



Kikthawenund Adventure Camp is a Nationally Accredited Cub Scout Resident Camp Operated by Crossroads of America Council, BSA

## *Welcome to camp!*

Dear Leaders,

Welcome to Camp Kikthawenund and Adventure Camp! We want to THANK YOU for your investment of time in our program, and we hope you have fun and take advantage of all training and fellowship opportunities while spending a few days with your Scouts at beautiful Camp Kikthawenund.

This year, as we do every year, we have a new theme, Passport to the World and our program areas will reflect this theme. We have 10 program areas that your scouts can participate in with the option of substituting alternative program for any of the 10 standard areas. Don't worry however; we've kept the favorites: swimming, boating, archery, and shooting sports.

Every age group at Adventure Camp has their own unique experience. We have program where Wolves and Bears can experience summer camp and Webelos will get a taste of their future as they prepare to attend a week-long Boy Scout Summer Camp in the years to come. The Adventure Camp program is designed not just to enhance your pack program – but to be one of its finest moments. We want your Scouts to have fun while they learn new skills and complete adventures.

Camp Kikthawenund is committed to the facilities at our property and we truly believe they are second to none. We continue to improve our facilities each year, and have current maintenance plans as well as a capital improvement plan in place to further improve them for years to come.

We promise to work as diligently as we can to bring your Scouts the finest summer camp experience possible. In 2017, we were thrilled to receive a 100% “Accredited” status with the NCAP program once again. We intend to continue this tradition of excellence.

Please read this camp guide carefully and contact us if you have any questions or if you need additional information. If you have an electronic copy of this Leader's Guide, the words in the [Table of Contents](#) are links you can click to take you to that part of the document! We look forward to seeing you!

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Camp Director

*Daniel “Bilbo” Bartley*  
Program Director

*Tony Smart*  
Council Outdoor Chair

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Adventure Camp Staff Advisor

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## *Preparation*

### *Goals of the camp*

Adventure Camp supports and utilizes the aims and methods of Scouting as an integral part of the camp program. Through advancement, outdoor activities, adult association and the reinforcement of Scouting Ideals, it is hoped that all the Scouts who come to camp will grow in moral strength and character, develop physically, mentally and emotionally, and become better citizens.

At Adventure Camp, all of this is accomplished by giving the campers opportunities for hands-on fun and learning. The camp program encompasses a variety of different skill sets and interests, designed to engage all the Scouts who come to Camp Kikthawenund. Through their experiences at Adventure Camp, it is hoped that the Scouts will begin a mental and behavioral transition to Boy Scouts. Each Scout will have a better grasp of leadership and teamwork, and the important roles these skills play in leaving the world just a little better than they found it.

The goal of each Adventure Camp staff member is to ensure that every Scout who comes to camp has fun with a purpose. Every staffer has a personal and professional goal of having a positive and meaningful impact on the campers by guiding them through new and exciting activities and challenges, helping them to learn valuable and interesting skills, and enabling them to achieve success. The staff of Adventure Camp takes great pride in being part of the camping network which serves 75-80% of the packs in Crossroads of America Council on an annual basis, and strives to continue this tradition of excellence.

## *2018 Adventure Camp dates*

Session	Sun-Wed	Session	Wed-Sat
<i>Wolves, Bears, and Webelos sessions</i>			
<b>1</b>	June 10-13	<b>2</b>	June 13-16
<b>3</b>	June 17-20	<b>4</b>	June 20-23
<b>5</b>	June 24-27	<b>6</b>	June 27- 30
7	July 1 – 4	<b>No Camp</b>	July 4 - 7
<b>8</b>	July 8-11	<b>9</b>	July 11-14
<b>10</b>	July 15-18	<b>11</b>	July 18-21

## *Pack preparation for camp*

# Youth	# Required Adults
1-8	2
9-12	3
13-16	4

## *Adult leaders- All attending adults need to complete [Youth Protection Training!](#)*

Each pack must be under the leadership of a registered adult (over 21 years of age), preferably the registered Cubmaster or a Den Leader. If the Cubmaster or a Den Leader is unable to attend, the pack committee must select an adult “camp leader.” The pack must have at least two adults in camp at all times in accordance with national policies of the Boy Scouts of America. Additionally, a ratio of one adult for every four Scouts (1:4) must be maintained (see table, above).

*The “camp leader” is expected to participate in the daily leaders’ meeting to receive any schedule changes or other important information. He or she assigns and coordinates the responsibilities of all adult leadership for the pack while in camp.*

## ***Other adult leaders- All attending adults need to complete Youth Protection Training!***

1. One adult attending camp **MUST** be currently registered as a leader in the Boy Scouts of America for insurance and liability purposes. A pack can and should have parents as substitute leaders at camp. Also, all adult leaders who are in camp **must** have completed the adult leader youth protection training. This may be completed in your District or online at:

<http://www.scouting.org/Training/YouthProtection.aspx>.

2. All adult leaders are responsible for maintaining the organization and discipline of the pack at all times at camp.

3. All participants are expected to behave in accordance with the Scout Oath and Law while at camp. Your cooperation and understanding in helping maintain these high standards of morals and personal behavior is appreciated.

### **Scouts with special needs**

Adventure Camp is meant to be fun for everyone! The camp staff is dedicated to providing a fun and exciting program for all campers, regardless of any mental or physical limitations. Adventure Camp has alternative programs, transportation, and dietary systems in place to provide the full camping experience to anyone who wants it. If you have any youth or adults who you feel may need assistance, ***please contact the camp in advance*** so that the proper preparations can be made for your arrival.

## ***Camp promotion & planning***

Preparing for camp is an easy process, but it does require planning ahead. The Cubmaster and the pack's "Adventure Camp Chairperson" are the most important links in this preparation. The following checklist is designed to guide the pack leadership in pre-camp planning for the summer at Adventure Camp. If you need assistance, contact your District Camp Promotion Chair or the local Council Service Center. Be sure to include all scouts and their parents in the planning and camp promotions for Adventure Camp. By the time camp begins, all Tiger Cub Scouts will have progressed into Wolves. Adventure Camp will give these brand-new Scouts a jumpstart in earning their first advancement.

### ***Immediate Action Required***

- Select an Adventure Camp Chairperson for your pack.
- Select desired camp dates – be prepared with alternate dates if dates you select are full.
- Select camp leadership – 2 adults per pack minimum. (see page 4)
- Obtain funds to pay reservation deposit.
- Meet with pack committee to discuss summer program plans.
- Develop a camp sign up and budget plan to assist Scouts with camp fees. Hold a Parents' Night meeting with a presentation by the District's Camp Promotion Committee.

## *Camp fees*

<b>Camp fees</b>	Crossroads of America Council Packs		
	<b>Early Bird</b>	<b>Regular</b>	<b>Late</b>
Reservation fee per pack (*)	\$50	\$50	\$50
Reservation fee per scout (*)	\$50	\$50	\$50
Youth	\$185	\$210	\$225
Leaders and Den Chiefs	\$100	\$100	\$100

**REGISTRATION ON LINE ONLY AT: [www.crossroadsbsa.org](http://www.crossroadsbsa.org)**

*(\*) The reservation fee is a down payment and considered part of the total fee for Scouts, Den Chiefs, and adult leaders. Reservation fees are non-refundable and may not be transferred from youth to adult.*

*(\*) Pre-camp material purchases of non-returnable materials are based on reservation numbers.*

**The EARLY BIRD deadline for discounted fees is April 9, 2018.** Deadline for the non-discounted REGULAR FEES is **two weeks prior** to your pack's camp session.

