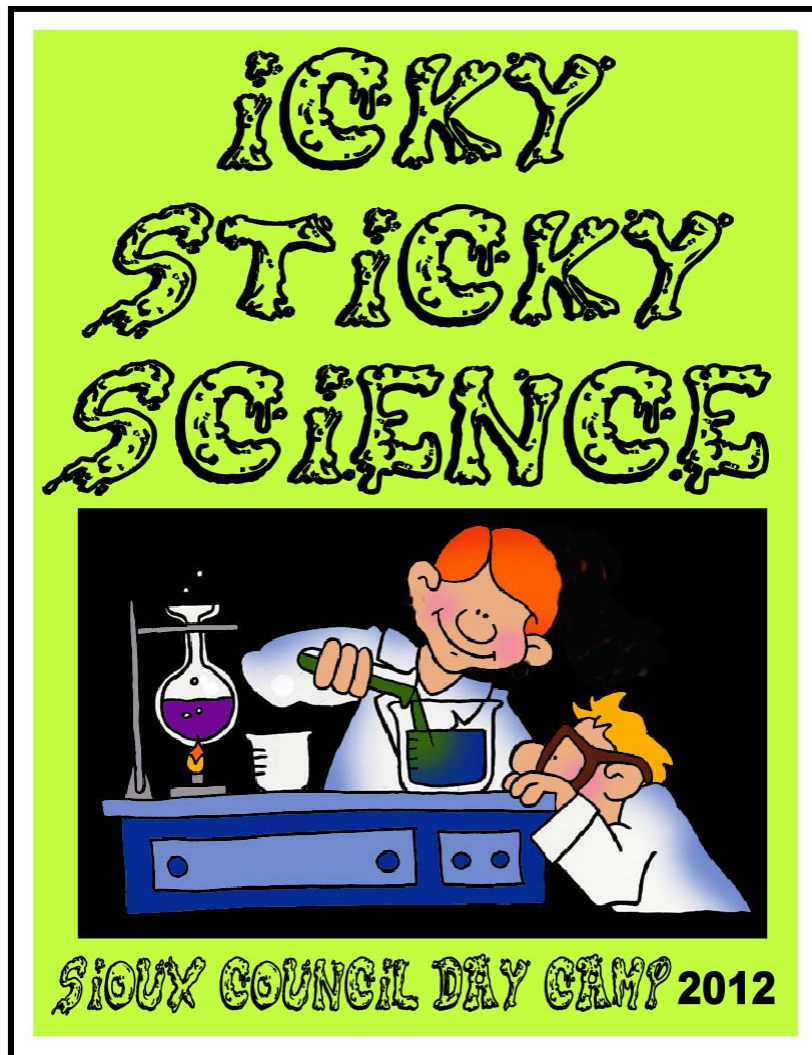




Sioux Council Day Camp 2012:



Cub Scout Day Camp 2012 Icky Sticky Science

Sioux Council is proud to present Cub Scout Camp 2012, **'Icky Sticky Science'**!

Who Can Attend Cub Scout Day Camp?

Registered Cub Scouts completing grades K – 4th. Parents and leaders, too! **All boys who are Cub Scout age must be registered members of the Boy Scouts of America.** In addition, all who attend must have a medical form on file.

2012 Dates:

- | | | | |
|--|---|---|--|
| <input type="checkbox"/> Yankton (May 31-June 1) | <input type="checkbox"/> Huron (June 1-2) | <input type="checkbox"/> Selby (June 2) | <input type="checkbox"/> Pierre (June 7-8) |
| <input type="checkbox"/> Mitchell (June 8-9) | <input type="checkbox"/> Watertown (June 11-12) | <input type="checkbox"/> Armour (June 14-15) | <input type="checkbox"/> Sioux Falls #1 (June 25-26) |
| <input type="checkbox"/> Vermillion (June 28-29) | <input type="checkbox"/> Brookings (June 29) | <input type="checkbox"/> Brandon (July 6-7) | <input type="checkbox"/> Aberdeen (July 9-10) |
| <input type="checkbox"/> Marshall (July 13) | <input type="checkbox"/> Winner (July 21) | <input type="checkbox"/> Sioux Falls #2 (July 21) | <input type="checkbox"/> Madison (July 27) |

Cost and Registration Information

The fee for a two-day Day Camp is \$30.00. The fee for a one-day Day Camp is \$23. T-shirts are included. Registrations received after May 1st will be charged a \$5 late fee and the cost of the T-shirt will be \$10. Scouts newly registered in the spring are exempt from the late fee so long as they register at least 2 weeks prior to the start of camp. All persons attending camp as Campers must complete a Day Camp Registration form within their Unit.

