



# CAMP C.S. KLAUS

## 2026 CUB SCOUT LEADER & PARENT GUIDE



### 2026 CUB CAMP SESSIONS & FEES

#### **CUB SCOUT DAY CAMP**

June 13, 2026  
@ Camp CS Klaus  
\$55 by May 15, 2026  
\$75 after May 15, 2026  
must be accompanied  
by an adult



#### **CUB SCOUT ADVENTURE**

@ Camp C.S. Klaus  
3 Days/2 Nights  
June 18-20, 2026  
\$150 by May 15, 2026  
\$170 after May 15, 2026  
\$65 for adults



#### **CUB OVERNIGHT**

@ Camp C.S. Klaus  
2 Days/1 Night  
July 11-12, 2026  
\$125 by May 15, 2026  
\$145 after May 15, 2026  
(1 adult included in price)



#### **WEBELOS & ARROW OF LIGHT CAMP**

@ Camp C.S. Klaus  
4 Days/3 Nights  
June 27-30, 2026  
\$185 by May 15, 2026  
\$205 after May 15, 2026  
\$90 for adults

#### **CANCELLATIONS**

If it is necessary for a family to cancel a reservation a refund request can be reviewed by the council's camping committee. A refund request form must be filled out and submitted to the Council Service Center no later than August 30, 2026. If instances of illness or death in the family make it impractical for the Scout to attend Camp Klaus, a partial fee may be refunded and will be completed after August 30, 2026. **Refunds will not be approved and fees are not refundable for change of plans or homesickness.**



# Scouting America

## Northeast Iowa Council



**Mailing Address:**  
P.O. Box 732  
Dubuque, IA 52004-0732  
[www.scoutsiowa.org](http://www.scoutsiowa.org)

**Physical Address:**  
10601 Military Rd  
Dubuque, IA 52003  
Phone: (563) 556-4343

### Camp C.S. Klaus

28157 Horseshoe Rd      Emergency Phone  
Greeley, IA 52050      563.856.3845

## CUB SCOUT DAY CAMP

**June 13, 2026 @ Camp C.S. Klaus**

### Schedule

9:00am - Check-In  
4:30pm - Check-Out

### Program Activities

Archery, BB, Slingshot, Climbing Tower, and much more!



### Fees & Registration

The cost of this camp is \$55 per youth and adult partner if paid by May 15, 2026. After May 15, 2026 the price is \$65 per youth and adult partner. Registration is limited to the first 100 youth/adult pairs that sign up. Each Scout will receive a patch for attending.

### Who Should Attend?

This summer camp experience is open to any youth entering 1st grade through 5th grade, but is designed primarily for younger youth.

### Parent-to-Child Ratio

Each youth must be accompanied by a parent or guardian. For families with more than one child, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

### Day Camp Packing List - See Dress Code (page 15)

#### Personal Items

- Swimwear and towel
- Sunscreen
- Insect Repellant
- Water Bottle

#### **Very Important**

- Signed and completed Scouting America Annual Health and Medical Record (Parts A & B)

Prescription Medications

# CUB OVERNIGHT - 2 DAYS / 1 NIGHT

**July 11-12, 2026 @ Camp C.S. Klaus**

**Check-In: Saturday @ 10:00am**

**Check-Out: Sunday @ 9:00am**

## Fees & Registration

The cost of this camp is \$125.00 per Cub Scout and parent/guardian if paid by May 15, 2026.

After May 15, 2026 the price is \$145.00 per Cub Scout and parent/guardian. Additional adults are \$55.00 per person.

Registration is limited to the first 100 Scout/adult pairs that sign up per weekend. Each Scout will receive a patch for attending. Patches will also be available for purchase by adults in attendance.

## Who Should Attend?

This summer camp experience is open to any Cub Scout entering 1st grade through 5th grade, but is designed primarily for younger Cubs. For Scouts entering 4th and 5th grade, we recommend the Webelos & Arrow of Light Adventure (see page 10).

## Parent-to-Child Ratio

For this overnight camp, each Scout must be accompanied by a parent or guardian. In most cases, this will be a parent or direct relative of the child. If the adult is not a parent or legal guardian of the child, they may not share a tent with the child. For families with more than one child in Scouting, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

## Check-in

Parents, be advised! Check-in happens at 10:00am, and our campsites leave as groups. If you arrive after 11:00am, your site may have left already, and you may need to tour with another campsite or may miss the camp tour.

## Dining

- All meals in the Dining Hall are served buffet style. Please inform the Council Service Center of any dietary restrictions when registering online.
- Meals may offer assorted fresh fruit, juice, milk, water, and/or tea. Coffee will be available for adults. The following may also be available bread, butter, jelly, peanut butter, and condiments.
- Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, and Salad Dressing.