Any fee transactions should be made through a local Council Service Center. To avoid confusion and embarrassment during camp, we strongly recommend all fees to be paid prior to attending camp and the receipt(s) taken to camp by the camp leader.

Payment may be made by cash, check, unit account deduction, or credit card (Visa/MasterCard). Payments are always made on the pack level not as individuals, and payments received will only be credited to a pack and not a person.

## *Fee schedule*

- November** \$50 pack deposit is due upon reservation
- March 1** Campership applications due to the local Council Service Center  
**Additional \$50 deposit per person. All fees are NON refundable.**
- May 1** Early Bird deadline (see camp fee table)  
Copies of health forms, copies of parents' insurance cards (front & back) due to the local Council Service Center, and attendance rosters entered online
- March 1** Campership applications can be filled out at:  
<http://www.crossroadsbsa.org/174>
- June 1** Regular fee reservations accepted
- June 2** Late reservation fees apply
- 2 weeks before camping session** Final payment of regular fees and any remaining paperwork due to local Council Service Center

## *Planning timeline*

- ☐ NOVEMBER
- **November !!!** Early registration opens. Reserve space for each Scout and adult leader through the on line site. Early reservations help ensure your desired camp dates are available. Go to: [www.crossroadsbsa.org](http://www.crossroadsbsa.org) to register online. You are encouraged to sign up early, as each session is capped at a capacity that ensures a quality program for each camper. We have an ideal youth capacity of 250-275 Scouts, and a total capacity for each session of 400 total participants.
- ☐ DECEMBER
- Make camp reservations early to ensure preferred camp dates are available by going to: [www.crossroadsbsa.org](http://www.crossroadsbsa.org).
  - Promote Adventure Camp to Scouts at the December pack meeting using camp promotions video, Leaders' Guidebooks, and promotional packet. Begin collecting camper deposits.
  - Provide printed handouts to parents, which include dates and costs, and registration information and deadlines for all fee payments. We recommend \$50 a month be collected by the pack in January, February, and March so that the Early Bird fee can be paid in full by the May 1st Early Bird deadline. This also reduces the financial burden on families.

- With the assistance of the Pack Committee, identify any Scout possibly in need of financial assistance to attend camp and provide them a campership application.
- Recruit Scouts and leader participants (1:4 leader to Scout ratio). Ask parents to serve as camp leaders – they are often willing to help if they are asked.
- Remind parents that Adventure Camp is designed to allow each Scout and leader to share and grow in a safe, healthy and fun outdoor environment and provide a closer association with the Scout program.
- Stress the fun, learning, and advancement opportunities.
- Begin planning for camp physicals for Scouts and adult leaders – either individually, as a pack, or district.

## ☐ JANUARY

- **Make camp reservations** early to ensure preferred camp dates are available by going to: [www.crossroadsbsa.org](http://www.crossroadsbsa.org).
- **Continue camp promotion** at the January pack meeting.

## ☐ FEBRUARY

- **Make camp reservations** early to ensure preferred camp dates are available by going to: [www.crossroadsbsa.org](http://www.crossroadsbsa.org).
- **Begin** projects to help Scouts with camp fees.
- **Obtain** campership forms if needed.
- **Invite** Scouts to attend Adventure Camp highlighting the fun and advancement opportunities.
- **Recruit** extra leaders for 1:4 leaders to Scout ratio.
- **Continue camp promotion** at February pack meeting.

## ☐ MARCH

- **\$50 deposit due per person. All fees are NON refundable.**
- **Review** pack finance needs.
- **Begin arranging** transportation to and from camp. See “Transportation” below to determine what information to collect from each driver.
- **Arrange** for camp leader and other adults to complete Youth Protection Training.
- **Attend** district "free physicals" where available. Contact your District Camp Promotion Chairperson for more information.
- **Continue camp promotion** with Scouts highlighting the fun and advancement opportunities.
- **Contact** parents of Scouts not signed up to attend camp. Ask why their child is not yet registered. **Work** with them to overcome any issues preventing their child from attending. **Highlight** the advancement opportunities and “not wanting to miss out.”

## □ APRIL

- **May 1st!!! Entire fee for each Scout is due for Early Bird discount.**
- **Submit completed Parts A & B of Annual Health and Medical Records, photocopy of insurance card (both front and back), and enter preliminary attendance roster on line.**

## □ MAY

- **Conduct** a parents' meeting to review camp details.
- **Check** prerequisites for advancement for each Scout.
- **Attend one of the pre-camp leaders' meetings:**  
**Monday, 5/7/2018** - [7 – 8 PM] at Camp Belzer  
**Saturday, 5/12/2018**- [10 – 11 AM] at Camp Kikthawenund (Cub Shelter)
- If not done already, **submit completed Parts A & B of Annual Health and Medical Records, photocopy of insurance card (both front and back), and enter preliminary attendance roster on line.**

## □ AT LEAST 2 WEEKS PRIOR TO ARRIVAL AT CAMP

- **Send** dietary restrictions and special needs to the Camp Commissioners of Adventure Camp. **Confirm** these details by phone (765-552-7400) and/or email. [campkcommissioner@gmail.com](mailto:campkcommissioner@gmail.com).
- **Send** requirements for essential medical equipment (CPAP, special transportation, etc.) to the Camp Commissioners of Adventure Camp. You may send them to [campkikthawenunddirector@gmail.com](mailto:campkikthawenunddirector@gmail.com) or call the camp (765-552-7400).
- **Submit** any remaining fees to any Scout Service Center.
- **Remind** all Scouts and parents of dates, arrangements, equipment needs, departure time, transportation arrangements, health forms, etc.
- **Determine** the number of family visitors who will join the pack for the closing campfire and meal. All meals are \$7. Tell us when you arrive this number so we can have ample seating and food ordered for them.

## □ DAY BEFORE CAMP

- **Gather** receipts for camp fees paid in the Scout Service Center and **be prepared** to submit them during check-in.
- **Bring** all paperwork needed for check-in. Bring COPIES of Health Forms Part A and B **signed** by a parent.
- **Be prepared** to list all medications (prescription and over-the-counter) and allergies/dietary needs/other health concerns for the health officer at check-in.
- **Remind** campers to wear swimsuits to camp to speed along check-in.
- **Check** on final transportation arrangements.
- **Call** the Camp Office if the pack arrival is significantly delayed.

## *Transportation*

Most packs either carpool from their pack meeting place or have each family meet at camp.

- All drivers must have a valid operator's license and be at least 18 years of age.
- Seat belts must be provided and used by all passengers and the driver. School and commercial buses are exempt.
- Trucks, trailers, and campers shall not be used to transport Scouts and leaders, except in the cab with seat belts.
- Drivers shall operate vehicles in accordance with local laws.
- All vehicles must be covered by a public liability and property damage insurance policy as follows:
  - Passenger car, station wagon, or car: public liability: \$50,000 each person, \$100,000 each accident; property damage: \$50,000 (minimum Indiana requirements)
  - Van, RV and passenger bus (noncommercial vehicle which carries 10 or more passengers): public liability: \$100,000 each person, \$500,000 each accident: \$100,000

## *Medical considerations*

Adventure Camp has a fully qualified Health Officer on duty 24 hours a day. Some Scouts and adults have special medical needs, such as electricity to charge a wheelchair, operate a sleep apnea machine, or a nebulizer. Some campers have medications they require, either prescription or over-the-counter.

Electricity is not available in the campsites. Any pack requiring electricity for essential medical equipment must inform the Camp Director at least **two weeks before the pack's camp session.** These needs can be met by the pack bringing a car battery and a DC-AC converter. Camp staff will assist in the recharging of batteries during the day. (If the pack/camper is not able to bring these, a limited supply of batteries will be available for a nominal rental fee.) Camp leaders should check with all adult leaders and parents of Scouts to ensure all needs are identified well before camp.