Adults working the entire Day Camp will be able to purchase T-shirts for \$6.

Adults working one station or not at all will be able to purchase T-shirts for \$10.

Those who sign up and don't show up for the whole camp will pay \$10 for their T-shirts.

Leadership Requirements

Cub Scout Day Camp is not a camp to "just drop off your Scout." All Packs attending camp must provide a minimum of one adult chaperone/den walker each day, who is at least 21 years of age. Packs sending more than five registered participants must provide at least one adult chaperone/walker at least 21 years of age, for every four registered participants.

Refund and Transfer Policy

A written request with a brief explanation for the cancellation must be sent to the Center for Scouting. **The Council must receive the request at least two weeks prior to the camp start date.** Refund requests received less than two weeks before the start of camp will be denied (extenuating circumstances may be the only exception). Transferring fees from one Scout to another is permissible before the camp. The Council must be notified in writing of all transfers.

Camperships

Council Camperships are available on a limited basis to help Scouts in need of financial assistance to pay for camping program fees. Please contact the Center for Scouting for more details on applying for assistance.

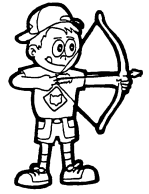
Arrival/Departure Times

Daily arrival and departure times may vary slightly depending upon which camp you attend. Please remember that all youth must be signed in and out by an approved parent or guardian so please arrive at least 30 minutes early.

Check-in/Check-out

All participants arriving, departing, or returning to camping programs must report to the main camp office to check in or check out. All visitors to camping programs must report to the main camp office to check in or check out. Adults must have photo ID with them for check in.

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Transportation

Transportation to and from camping programs is the responsibility of Cub Scout packs and/or parents/guardians. Car-pooling is highly recommended. The Boy Scouts of America policy states that a Tour Plan must be completed when adults transport Scouts other than their own. The Tour Permit needs completed if travel takes the youth outside city limits to get to the Day Camp. See the Sioux Council Tour Plan Policy on www.siouxbsa.org.

Vehicles will be restricted to designated camp parking areas. Roads in the camps are restricted to service vehicles.

Food Services

Each camp participant will need to bring a sack lunch (containing only non-perishable items) each day. Refrigeration is not available. Packs are encouraged to supply coolers/ice for their Scouts' and Leaders' lunches and drinks.

Medical Information:

All youth and adults attending camp must complete Parts A & B of the Annual Health and Medical Form found at the back of this Guide. These forms must be returned to the Council Office with payments. Without a health history form the Camper will not be able to participate at Day Camp.

Safety

The complete safety of campers in camp is our top priority. Campers must observe certain ground rules, for example:

- All archery and field sports are run by trained, qualified supervisors.
- Any activities not typically part of the Cub Scout program will be avoided.
- Any hazards in the camp area will be off limits.
- No smoking while working with boys. No alcohol or recreational drugs.

First Aid

A qualified first-aider will be on duty in the camp. All illness or injuries must be reported to the First Aid station no matter how minor. In the event of serious illness or injury, the camper will be taken to a clinic or hospital in the area for treatment; the parents will be notified and billed directly by the doctor or hospital.

Medications

Special medicines may be kept at the First Aid Station. It is the responsibility of the adult partner to make sure all medications are properly taken.

Camper Security

To sign a boy out of camp, the adult picking up the child must be listed on the camper's health form and must have photo I.D. Anyone picking up a camper early must report to the Camp Director. Under no circumstances should a camper leave early without checking out with the Camp Office.

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WHEN YOUR PACK ARRIVES AT DAY CAMP

Here is a checklist of things you should have before you leave for camp:

- List of all registered campers from your pack. Names, phone numbers and license number of all drivers
- Have all camp attendees (Cubs, leaders, den walkers, etc.) sent in, or brought along, their Registration/Annual Medical Form.
- Special notation of anyone with special needs.
- Does everyone have their lunch? Do you have a group cooler to store them in?
- Each boy should have a water bottle. We advise each boy bring the following: sunscreen, rainwear, money for the trading post, hat, and a GREAT ATTITUDE.
- Prepare for the weather. Camp does not stop for heat or rain. Bring water, rain gear, bug spray, sunscreen, etc.
- Map or directions to camp.
- Enough Walkers to maintain a ratio of 1 walker to every 4 campers with a minimum of 1 den walker per pack.
- Extra activities for time between program areas.
- Any specifics needed for extra activities.

Here is what you should leave at home:

- Knives
- Matches
- fire starters
- Fireworks
- glass bottles.

Electronic devices including:

- Nintendo DS
- Radios
- iPods, etc.

Anything that you would be heartbroken to lose or have broken.