stoves and 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 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.

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 G.S. KLAUS NEED TO BE REGISTERED WITH THE UNIT THEY ARE A CAMP LEADER FOR.

● REGISTRATION INCLUDES THE COMPLETION OF AN ADULT APPLICATION, CRIMINAL BACKGROUND CHECK (CBC) AND YOUTH PROTECTION TRAINING BEFORE THE ACTIVITY (CBCs CANNOT BE EXPEDITED).



## 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 in which they have a comfortable level of knowledge or skill!
- 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.



## 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 (pocket knives, 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.



# HEALTH & SAFETY POLICIES



## **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 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 completed, including part C, 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 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-administered medicine at all times. This 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 27).

## **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 Annual Health & Medical Record can be found at <https://www.scouting.org/health-and-safety/ahmr/>.)

## **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 restrooms throughout camp.

## **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.

## **OFF-SITE ACTIVITIES**

Occasionally, there will be opportunities for Scouts to enhance their program experience by visiting local areas outside of camp. In order for a Scout to participate, a parent must fill out the "Youth Release History" form found on Page 26. There will be no exceptions. During the activity, we will maintain youth protection procedures of two-deep leadership, with representatives from both the camp staff and unit leadership.

# HEALTH & SAFETY POLICIES CONTINUED



## **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, skorts, capris or pants.

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.

## **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.

## **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.

## **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.

## **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.

# HEALTH & SAFETY POLICIES CONTINUED



## **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.

## **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 Visitor's 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

## **FIREWORKS**

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

# CAMP C.S. 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 begins 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 13. 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.

## **VISITORS**

ALL VISITORS MUST CHECK IN AND OUT at the Camp Office. The meal cost per day is \$25.00, 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.

# 2023 TENTATIVE MENU - SUBJECT TO CHANGE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast		Breakfast burrito Applesauce 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 Fruit Juice Oranges Milk (meal on hill)	Baked French Toast Bacon Cold Cereal Hot Cereal Fruit Juice Milk	Scrambled Egg Ham Cold Cereal Hot Cereal Muffin Juice Milk	Cinnamon Roll Mixed Fruit Cold Cereal
Lunch		Chicken Nuggets Tator Tots Corn Relishes Peaches Bar	Walking Taco Taco Meat Taco Chips or Shells Relishes Cookie Bar	Sloppy Joe's Bread Chips Apples (meal on hill)	Grilled Cheese Fries Relishes Apple Dessert	Mac and Cheese Hot Dogs Mixed Fruit Relishes Cookie Bar	
Supper	Chicken Cordon Bleu Baked Potato Green Bean Pudding	Lasagna Garlic Bread Mixed Vegetables Cake	Chili Corn Dumplings (meal on hill)	Chicken Alfredo Garlic Bread Corn Cake	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.

# 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-VISITORS' NIGHT AT CAMP

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

Camp C.S. Klaus will offer a visitor night meal at Munter Lodge from 5:00-7:00pm. Please submit the estimated number of campers, leaders, and parents that will be eating Thursday night when you register for camp. Meals are \$11.00 for adults and children 11 years old and up, \$6.00 for children 10 and under.

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 & HANDICRAFT OPEN
8:15	TROOPS & VISITORS ASSEMBLE @ PARADE GROUNDS
8:30	CAMPFIRE & ORDER OF THE ARROW CALLOUT
	**ALL ACTIVITIES SUBJECT TO CHANGE**

## 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(OA)

The OA members' ice cream social will be on Monday night. The OA 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.