In accordance with the policies of the Boy Scouts of America and Indiana state law, **all medications for Scouts and adult leaders** (both prescription and over-the-counter) **must be logged** at camp and remain in a locked box that the unit leaders will keep in the camp site or be turned over to the Health Officer who will keep it locked in the health lodge. Medications that must be kept cold will be refrigerated. Medications will be logged by the unit leader and the records will remain at camp after their departure.

The only medications that should remain on the camper's person are those that, the absence of which, could place the camper in a life-threatening situation. Examples include bee sting kits, heart medication, or emergency asthma inhalers.

Medications must be in their original container with the owner's name on the outside. If a camper has more than one medication, please place all of one camper's medication in a zip lock bag. For ease of identification, include a 3" x 5" card with the Scout's or adult's name, pack number, and times medication is normally administered.

## *Camperships*

A strong work ethic and self-reliance is a lesson that Scouting has taught for many years. However, if a Scout is unable to participate in Adventure Camp due to lack of funds, he may never get to learn this and many other lessons. The campership program allows a Scout to earn up to 50% of his **Early Bird camp fee** to reduce the cost of attending Adventure Camp. The Scout identifies a "good turn" work project to benefit the local community. Verification of project completion is required.

Applications are available from any Scout Service Center and must be submitted to any Crossroads of America Council Service Center by May 1<sup>st</sup>, with projects completed prior to camp. Campership applications are available for Crossroads of America Scouts attending Adventure Camp. Other Councils have similar programs for their Scouts' families.

## *Equipment checklist*

The following list is provided as an aid to a pack's planning, but certainly is not all encompassing. Scouts should ask pack leaders to assist them.

- Complete Scout uniform (shirt, shorts/trousers, neckerchief & slide, belt, hat) or appropriate leader's uniform for evening meals, campfires, and flag lowering
- Clothes (shorts, one pair of jeans, t-shirts, pajamas or sleeping clothes), underwear, and socks for at least four days
- Extra socks
- Jacket, sweater or sweatshirt
- Swimsuit (**worn to camp**) One-piece swimsuit for females
- Towel (Packed easy to reach for swim checks the first day)
- Athletic shoes or comfortable hiking boots, and **one pair of shoes that can get wet and be worn in the water for canoeing, Fort Miami, and TAC.**
- Lots of extra socks! At least two extra pair
- Plastic bags for wet clothing to travel home
- Poncho or raincoat
- Backpack or duffel bag that can be easily carried to campsite
- Canteen or water bottle
- Sleeping bag or blankets and sheet, and a small pillow
- Toilet kit (toothbrush, toothpaste, soap, comb, etc.)
- Notebook, pencil, pen, and Handbook
- Suntan lotion and non-aerosol insect repellent (with DEET)
- Flashlight with extra bulbs and batteries
- Watch, first aid kit, camera & film, sewing kit, religious materials
- \$40 spending money for souvenirs & snacks at the Trading Post
- Prescription medication **in its original container**

## *Tag-a-longs*

**Unfortunately, Adventure Camp is not designed to accommodate Tag-a-longs, and NO Tag-a-longs will be allowed to attend.**

## *What's Happening at Adventure Camp?*

Program Theme: **Passport to the World!** Be ready for a week of fun and excitement at Adventure Camp. The possibilities are endless, the adventure will always be remembered, the challenges will be exciting, Bring your costume and your scout spirit.

### **Camp Wide Events:**

**2nd Year Overnighiter:** A special hike and overnighiter with our staff, your 2nd year Webelos will get a chance to have a taste of scouts by camping on their own at Fowler Field. They will have the opportunity to have their own campfire, games, and experiences just as if they were in a scout troop.

**Opening Campfire:** There is no better way to end your first day in camp with a tremendous campfire put on by the staff. Bring your enthusiasm, energy, and scouting spirit to an evening filled with laughter and fun.

**Theme Night:** Get into the theme by dressing up for flags in your World costumes and then we'll head to the dining hall. Following dinner there will be a camp wide surprise event that everyone is sure to enjoy.

**Closing Campfire:** Finish out your week at Adventure Camp by getting up on stage and performing. A great opportunity to let each youth scouting spirit shine in front of the entire camp. In Camp Kikthawenund tradition, every tribe performs a song or skit and recognizes a staff member that went above and beyond.

**Flag Ceremonies:** Every morning and evening we hold a camp wide flag ceremony. If your den would like to raise or lower the flag, sign up with the Program Director when you arrive at camp. If you need staff assistance, they are ready to help you out.

**OA/Firecrafter Opportunities:** Have a chance to learn about the different service organizations within the scouts by working on the different awards put on by these organizations.

## *While at Adventure Camp*

### *Check-in*

Normal Check-in on Sundays and Wednesdays begins at **1:00**. If an adult leader is able to arrive early (after 11:30) they may begin the clerical part of their check-in. The rest of their pack may complete the physical aspect of check-in upon arrival at **1:00**. **It is crucial that your pack arrives AT 1:00 to ensure our rotations start on time. Late arrival may result in delayed swim checks.** Cub Scouts that arrive prior to 1:00 will be under the direction of pack leaders. Camp Kikthawenund staff cannot accommodate entire units upon early check-in as they are preparing for campers to arrive. Please take advantage of the early check-in option to alleviate delay in the process.

When arriving at Adventure Camp, please be sure that the pack's camp leader reports to the check-in table located at the Welcome Shelter. Bring two copies of the up-to-date pack roster. It is also recommended that the leader have copies of all medical forms, even if they were turned in prior to arriving at camp. The camp check-in process will include unloading of gear, verification of headcounts, medical re-checks, a tour of camp, dining hall talk and a swim test. Your schedule for these activities will be set at check-in and is subject to change.

Be sure to bring medications for all Scouts and adults. Medications must be in their original container with the owner's name on the outside.

A limited number of wheeled carts are available to assist packs with moving equipment to the campsite. Carts should be returned to the Welcome Shelter as soon as possible so they may be used by other packs.

One Pack Trailer/Vehicle will be allowed back to the campsite during check in with a permit (available at the office - you must leave your driver's license with the office staff to receive permit. When you park your vehicle in the parking lot, return the permit and receive your license). The vehicle will need to return to the park lot prior to Dinner.

The check-in process has been developed to reduce the amount of time each pack will spend at each stop, as there are many things to accomplish on this day. Your staff member guide will be responsible for keeping your pack on this schedule. Adhering to the arrival time is crucial to your pack staying on schedule. If you are unable to arrive at the 1:00 you must let the office know in advance so we can prepare. Calling (765-552-7400) and/or email commissioner.kikthawenund@gmail.com.

## *Swim checks*

All Scouts and leaders must participate in a swim check and be classified according to their ability on day one during the check-in process. Scouts and leaders should **wear swimsuits under their travel clothes on check-in day** and have towels within easy reach to speed along the check-in process. Swim checks will be conducted in a pool with qualified lifeguards and adult supervision. Each Scout and leader will be assigned a buddy tag. All swimming and boating activities will be conducted with a buddy. In the event of inclement weather closing down the pool, swim checks will be conducted during the swimming program time, or at another time determined by the camp management.

### Swimming classifications are:

**Swimmer's test** – swim 100 yards as follows: jump feet first into water over your head; come to the surface; level off; swim 75 yards in good form using side, breast, trudgen, or crawl stroke (or a combination). Swim 25 yards on your back using an easy resting stroke, rest by floating (or if not buoyant, with minimal motion) for one minute.

**Beginner's test** – swim 50 feet as follows: jump feet first into water over your head; come to the surface; level off; and swim 25 feet; turn sharply and swim to the starting point.