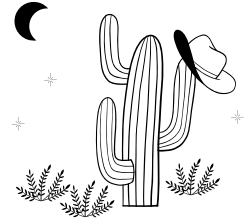
# 2023 PROGRAM SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00am			Polar Bear Swim	Breakfast on the Hill			Breakfast and Check-Out
7:50am		Flag Raising	Flag Raising		Flag Raising	Flag Raising	
8:00am		Breakfast	Breakfast		Breakfast	Breakfast	Safe Travels!
9:00am							
10:00am		Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	<b>Abbreviation Key:</b> DH - Dining Hall PG - Parade Grounds TP - Trading Post
11:00am							
12:00pm		Lunch	Lunch	Lunch on the hill	Lunch	Lunch	
1:00pm			Program Areas Closed - Sports Tournaments (PG)			Staff vs Scoutmaster Volleyball	
2:00pm	WELCOME! Troop check-in, Med Checks	Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	Program Areas Open	
3:00pm	Swim Checks						
4:00pm	Camp Tour, Safety Talks, Troop Photos						
5:00pm	Flag Lowering & Dining Hall Procedures						
5:50pm		Flag Lowering	Supper on the Hill	Flag Lowering	Visitor Night Activities	Flag Lowering	
6:00pm	Supper	Supper		Supper	5pm-7pm Dinner in the Dining Hall	Supper	
7:00pm	SPL & SM Meeting (PG)	Monday Night Games			6:30-7:30pm Open Climb & Open Shoot	Merit Badge Roundup	
7:30pm	Emergency Drills at Parade Grounds				8:30pm Campfire		
8:00pm			Chapel 8:10-8:30	Water Follies			
8:30pm	Flag Lowering (PG) and Opening Campfire	OA Ice Cream Social	Flag Retirement Ceremony		9:00pm OA Ceremony	Flag Lowering (PG) and Closing Campfire	
			BASE Camp Scouting Heritage	Movie Night			



## 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 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 Weather. 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!

**This program has an additional \$10.00 program fee.**

**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.



### NEW IN AQUATICS!

Lake John Deere is where you will want to be this summer! Thanks to some amazingly generous donors and grants, Aquatics is ramping up the fun this year!

- Small-boat sailing is back!
- A floating lounge is a perfect way to relax on the water!
- Assemble a team to test out the 10-person stand-up paddleboards!
- Or stay solo on one of the new single-rider stand-up paddleboards!
- A new rowboat rounds out the aquatics upgrades
- Continue testing the rolling log!

## COWBOY ACTION - WILD WEST AT SHOOTING SPORTS

A new challenge arrives at shooting sports! Test your skill on the same kinds of hand-held shooters that were used in the days of the American West.

This new activity will feature lever action rifles and single action revolvers. Also, participants will be able to shoot with a short barreled double barrel shotgun like the shotgun rider on a stage coach would have used! Participants can expect to shoot at steel plates and gongs.

*Limited to participants ages 14+ or having finished 8th grade*

**\$4.00 per 2 Shotgun shells and 12 - .22 rounds**



## 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.



**This program has an additional \$15.00 program fee.**

### 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.



## CANOE OUTPOST - PART OF COPE!

We're pleased to announce a new activity coming to COPE this year—the Canoe Outpost!

An outpost is an off-property activity conducted by camp staff in which participants engage in activities they otherwise would not be able to participate in in-camp.



The canoe outpost will be a 7.5 mile trek on the Turkey River from Garber to Osterdock. Participation is limited to youth signed up for the COPE program and will take place during mornings throughout the week of summer camp.

This activity requires the same level of safety as all BSA paddle craft activities. To ensure participation, Scouts should expect to pass the BSA Blue Swimmer Test. The Canoeing Merit Badge is recommended but not required as this is an activity open to all youth at Camp Klaus.

Participants can expect to be absent from camp during the three morning sessions. Each participant must have the form on page 26 signed and completed before arriving at camp.

## OPEN PROGRAM TIME

Throughout the day, and during scheduled times from 4:00pm - 5:00pm each day, areas are open. They offer a variety of activities, including Open Shoot, Open Swim, and others. Be sure to listen during mealtimes in Munter Lodge for points of interest regarding these events.

Troops will have the option to opt-in to a block of unit activity. Different program areas will be offering the time for a troop to come to their area and participant in activities focused on unit-level engagement and fun!

You can expect communication from us in the future, asking if your unit is interested in "Troop Time". If yes, you'll be able to list the different activities that your unit is interested. Maybe you'd like a unit swim time or unit shooting time? You can let us know that, and let us know which is your top pick!

## AWARDS

### 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.

### 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!

## CAMP STAFF OPPORTUNITIES

### Program Instructor

- 15 years of age or older
- Join our staff as a program counselor in one of our various program areas.



### 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 their 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 the future.

**Applications are available at the Council Service Center or online at [www.scoutsiowa.org/cskstaff/](http://www.scoutsiowa.org/cskstaff/)**

# 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. If changes to the merit badge list or schedule are deemed necessary, leaders will be notified. All extra class costs will be collected the last day of Camp at checkout.