**Non-swimmers** – all others

## *Pre-camp swim checks*

If a unit chooses, it may conduct swim checks prior to coming to camp by following the procedures developed by the Council Aquatics Committee. Ideally, this would be done as part of a year-round Aquatics program.

The most important criteria are to have a certified adult conducting the tests. Acceptable certifications would include Aquatics Instructor BSA, Lifeguard BSA, or Red Cross WSI. Those who administer individual tests to Scouts should be 1) adults with strong Aquatics skills or 2) older Scouts with Lifesaving merit badge, Red Cross Lifeguard, or BSA Lifeguard training or certification.

A qualified person should review the Safe Swim Defense plan (and possibly the Safety Afloat plan) for the entire unit. All point of Safe Swim Defense should be adhered to during the test, as well as all swimming activities. Each Scout and leader should have his Medical form completed and turned in prior to taking the test.

## *Pre-Camp Swim Check Test Administration*

Each test should be administered individually with one guard following and watching a single swimmer for the duration of his test. If you do this at a pool, you could have one guard combination on each side of the pool and run Scouts through in a relatively short period of time.

## Beginner's Test

Jump feet first into water over your head, come to the surface, swim 25 feet, turn sharply and return to the starting point. The entry must be feet first and the turn must be made without holding on to something.

## Swimmer's Test

Jump feet first into water over your head, come to the surface, swim 75 yards in a strong manner using any combination of accepted strokes (sidestroke, crawl, breaststroke, or trudgen) on your front or side. Continue swimming an additional 25 yards using a resting backstroke (elementary, not racing). At the end of the 100 yards, float on your back as motionless as possible for one minute.

## Records

Careful records should be kept that include Scout's name, medical check, swimming classification, date, and the name and certification of the test supervisor. Copies of these records should be provided to the Aquatics Director upon your arrival at camp.

## *Equipment provided*

Each campsite is fully equipped with the following items:

1. Propane lantern (one per campsite)
2. Wall tents on platforms with canvas cots
3. Shelter with picnic tables
4. Latrine with running water, toilet paper, and cleaning supplies (some are shared between campsites)
5. Flag pole with American flag
6. Broom and hose at the latrine
7. Additional equipment (e.g. bow saws, hatchets) is available from the Camp Commissioner.

## **Damaged property**

Scouts are expected to take care of all property and equipment they use. **Close adult supervision can usually prevent any damages from occurring.** Sometimes, however, property is damaged and it needs to be replaced or repaired. The camp staff will inspect all campsites and camp issued equipment before a pack checks out. Damages could include broken or lost equipment, or defaced shelters, tables, latrines, or buildings. If property is misused by the pack, the cost of any damages must be settled before the pack leaves camp. Damages should be reported to the Business Manager or Camp Commissioner.

## *Uniform*

The uniform of the Boy Scouts of America is an easily recognizable symbol of the proud heritage of leadership, honor and service of the organization. While at Adventure Camp, you will notice all of the camp staff in full field or activity uniform at all time. Campers are

strongly encouraged (but not required) to bring their uniforms to camp to wear at evening meals, chapel, and closing campfire. Wearing the uniform is a great way to show individual and pack spirit, and breaks down barriers between a diverse range of people, reminding scouts that they all share common values and common bonds of brotherhood.

### *What to wear at camp*

Appropriate attire should be worn for all activities. For example, skinny-dipping or revealing bathing suits are not appropriate in Scouting. Leggings should not be worn without shorts. Halter tops, strapless tops, tops with spaghetti straps, and tops with plunging or revealing necklines are not appropriate at Adventure Camp. Apparel with advertisements/promotion of alcohol or drugs is not appropriate and should not be worn at camp.

### *Food service*

Adventure Camp employs a professional food service management company to provide quality food for Scouts and leaders in the Steak-n-Shake Dining Hall. A licensed dietician has reviewed the menus for balanced nutrition. Eating all the food provided at each meal will ensure that the scouts have the energy to enjoy camp to its fullest.

Family and visitors are welcome to join your pack for the closing dinner and activities. If you wish to invite guests to dine with your pack at camp, meal tickets can be purchased in advance at the camp office. **Please purchase these tickets by noon on the first full day of your session.** Each guest meal is \$7.00. Regrettably, the meal fee is **non-refundable** as Adventure Camp pays for all meals prepared based on expected attendance of campers and guests. Encourage your scouts to eat all their food. *Space can be limited for the closing dinner, so it is recommended that you purchase your tickets as early as possible.*

### *Special dietary needs*

We want your stay to be enjoyable at camp. **If Scout or adult participants need special meal substitutes because of dietary restrictions, please notify the camp office at least TWO WEEKS prior to your pack's arrival.** Upon your arrival please speak with the camp Health Officer and the head cook to further review your dietary needs to ensure that over the course of the session your meals are sufficient and correct. If you have any concerns after arrival about your meals or any of the Scouts' meals please speak immediately with the Camp Director to ensure that your needs are met adequately.

### *Homesickness*

It is not uncommon or unusual for some youth to experience homesickness while away at camp. In the event of homesickness, reassure the camper and remind them of the fun and exciting activities they must look forward to during his stay.

The first step in treating a homesick child is NOT to let them call home or have his parents visit. Undoubtedly, a conversation or visit from mom or dad will make a child want to go home even more. Calling home should only be done when all other options have been exhausted.

If you're dealing with a homesick child that can't be convinced to stay, you may bring them to a member of the camp staff for assistance. The camp staff is well trained and has a lot of practice working with homesick scouts. If further assistance is needed they will then assist or bring them (with you) to the administrative staff.

**It is also suggested that you discuss some items dealing with homesickness prevention with parents prior to coming to camp (this would be a good topic to discuss at a pre-camp parents meeting).** Here are some tips to help stop homesickness before it starts:

- Make sure parents don't tell their child that he can come home if he doesn't like camp. Of course, a camper will always have the option to go home if he really doesn't like camp, but it's not necessary to let them know that up front. The point here is to make sure the youth is not set up for failure, because the option to go home right away is an easy choice especially if that expectation is conveyed by a parent. For youth that haven't been to camp before, the experience can be a little overwhelming at first and out of his comfort zone. But for the sake of his growth as an individual, it's best to deal with homesickness and get through it once rather than it is becoming a persistent problem.
- If parents do plan on sending mail to their child throughout the week, make sure they know to keep the messages positive and reassuring. "We hope you're having a great time at camp" is much better than writing "we miss you" or "we can't wait until you come home." Likewise, parents should not convey the same type of messages before they leave on check-in day.
- Some parents will send family photos along with their child to camp. While it may be well-intentioned, this is not a good idea.
- Parents should be discouraged from visiting their child during camp, especially those that live close. While we cannot strictly forbid them from doing so, it will decrease some instances of homesickness if they stay home.

### *Role of the leader*

A teacher, a listener, a motivator, a disciplinarian; these are just a few roles of a Scout leader. In camp, this is only amplified. Every pack is required to have at least two adult leaders (at least one must be 21 years of age) in camp always. Though a leader's role in camp is probably the most challenging, it is also the most rewarding. The staff at Adventure Camp understands the challenges and the rewards, so we are always willing to help when needed.

## ***Daily Leaders' Meetings***

There will be an important Leaders' meeting on check-in day (Sunday and Wednesday) at 5:30 PM at the Welcome Shelter. Daily mandatory leaders' meetings are held Monday, Tuesday, Thursday, and Friday after breakfast at the Welcome Shelter.

## ***Wolf Bear Orientation***

There will be a wolf/bear orientation for adults AND scouts at the Welcome Shelter at 4:45. Here the adults and wolves and bears will meet the Staff Guides working with them, as well as here about specifics with our wolf/bear program.

## ***Advancement opportunities***

Adventure Camp offers a wide variety of advancement opportunities to its participants. However, it is important to note that fun and adventure are emphasized over just advancement. As such, the staff will be focusing on providing the Scouts interactive and exciting opportunities to experience new things, while completing advancement requirements in the process. These opportunities include shooting sports, aquatics activities, an obstacle course, and much more. Each day at camp will begin and end with a flag raising/lowering ceremony, to provide an example to the Scouts of how to show proper respect for the United States flag, and to honor the principles and ideals which have made this country great. The staff of Adventure Camp is trained and knowledgeable in programs designed for pristine as well as inclement weather, and is prepared to provide an interactive and meaningful program under most any circumstances. In accordance with national and council advancement policies, staff will only acknowledge the completion of requirements as listed in official Boy Scouts of America publications.

Camp Kikthawenund has a variety of facilities which are incorporated into an active part of the program. Some of these facilities include Fort Miami, the Teepees, Western Town, and the Riverboat! These facilities are unique to Adventure Camp, and make the program distinctly fun and memorable.

Physical fitness is a natural part of the program at Adventure Camp. Many of the activities, such as swimming and the bouldering wall, are designed to challenge the Scouts to push themselves to new heights of mental confidence and physical capability. Additionally, the campers spend a large portion of the program day up and moving around, and staying active. Ample time for rest is scheduled, and nutritious meals are provided. Nine hours of sleeping time is scheduled each night so that every camper can get the amount of sleep recommended for youth of Scout age.

The staff of Adventure Camp believes that the opportunities camp offers have the potential to positively influence all Scouts. Because of this, the entire staff provides a quality camping experience to every Scout who wants to participate, and is very willing to work with every camper to guide them through the activities to the best of the camper's abilities regardless of physical and mental abilities or limitations.

For several years now, Adventure Camp has implemented a new and innovative program design that includes different activities in each area, so that returning Scouts can get a whole new camping experience each time around! This progressive style of program is designed to smoothly transition the Scouts from Cub Scouting to Boy Scouting. This program has met

with a great deal of success and is being continuously refined in preparation for this year's camping season.

This year camp will have a variety of programs for your pack to choose from. Our camp commissioner team will be calling you a few weeks before camps starts. You can finalize your camp program at that time.

All scouts will be working on the aquatic badgework for their level at the pool and boating.

**Traditional** (this is the program that will automatically be selected for your pack, unless you tell us otherwise):

Webelos Will be working on parts of:

Castaway  
Cast Iron Chef  
Camper  
Into The Wild  
Into the Woods  
Earth Rocks

### **God and Country:**

Webelos Will be working on parts of:

Duty to God and You  
Building a Better World  
Castaway

### **Silk Road:**

Webelos Walkabout  
Castaway

### **The Embalmers: First Aid Program**

First Responder  
Castaway

### **Da Vinci's lab**

Adventures in Science  
Castaway

### **2nd Year Overnighter:**

## Camper Scouting Adventure

\*If you would like to split your pack to take part of multiple experiences listed above, let us know, and we will do our best to accommodate

**Bears** will have opportunities to work on parts of the following adventures:

- Salmon Run
- Grin and Bear it
- Fur, Feathers, and Ferns
- Bear Necessities

**Wolves** will have opportunities to work on parts of the following adventures:

- Paws of Skill
- Running with the Pack
- Paws of the Path
- Council Fire
- Call of the Wild

To get the most out of the Adventure Camp experience, it is important to prepare in advance and be ready when camp comes. Here are a few tips concerning advancement at Adventure Camp:

1. In February or March review each Scout's advancement and review the advancement Adventures offered at Adventure Camp.
2. Review the requirements of each Adventure with the Scout to see which requirements should be completed before going to camp.
1. Advancement completion forms will be provided at the initial camp leaders' meeting. Camp leaders should keep this with them as they go around camp, to update it as they complete different areas. This is provided as a reference for pack leaders to sign off requirements in each Scout's handbook.
2. If there are any questions about a Scout's progress, a leader should discuss the question with the appropriate instructor or the Program Director.
3. The advancement completion form also is used to show details of a partial completion of requirements. This partial completion information will be helpful to pack leaders in assisting Scouts to complete remaining requirements for advancement.
4. Advancement Adventures and Firecrafter ranks earned at camp may be purchased at the end of camp from the Trails End Trading Post with submission of a completed advancement record form and a group order form.

Nothing can make learning new skills and overcoming challenging obstacles quite as fun or memorable as putting a unique spin on the entire program. For this reason, Adventure Camp strives to use a fun and dynamic theme as the basis for each summer's program. For the 2018 camp season, the theme is **Passport to the World- Camp Kikthawenund**.

## *Program areas*

The following program areas will be available to every scout who attends Adventure Camp in 2018:

**High Tide:** Campers will be able to cool off in the swimming pool and enjoy some free swim time, Webelos will be able to complete requirements 1-6 for the Aquanaut Adventure. Wolves will be able to complete requirements 3-4, and 6 for the Spirit of the Water adventure. Bears will be able to complete requirements 4, 6-9 on the Salmon Run adventure

**The Port:** Campers will be able to enjoy canoeing on beautiful Lake Cherokee. Bears will complete requirements 1-3 on the Salmon Run adventure. Webelos will be able to complete requirement 10 for the Aquanaut adventure. Wolves will be able to enjoy some free boating time.

**Black Powder Alley:** Webelos will be able to shoot air rifles, and wolves and bears will be able to shoot bb guns.

**Artemis' Field :** All scouts will be able to practice their skills at shooting bows and arrows.

**Ninja Course:** All scouts will be able to challenge themselves by completing the T.A.C. obstacle course.

**Troy:** All scouts will be able to learn about strategy and experience the Ft. Miami sponge fight

**World Cuisine (Village):** Scouts will work on Cast iron chef req 2-3 bear picnic basket req 1-3 wolves: Germs Alive 1-4.

**Hike Around the World (River Boat):** Scouts will focus on Geology and parts of the Earth Rocks badge..

**Olympics (Welcome Shelter):** Webelos Sportsman req1-3 Bear: Grin and bear it req 1-5 Wolf: Paws of skill req 1,2,4,5,6

**Renaissance Village (Cub Scout Shelter):** Webelos; Engineering, req 1&2 Bears: super science 1-5 & Make it move 1,2,3,4b Wolves: Air of the wolf 1 A&B,2 A&E.

**Buffalo Bill's Adventures:** Campers will design and create superheroes that represent their tribe. They will then proceed to the parade field, and participate in multiple superhero challenges. Warning: You will get wet!

## *Order of the Arrow*



The Order of the Arrow is Scouting's National Honor Society. One of the most meaningful experiences in all scouting is to be elected to the Order of the Arrow. Jaccos Towne Lodge serves the Crossroads of America Council. The Order of the Arrow promotes scout camping, fosters the spirit of Scouting, and focuses on cheerful service to others.

At Adventure Camp, the Order of the Arrow actively assists Scouts making the transition from Cub Scouting into Boy Scouting. Den Chiefs and adult members are encouraged to wear their sash at our evening meal on closing campfire night.

## *Firecrafter*



Firecrafter is a camp rank system that recognizes and develops a scout's camping skills. In Firecrafter, scouts will join a camping service organization that started in 1920 at Camp Chank-tun-un-gi (now Belzer Scout Camp). This popular program is unique to the Crossroads of America Council. The desire to be a Firecrafter is often the push a scout needs to come back to summer camp another year or to give them the added confidence to strive for Eagle Scout.