## 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 4th, and Scouts will be asked to fill in their merit badges. Certain merit badges will be "Wait-List Only". This is to ensure that the older Scouts are able to participate in these classes. They include Rifle Shooting and Shotgun Shooting. Wait-list decisions will be made by camp administration on May 2nd. At that point, all wait-list classes will open for first-come, first-served registrations.

## 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 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 9:00am - 11:50am and from 2:00pm - 4:50pm each day. On Thursday, program areas will close at approximately 4:00pm. in preparation for Visitors' Night. Most merit badges at camp require the Scout to attend class every day AND complete work outside of merit badge class. Aquatics, Field Sports, and select Scoutcraft Merit Badges are offered in 90-minute, 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. If changes to the merit badge list or schedule are deemed necessary, leaders will be notified.

## CREDIT FOR MERIT BADGES

All merit badge completions & partials will be uploaded to Scoutbook for all units. Unit leaders need only to review and approve. A copy of all complete & partial merit badges will be emailed to unit leaders within a week of their unit checking out of camp. Records will be kept at the Council Service Center. Partial completion forms from other years at camp will be accepted.



MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
ARCHAEOLOGY		ECOLOGY	2ND YEAR CAMPERS & OLDER	4, 7A OR 7B OR 7C, 10		
ARCHERY		FIELD SPORTS	ALL SCOUTS	PRACTICE IS RECOMMENDED BEFORE QUALIFYING.		
ASTRONOMY		ECOLOGY	ALL SCOUTS			LATE NIGHT STELLAR OBSERVATIONS
BASKETRY		HANDICRAFT	2ND YEAR CAMPERS & OLDER		PROJECT MATERIALS \$6-\$12 PURCHASE AT TRADING POST	
CANOEING		AQUATICS	2ND YEAR CAMPERS & OLDER	MUST HAVE PASSED BLUE SWIMMER TEST		LIMITED TO 10 SCOUTS
CHESS		EAGLE QUEST	ALL SCOUTS			
CITIZENSHIP IN THE WORLD		EAGLE QUEST	2ND YEAR CAMPERS & OLDER			
CLIMBING		TOWER	3RD YEAR CAMPERS & OLDER	BE IN GOOD PHYSICAL CONDITION	\$5.00 PROGRAM FEE	LIMITED TO 12 SCOUTS
COMMUNICATIONS		EAGLE QUEST	2ND YEAR CAMPERS & OLDER			LIMITED TO 10 SCOUTS
EMERGENCY PREPAREDNESS		SCOUTCRAFT	2ND YEAR CAMPERS & OLDER	REQ 1, 2C, 6C, 7, & 8B	FIRST AID KIT EMERGENCY KIT  CAN BE PURCHASED AT TRADING POST	



MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
ENGINEERING		SCOUTCRAFT	2ND YEAR CAMPERS & OLDER	REQ 2 AND 9 BRING ITEM FOR REQ 1		
ENTREPRENEURSHIP		TRADING POST	2ND YEAR CAMPERS & OLDER			
ENVIRONMENTAL SCIENCE		ECOLOGY	2ND YEAR CAMPERS & OLDER			
FIRST AID		EAGLE QUEST	2ND YEAR CAMPERS & OLDER	BRING FIRST AID KIT FOR REQ 5A		
FISHING		ECOLOGY	ALL SCOUTS			ENCOURAGED TO BRING YOUR OWN POLE
FORESTRY		ECOLOGY	ALL SCOUTS		HAND-HELD NOTEBOOK	OFFERED WITH NATURE MERIT BADGE
GAME DESIGN		VISITOR CENTER BASEMENT	ALL SCOUTS	REQ 8		
GOLF		VISITOR CENTER BASEMENT	ALL SCOUTS	MUST BRING SIGNED RELEASE FORM (PAGE 26)	\$30 COURSE FEE PAID DIRECTLY TO COURSE  **SUBJECT TO CHANGE	LIMITED TO 8 SCOUTS
INDIAN LORE		CAMP OFFICE	ALL SCOUTS	REQ 2	PROJECT MATERIALS \$10 PURCHASE AT TRADING POST	LIMITED TO 10 SCOUTS
KAYAKING		AQUATICS	3RD YEAR CAMPERS & OLDER	MUST HAVE PASSED BLUE SWIMMER TEST		LIMITED TO 8 SCOUTS
LEATHERWORK		HANDICRAFT	ALL SCOUTS		PROJECT MATERIALS \$6-\$12 PURCHASE AT TRADING POST	LIMITED TO 16 SCOUTS



MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
LIFESAVING		AQUATICS	3RD YEAR CAMPERS & OLDER	MUST HAVE PASSED BLUE SWIMMER TEST		
MAMMAL STUDY		ECOLOGY	ALL SCOUTS			
NATURE		ECOLOGY	ALL SCOUTS			OFFERED WITH FORESTRY MERIT BADGE
PAINTING		HANDICRAFT	ALL SCOUTS			
PERSONAL FITNESS		EAGLE QUEST	2ND YEAR CAMPERS & OLDER	REQ 1B & 8 BE IN GOOD PHYSICAL CONDITION		
PHOTOGRAPHY		VISITOR CENTER BASEMENT	ALL SCOUTS		SCOUTS MUST BRING DIGITAL CAMERA	
PIONEERING		SCOUTCRAFT	3RD YEAR CAMPERS & OLDER			
PUBLIC SPEAKING		EAGLE QUEST	3RD YEAR CAMPERS & OLDER			LIMITED TO 10 SCOUTS
PULP AND PAPER		HANDICRAFT	ALL SCOUTS	REQ 7		
RIFLE SHOOTING		FIELD SPORTS	<u>STRONG RECOMMENDATION</u> 2ND YEAR CAMPERS & OLDER	PRACTICE IS RECOMMENDED BEFORE QUALIFYING	\$11 PROGRAM FEE	LIMITED TO 16 SCOUTS. OLDER SCOUTS WILL HAVE PRIORITY

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
ROWING		AQUATICS	ALL SCOUTS	MUST HAVE PASSED BLUE SWIMMER TEST		LIMITED TO 6 SCOUTS
SALESMANSHIP		TRADING POST	2ND YEAR CAMPERS & OLDER			
SCULPTURE		HANDICRAFT	ALL SCOUTS		\$9 PROGRAM FEE	
SHOTGUN SHOOTING		FIELD SPORTS	<u>STRONG RECOMMENDATION</u> 3RD YEAR CAMPERS & OLDER	PRACTICE IS RECOMMENDED BEFORE QUALIFYING	\$44 PROGRAM FEE	LIMITED TO 8 SCOUTS. OLDER SCOUTS WILL HAVE PRIORITY
SIGNS, SIGNALS, & CODES		SCOUTCRAFT	2ND YEAR CAMPERS & OLDER			
SMALL BOAT SAILING		AQUATICS	3RD YEAR CAMPERS & OLDER	MUST HAVE PASSED BLUE SWIMMER TEST		LIMITED BY BOAT CAPACITY
SWIMMING		AQUATICS	ALL SCOUTS	MUST HAVE PASSED BLUE SWIMMER TEST		LIMITED TO 20 SCOUTS
WILDERNESS SURVIVAL		SCOUTCRAFT	2ND YEAR CAMPERS & OLDER	REQ S PREPARE AND BRING A SURVIVAL KIT		1 OVERNIGHT
WOOD CARVING		HANDICRAFT	2ND YEAR CAMPERS & OLDER	MUST HAVE TOTIN' CHIP & POCKET KNIFE	PROJECT MATERIALS \$6-\$12 PURCHASE AT TRADING POST	LIMITED TO 10 SCOUTS