The camp ranks can only be earned at camp. They serve to complement the Webelos advancement work. Most of the camp rank requirements are taken directly from Webelos rank advancements. First year Webelos campers can earn Webelos Camper Award. Second year Webelos campers can earn Webelos Firelight Award.

## *General Information*

### *Camp policies*

At Adventure Camp, the Scout Oath and Law are our guiding principles. We expect each leader to provide the guidance within the pack to follow these principles, the policies of Camp Kikthawenund, the Crossroads of America Council and the Boy Scouts of America.

- **ALCOHOLIC BEVERAGES AND ILLEGAL DRUGS:** Alcoholic beverages and illegal drugs are not permitted in any Scout camp. Possession or use of them on camp property will be cause for removal from camp.

- **BOATS:** Camp canoes have been inspected for safety. No personal boats are allowed in Lake Cherokee.
- **CAMPER RELEASE POLICY:** Campers will only be released early from camp to custodial parents. Release to others must be communicated in writing in advance, with the pack's camp leader's knowledge. Parents must indicate in writing who the Scout will be leaving with and the time and day of departure. **FOR THE SCOUT'S SAFETY, CAMP LEADERS MUST ESCORT THE SCOUT TO THE CAMP OFFICE AND SIGN THE SCOUT OVER TO APPROVED PERSONS.**
- **FIREARMS RESTRICTION:** Camp will provide BB guns, air rifles, bows, arrows and ammunition at the shooting sports ranges. Under no circumstances should ammunition or firearms be brought to camp.
- **FIREWORKS:** Fireworks, including sparklers, are strictly prohibited! They are dangerous and a fire hazard in the woods.
- **FUEL:** All fuels must be kept locked. The camp ranger can assist with this service. Remember that any type of open flame is not permitted in any tent.
- **HAZING:** Hazing is strictly prohibited. Hazing can lead to serious consequences, both to the physical well-being and emotional stability of the Scout. Even a "mild" incident can convince a Scout to leave scouting, e.g. snipe hunting. Be aware that new campers are particularly susceptible to hazing. Knowledge of any abuse should be reported to the Camp Director immediately.
- **LEAVING CAMP:** If you plan to leave camp, please sign in and out at the camp office.
- **LOST & FOUND:** While camp is in session, lost and found items will be maintained at the camp office. After camp, lost items will be maintained at the Indianapolis Service Center until November 1<sup>st</sup>. **Leaders should strongly encourage all Scouts and leaders to mark all their possessions with name and pack number for easy identification.**
- **LATRINES:** Will be clean, please keep them this way.
- **MEDICATION:** All prescription medication must be stored at the Health Lodge or in the campsite in a camp issued locked box in its original container. The Scout or the leader at the discretion of the Health Officer may keep inhalers, epi pens and heart medication on their person. Upon leaving camp, it is the responsibility of the unit leader to pick up unused medications that were brought to camp.
- **MOSQUITO CONTROL:** Mosquitoes frequent the woods of Camp Kikthawenund. Spraying is conducted regularly using insecticides considered the safest to humans. All campers should use a non-aerosol mosquito repellent with DEET for added protection. Do NOT spray it on your tent, as that will remove the waterproofing.
- **PHONE:** A phone is available in the camp office for leader use, or for Scouts who have a leader present. Many times, homesick Scouts try to use the phone without the knowledge of an adult leader. Please keep an eye on them.
- **PERSONAL ITEMS:** The camp is not responsible for lost or stolen items. If such an unfortunate event occurs it is recommended that a police report be filed for insurance purposes.

- **PERSONAL TENTS:** Personal tents must meet the Boy Scout standard of 30 square feet of sleeping space per Scout. Personal tents should also have a “NO FLAMES IN TENTS” sign affixed to them. The signs are available at check-in.
- **PERSONAL TRANSPORTATION VEHICLES:** Individuals with disabilities desiring to bring a golf cart type vehicle to camp must apply for a permit through the camp office *prior* to arriving at camp.
- **PETS:** No pets in camp please.
- **PHYSICAL FORMS:** Every youth and adult attending a camping program must bring a completed BSA Personal Health and Medical Record form with them to camp to participate in any activities. All youth must have the completed BSA form signed by a parent or guardian within 12 months of the time they are in camp. Parts A and B must be completed by both youth and adults to participate in camp.
- **SHOES:** We are concerned for your safety at Adventure Camp. Injured feet can ruin a camping experience. Sturdy shoes or boots are recommended, plus a second pair of shoes that can get wet at some activities. Flip-flops are not permitted to be worn around camp, except while actually in the showers. Open-toed footwear should be of the type designed for trail usage.
- **Cub Scouts may not have or use knives while in camp.**
- **SHOWERS:** The camp shower facility is located near the swimming pool. In accordance with BSA National Policy there are separate shower facilities for Scouts and male/female adults. Packs **MUST** organize shower times so that an adult is present at the shower house when their Scouts are using the facility. **Adults and Scouts are responsible for keeping the shower house and restrooms clean and in good order.**
- **SMOKING:** Smoking is prohibited except in designated areas. The goal of this policy is to keep smoking away from Scouts. All buildings are smoke free environments; smoking outside the entrance or exit of any building is not permitted. In addition, all campsites should be on a smoke-free basis. A designated smoking area is available in the central camp area, please be courteous and use common sense.
- **SPEED LIMIT:** The camp speed limit is 10 mph. There are many campers roaming the area. Driving too fast could be catastrophic.
- **TRANSPORTATION:** Each pack is responsible for the safe transportation of Scouts and leaders to and from camp with sufficient insurance coverage. Ensure that all drivers and passengers are wearing seatbelts.
- **VEHICLES:** Each Pack is allowed one vehicle to transport a trailer and/or gear to their campsite. The driver of the vehicle will leave his/her driver's license with a Commissioner or in the office and receive a vehicle permit allowing access to the camp. The vehicles must be unloaded and returned to the parking lot. When the vehicle permit is returned to the Commissioner/office, the driver's license will be returned and the permit will be available for the next pack to use. Please ask about this option at check-in. Vehicles, including guests' vehicles, are to be parked only in the main parking lot. Wheeled camp carts are available to deliver and remove pack and personal gear at check-in and check-out to and from campsites. Only camp service vehicles are allowed on camp roads during the week. **Please note that BSA Policy does not allow any individual to be transported in the back of any pick-up truck or trailer.**

- **VISITORS:** All visitors must check in at the camp office when coming into camp, and check out when leaving.
- **YOUTH PROTECTION:** We adhere to all youth protection provisions of the Boy Scouts of America. All adult leaders who are in camp should have completed youth protection training. Two-deep leadership is required at all times. Leaders and Scouts cannot sleep in the same quarters and mixed genders are not allowed to tent together. Exceptions are a parent/child or married couple. Scouts must be with a “buddy” whenever they are walking in camp.
  
- **CAMPsites-TRIBES:** Part of the experience at Adventure Camp is the team building experience of our Tribes. Each campsite will have between 25-45 campers. Smaller units will be matched up with anywhere from two to six packs that will participate in the session's activities together. This also assists units with meeting the two-deep leadership always. All the adults in the campsite count towards leadership requirements of each pack.

**PLEASE REVIEW THE “GUIDE TO SAFE SCOUTING”  
FOR ALL SAFETY POLICIES**

### *Trail's End Trading Post*

The Adventure Camp Trail's End Trading Post provides a full selection of items for your stay. The following is a list of some of our available items:

- Walking stick medallions, T-shirts and belts
- Flashlights and other camping items
- Cub Scout songbooks, Wolf, Bear, Webelos, and Leader handbooks, etc.
- Basic camping needs
- Scout uniform items
- Scout advancement badges earned at camp
- Snacks and drinks

We recommend that the pack's camp leader or another adult serve as the “banker” during the week. When a Scout needs money, he can check it out from the pack's “banker.” This keeps the Scout from losing his money, and can serve as a method of teaching thriftiness. Fifty dollars (\$50.00) is generally sufficient for most Scouts to obtain the souvenirs and snacks they want.

Credit card service is available in the Trail's End Trading Post for Visa and Mastercard. Cash and checks are also accepted.

## ***Outdoor ethics***

Camp Kikthawenund is a beautiful property, filled with natural wonder. Getting to experience nature is an important part of the scouting program, and is an opportunity every camper should take advantage of at Adventure Camp. It is also important to preserve the natural splendor of the camp for all future campers. For this reason, it is important to review Leave No Trace practices with your Scouts before coming to camp, and actively practice them while at camp.

## ***Refund policy***

Camp fees are generally not refundable, except in the case of hardships or emergencies (illness, family death, summer school, custody issues, etc.). Refunds are not available for vacation, sports events, or changing one's mind.

For every spot, you have booked in your reservation after February 28, 2018, your pack will be responsible for the full \$25 deposit (\$5 reservation fee + \$20 deposit) whether the spot is filled or not.

After February 28, no fees are refundable. If a Scout cannot attend, that reservation may be used by another Scout from your pack during the same week, or the individual may attend a different session of Adventure Camp. Fees paid are not transferable between camps.

## ***Accident and illness insurance***

All registered scouts and leaders are covered by an accident and illness insurance policy while participating in or traveling to and from any scout sponsored activity, including summer camp. Scouts and leaders must be registered members of the BSA to be covered by the insurance. This is a secondary insurance policy administered by Health Special Risk Insurance (HSR). A claim must be filed with HSR within 90 days of the accident or illness. All medical expenses must be filed with the injured person's primary insurance before they can be considered by HSR. This policy generally covers the usual and customary charges up to \$15,000 per accident; \$7,500 for illness; up to \$5,000 for dental treatment; and \$6,000 for ambulance service among other benefits. Any expenses beyond these limits are the responsibility of the parent/guardian or leader. Forms and complete details of this policy can be found at [www.crossroadsbsa.org/forms](http://www.crossroadsbsa.org/forms). Initial questions concerning filing a claim may be directed to the Crossroads of America Council Office Manager, (317) 813-7067.

## ***Visitors***

Parents and families are always welcome at Adventure Camp. Please register in the camp office upon arrival. The campfire held on Tuesday and Friday night is the best time for

visitors. If visitors are going to be in camp and desire to eat a meal, the pack's camp leader (or other adult) can purchase a non-refundable meal ticket at the camp office at a cost of \$7.00 per meal. Meal tickets are non-refundable because Adventure Camp pays for all meals prepared. **Please inform the Business Manager by noon on your first full day** so we can ensure there is sufficient seating and food for your guests. If adult participants are not registered as a required adult at camp or as an additional adult participant and they desire to stay overnight there is a \$10.00 overnight camp fee in addition to other applicable fees. This is to be paid upon arrival at the camp office.

### *Tips for success*

Camp Kikthawenund has been providing a summer home for Scouts for many years and we have learned a few things that might help you with your stay in camp.

**Drink lots of water.** Indiana is hot in the summer, as you all know. The scouts and leaders will all be very active. Please **DRINK WATER!**

**Scouts should come to camp prepared.** Read the requirements for Adventures before coming to camp. Bring your Handbook (available in the Trading Post if needed). Check equipment needs before coming.

**The pack should come to camp prepared.** The top packs come with ideas and plans to have fun and learn about the great outdoors.

**Your campsite is your home for the session.** To make it special and to dress it up, bring the pack flag or others appropriate signs or banners.

**Top packs are virtually always recognized by their spirit.** The pack that comes to camp with ideals and esprit de corps challenges the rest of camp to come alive. Bring your pack cheer and goodwill to camp and show everyone that you are number ONE. Wearing your pack t-shirt or the Scout uniform correctly will add to the spirit.

**Wear your uniform.** Uniforms are encouraged for chapel service, campfires, evening flag ceremonies, and evening meals.

**Adventure Camp is not like any other camping experience,** nor should it be. When the Scout Promise and Law are faithfully practiced by all, it makes a world of difference for everyone.

**Adventure Camp exists for the development of youth.** Its mission is the mission of the Boy Scouts of America; its aims are the Aims of Scouting; to build Character, to foster Citizenship, and to develop Fitness. As a leader in scouting, you have made a commitment to assist youth achieve these goals.

**Scouts should not take valuables to the waterfront or shower house.** These items should be secured in the campsite or left at home. It is unfortunate when someone loses something of value. Please have a plan for storing valuables. Camp Kikthawenund is not responsible for damaged, lost, or stolen items.

**Keep ALL LEADERS informed about changes in schedules and attend leaders' meetings.**

**The Camp Director, Program Director, Camp Commissioner, and Business Manager are at your service!** It is our prime concern that each Scout has fun and learns new skills.

Our second priority is that all adult leaders have a positive camping experience with their Scouts... to that end we are fully committed to do our best. Our staff tries to do its best to serve every Scout. Please let us know how we can meet your needs.

**Take time to enjoy the beauty of Camp Kikthawenund.**

**Scouts and adults coming to camp will have fun!** Please share your constructive criticism and ideas so we can improve your camp. If you have a special need or want to do something spectacular, tell us about it and we will give it our best shot.

**Adults will have opportunities to be trained.** Adults will have opportunities to participate in a wide variety of training programs, including all necessary trainings to become a fully trailed Cub Scout leader.

## *Mail*

Parents are encouraged to send a letter or a package to their child at Adventure Camp. Because mail typically takes three days for delivery, we recommend that mail be sent a few days before the pack goes to camp. Items arriving after a Scout's departure will be returned to sender. To insure delivery, items should have the pack number and session number listed and addressed in the following manner:

<p><i>(Scout's name)</i></p> <p><i>(Pack Number and district)</i></p> <p><i>Session (Session number)</i></p> <p>Camp Kikthawenund</p> <p>7651 W. 500 North</p> <p>Frankton, IN 46044</p>	<p style="text-align: center;"><i><u>Example</u></i></p> <p><i>Maxwell Scout</i></p> <p><i>Pack 112 Del-Mi</i></p> <p><i>Session 1</i></p> <p>Camp Kikthawenund</p> <p>7651 W. 500 North</p> <p>Frankton, IN 46044</p>
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## *Helpful hints for letter writing*

The tone of the letter and its contents have a great effect on the production of homesickness. The letter should be conversational about events at home and ask questions about the Scout's experience at camp. They should never contain such lines as "We all miss you very much; we love you so." "Your dog hasn't eaten since you left." "We served your favorite meal last night, too bad you could not be with us to eat it." Items that may cause jealousy should also be avoided like "Yesterday, we bought your brother a new bike." Campers sometimes break into tears reading such well-intentioned letters from home.

## *Emergency Procedures*

The camp has established procedures to be followed in the event of most emergencies. Emergency procedures are posted throughout the camp and will be reviewed with everyone upon arrival Sunday and Wednesday. Persons in orange vests are to be recognized as authority figures.