COPE/CANOE OUTPOST

\$15.00 PROGRAM FEE

MUST BRING SIGNED  
RELEASE FORM  
ON PAGE 26

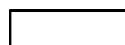




B.A.S.E. CAMP

\$10.00 PROGRAM FEE

# MERIT BADGE SCHEDULE - SUBJECT TO CHANGE

		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
Visitor Center Basement	Game Design						####		####
	Golf			####			####		
	Photography						####		
Aquatics	Canoeing	####						Open Swim / Troop Time	
	Kayaking		####				####		
	Lifesaving		####				####		
	Rowing		####				####		
	Small Boat Sailing	####							
	Swimming	####	####						
BASE Camp	Rank Adv.	Work on req & MB					Program area open work on req & MB		
COPE	High/Low COPE								
Eagle Quest	Cit in the World	####		####			####		####
	Chess		####	####			####	####	
	Communications	####	####					####	####
	First Aid	####		####			####		####
	Public Speaking	####	####				####	####	
	Personal Fitness		####	####				####	####
Ecology	Archaeology	####	####					####	####
	Astronomy		####	####				####	####
	Env Science		####	####			####	####	
	Fishing	####	####				####		####
	Forestry & Nature	####		####			####	####	
	Mammal Study	####		####			####		####
Field Sports	Archery							Open Shoot / Troop Time	
	Rifle		####						
	Shotgun	####					####		
Handicraft	Basketry								
	Sculpture								
	Leatherworking	####					####		
	Painting								
	Pulp & Paper								
	Wood Carving			####					####
Scoutcraft	Emergency Prep		####	####			####		####
	Engineering	####	####	####				####	
	Pioneering	####					####	####	####
	Signs, Signals, Codes	####	####				####	####	
	Wild. Survival		####	####				####	####
Tower	Climbing								Free Climb / Troop Time
Trading Post	Entrepreneurship		####	####			####	####	####
	Salesmanship	####		####			####	####	####
Office	Indian Lore		####	####				####	####



Class Offered



Class Not Offered



Program Area Closed

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# 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 14\*\*
- Set up any camperships necessary. Completed forms must be turned in by April 14, 2023.
- Fees due by 5pm April 28, 2023 or late fee will be charged per person.
- Counsel Scouts on merit badge program.
- Update Youth Protection Training if needed and register all adults attending camp with your unit.

## Up to One Month Ahead of Camp

- Conduct a parent's night so they are informed about their Scouts' plans for summer camp.
- Arrange leadership, transportation, and finances.
- Medical forms turned in to unit - including part C, include forms required for medications (self-administered, prescription, and non-prescription).
- Provide each family with map to Klaus, mailing address, phone number and list of personal equipment.
- Make plans for the Visitor's 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 parents that all youth should remain until check-out Saturday morning.
- List of any special allergies, special food requirements, or special teaching needs.

## Week before Camp

- Extra funds for emergencies & material fees
- Collect "Permission for a Scout to Depart" forms for those participating in Golf MB and COPE/Canoe Outpost
- Load Troop equipment
- Verify transportation methods





## Permission for a Scout to Depart from the Premises for Canoe Outpost 2023

### INSTRUCTIONS:

Youth desiring to participate in the Canoe Outpost must have this release form signed by their parent/guardian and approved by the unit leader and camp director.

Request is made that(Scout Name): \_\_\_\_\_

Home Address: \_\_\_\_\_

Troop \_\_\_\_\_

Be permitted to leave camp to participate in the Canoe Outpost trip.

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Telephone Number: (Home)\_\_\_\_\_ (Mobile)\_\_\_\_\_

Unit Leader's Signature of Acknowledgement: \_\_\_\_\_ Date: \_\_\_\_\_

Camp Director Signature of Acknowledgement: \_\_\_\_\_ Date: \_\_\_\_\_

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## Permission for a Scout to Depart from the Premises for Golf Merit Badge 2023

### INSTRUCTIONS:

Youth desiring to participate in the Golf Merit Badge must have this release form signed by their parent/guardian and approved by the unit leader and camp director.

Request is made that(Scout Name): \_\_\_\_\_

Home Address: \_\_\_\_\_

Troop \_\_\_\_\_

Be permitted to leave camp to participate in the Golf Merit Badge.

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Telephone Number: (Home)\_\_\_\_\_ (Mobile)\_\_\_\_\_

Unit Leader's Signature of Acknowledgement: \_\_\_\_\_ Date: \_\_\_\_\_

Camp Director Signature of Acknowledgement: \_\_\_\_\_ Date: \_\_\_\_\_





# Routine Drug Administration Record

Name: \_\_\_\_\_ Campsite: \_\_\_\_\_

Troop No.: \_\_\_\_\_ Date of birth: \_\_\_\_\_ Classification: \_\_\_\_\_

Drug hypersensitivity: \_\_\_\_\_ Weight: \_\_\_\_\_

Prescribing Physician: _____ Medications: _____ Rx: No Yes Number(s): _____ Dosage: _____ Date filled: _____ Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. 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> <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> <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.



## 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/guardian and approved by the unit leader. Youth will normally only be permitted to leave accompanied by their parent/guardian. The form below must be used in handling all such departures.

In an emergency, it may not be possible for a parent/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: Unit # \_\_\_\_\_

SIGNED: \_\_\_\_\_ Unit Leader      DATE: \_\_\_\_\_

SIGNED: \_\_\_\_\_ Camp Director      DATE: \_\_\_\_\_