- 1. FIRE:** An intermittent siren means assemble at the main camp flagpole by pack. Report any missing persons to the Camp Director. Follow other directions.
- 1. SEVERE WEATHER:** A continuous siren indicates that you should head to the closest emergency post and take cover immediately. If you are not in your campsite, move to the nearest safe locations (i.e. a shower house, shelter house or on the side of a hill away from the danger of falling tree limbs). **AVOID AREAS AROUND STREAMS AND THE LAKE.** When the danger has passed, an intermittent siren will follow to signal "all clear." Once you hear the intermittent siren, assemble at the flagpoles with your pack.
- 2. MEDICAL OR ACCIDENTS:** Give minimal first aid and report to the health office. If bodily fluid spills are present, keep individuals away from the area and report to the health officer, who will clean the area.
- 3. FATALITY:** Report immediately to the Camp Director. Keep onlookers away from the scene.
- 4. YOUTH PROTECTION:** Move victim to a safe location. Notify the Camp Director. Do not talk to anyone regarding the situation.
- 5. LOST SCOUT:** Notify the Camp Director, and report all information about the lost Scout. Assist in the search as directed. Follow directions.

### **EMERGENCY PHONE NUMBER TO CONTACT**

**CAMP KIKTHAWENUND: (765) 552-7400**

**Fax (765) 552-6399**

Acceptance and participation in the camping programs at Camp Kikthawenund are the same for everyone in accordance with federal law and U.S. Department of Agriculture policy this

institution is prohibited from discriminating on the basis of race, color, national origin, sex, age or disability.

To file a complaint of discrimination, write USDA, Director, Office of Adjudication, 1400 Independence Avenue SW, Washington, D.C., 20250-9410, or call toll free (866) 632-9992 (Voice). Individuals who are hearing impaired or have speech disabilities may contact USDA through the Federal Relay Service at (800) 877-8339; or (800) 845-6136 (Spanish) USDA is an equal opportunity provider and employer.

## *Schedule – Days 1 & 2*

### **Day 1 (Sunday/Wednesday)**

- 11:30 AM: Early check-in  
(Unit leader only; no youth until 1:30 PM)
- 1:30-3:30 PM: Unit check-in and camp tour
- 4:45 P.M. Wolf/Bear Orientation
- 5:30 PM: Leaders' meeting
- 6:10 PM: Hoppers report to Dining Hall
- 6:20 PM: Flag lowering, followed by Dinner
- 7:30 PM: Walking Bear Carnival
- 8:20 PM: Chief Walking Bear Trail,  
followed by Opening Campfire
- 10:00 PM: Lights out

### **Day 2 (Monday/Thursday)**

- 7:10 AM: Hoppers report to Dining Hall
- 7:20 AM: Flag raising, followed by Breakfast
- 8:10 AM: Leaders' meeting
- 8:30 AM: Program period 1
- 9:40 AM: Program period 2
- 10:50 AM: Program period 3
- Noon: Hoppers Report to Dining Hall
- 12:05 PM: Grace, followed by Lunch
- 12:45 PM: Tribe time
- 2:00 PM: Program period 4
- 3:15 PM: Program period 5
- 4:30 PM: Program period 6
- 6:10 PM: Hoppers report to Dining Hall
- 6:20 PM: Flag lowering, followed by Dinner
- 7:30 PM: Chapel
- 8:00 PM: Evening Activity/2nd Year Overnighter Leave

9:00 PM: Tribe time

10:00 PM: Lights out

## ***Schedule – Days 3 & 4***

### **Day 3 (Tuesday/Friday)**

7:10 AM: Hoppers report to Dining Hall  
7:20 AM: Flag raising, followed by Breakfast  
8:10 AM: Leaders' meeting  
8:30 AM: Program period 7  
9:40 AM: Program period 8  
10:50 AM: Program period 9  
Noon: Hoppers Report to Dining Hall  
12:05 PM: Grace, followed by Lunch  
12:45 PM: Tribe time  
1:40 PM: Program period 10  
2:50 PM: The Buffalo Bill Wild Adventures  
6:30 PM: Hoppers report to Dining Hall  
6:40 PM: Flag lowering, followed by Dinner  
8:15 PM: Line up for Closing Campfire,  
followed by Closing Campfire  
10:00 PM: Lights out

### **Day 4 (Wednesday/Saturday)**

7:10 AM: Hoppers report to Dining Hall  
7:20 AM: Flag raising, followed by Breakfast  
8:15 AM: Unit check-out begins

## *Crossroads of America Council Service Centers*

### **Golden Burke Scout Education and Program Center**

7125 Fall Creek Road North  
Indianapolis, IN 46256  
Phone: (317) 813-7125  
Fax: (317) 813-7126

Office Hours: 8:30 AM – 5:00 PM Monday – Friday  
Scout Shop Hours: 8:30 AM – 7:00 PM Monday – Friday  
9:00 AM – 3:00 PM Saturday

### **Muncie Service Center**

3400 E. Jackson St.  
Muncie, IN 47303  
(765) 288-0223  
Fax: (765) 284-7534

### **Terre Haute Service Center**

501 S. 25<sup>th</sup> St.  
Terre Haute, IN 47803  
(812) 232-9496  
Fax: (812) 232-9497

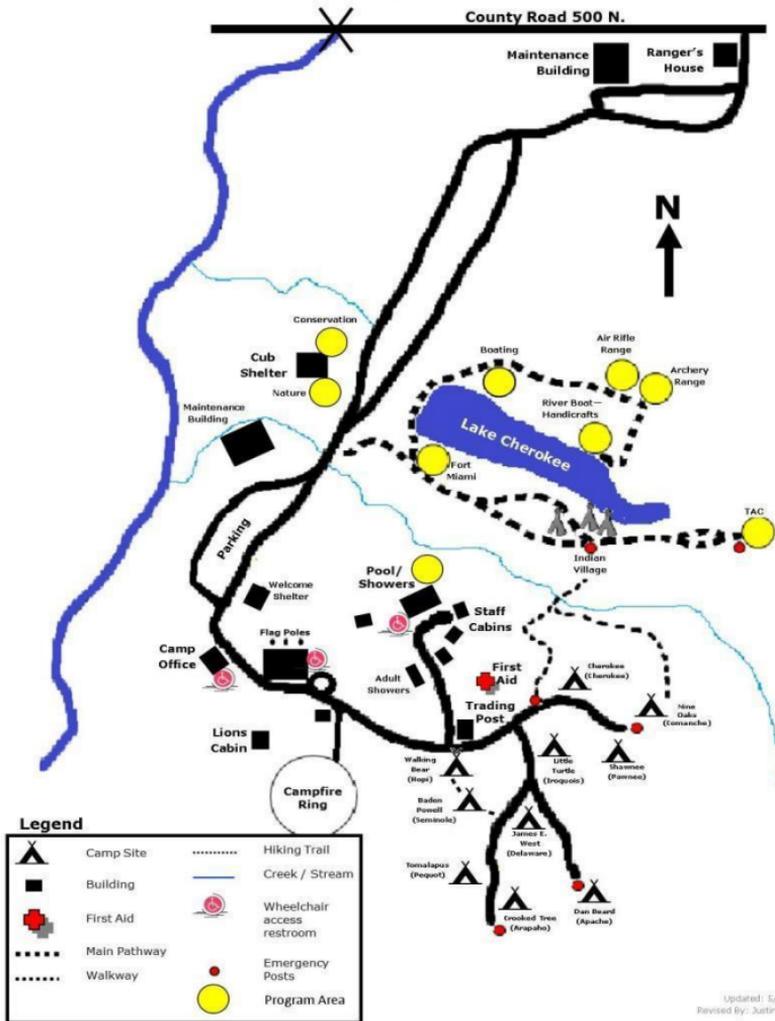
Visit us on the Internet at: [www.crossroadsbsa.org](http://www.crossroadsbsa.org)

# Man of camp

7651 W. 500 N, Frankton, IN 46044

## Map of Camp Kikthawenund

Phone: (765) 552-7400



*Notes*

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