## Cub Overnight Packing List - See Dress Code (page 15)

### **Very Important**

- **Signed and completed Annual Health & Medical Record (Parts A & B) for youth and adults**
- **Prescription Medications**

### **Clothing Items**

- Scout Field Uniform (Class A)
- 1-2 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 1-2 Pairs of Underwear
- 1-2 T-Shirts
- Hiking Boots/Gym Shoes
- 1-2 Pairs of Shorts
- Rugged Jeans or Pants

### **Camping Gear**

- Day Pack to Carry
- Water Bottle
- Sleeping Bag
- Pack or Duffel Bag
- Dirty Clothes Bag
- Bedroll (if desired)

### **Personal Items**

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant

### **Camp Necessities**

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Clothesline with pins
- Pocket Knife(3rd grade +)
- Personal First Aid Kit
- Fishing Gear
- Spending Money

### **Take Note:**

Electronics are prohibited for Scouts during program and we cannot guarantee adult access to wi-fi.



# CUB OVERNIGHT SCHEDULE

2 DAYS/ 1 NIGHT, JULY 11 & 12, 2026



## Saturday, July 11<sup>th</sup>, 2026

10:00 am	Check-In
11:00 am	Camp Tour
11:45 am	Meet in front of Munter for opening flags and camp welcome
12:00 - 1:00 pm	Lunch
1:00 - 5:00 pm	Program Areas Open
5:00 - 5:45 pm	Free Time
5:45 pm	Flags at Munter
6:00 - 7:00 pm	Dinner
7:00 - 7:30 pm	Evening Program
7:30 pm	Campfire
Following Campfire	Stargazing



## Sunday, July 12<sup>th</sup>, 2026

7:00 - 7:45 am	Campsite Clean Up
7:45 am	Flags at Munter
8:00 - 9:00 am	Breakfast
9:00 am	Departure

# CUB OVERNIGHT PROGRAM SCHEDULE

	1pm - 2pm	2pm - 3pm	3pm - 4pm	4pm - 5pm
Aquatics	Paws for Water <i>2<sup>nd</sup> Grade</i>	Tigers in the Water <i>1<sup>st</sup> Grade</i>	Salmon Run <i>3<sup>rd</sup> Grade</i>	<b>Open Swim</b>
Climbing Tower	<b>Free Climb</b>			
Ecology	Champions for Nature <i>1<sup>st</sup> Grade</i>	Champions for Nature <i>2nd &amp; 3rd Grade</i>	Champions for Nature <i>4<sup>th</sup> &amp; 5<sup>th</sup> Grade</i>	<b>Johnny Appleseed Conservation Project</b>
Field Sports	<b>Open Program: Archery &amp; BB Guns</b>			
Handicraft	Art Explosion <i>4<sup>th</sup> Grade</i>	Stories in Shapes <i>1<sup>st</sup> Grade</i>	Air of the Wolf <i>2<sup>nd</sup> Grade</i>	
IMPACT @ VC	Super Science <i>3<sup>rd</sup> Grade</i>	Sky is the Limit <i>1<sup>st</sup> Grade</i>	Computing Wolves <i>2<sup>nd</sup> Grade</i>	<b>Colonial Constellations</b>
Owl's Roost	A Wolf Goes Fishing <i>2<sup>nd</sup> Grade</i>	Fish On! <i>1<sup>st</sup> Grade</i>	A Bear Goes Fishing <i>3<sup>rd</sup> Grade</i>	Chef's Knife <i>4<sup>th</sup> Grade</i>
Scoutcraft	Code of the Wolf <i>2<sup>nd</sup> Grade</i>	Whittling & Knife Safety <i>3<sup>rd</sup> &amp; 5<sup>th</sup> Grade</i>	Designed by Tiger <i>1<sup>st</sup> Grade</i>	<b>National Navigation</b>

2026-2027 SCHOOL YEAR GRADE LISTED.

# CUB OVERNIGHT PROGRAM DESCRIPTIONS

## AQUATICS

**Swimming and Water Safety by Rank/ Grade:** Helps youth learn about water safety, practice basic swimming skills, and build confidence in aquatic environments.

## OWL'S ROOST

**Fishing by Rank/ Grade:** Teaches youth essential fishing skills, including casting, knot tying, and water safety, while fostering a love for the outdoors.

**Chef's Knife (4th):** Teaches youth cooking skills, kitchen safety, and healthy eating habits while they prepare delicious meals and learn about nutrition. (Meets at Munter)

## ECOLOGY

**Champions for Nature by Rank/ Grade:** Inspires youth to explore conservation, develop eco-friendly habits, and become stewards of the environment.

**Johnny Appleseed Conservation Project:** Plant trees around camp for the ecosystem and future scouts just like Johnny Appleseed!

## SCOUTCRAFT

**Code of the Wolf (2nd):** Introduces youth to the world of mathematics and coding through fun, hands-on activities that build problem-solving and logic skills.

**Knife Safety (5th):** Teaches youth how to safely handle and care for a knife while emphasizing responsibility and proper techniques for using it in outdoor activities.

**Whittling (3rd):** Teaches youth essential knife safety and wood carving skills while promoting responsibility and craftsmanship.

**Designed by Tiger (1st):** Encourages creativity and problem-solving as youth learn about engineering and design through hands-on activities.

**National Navigation:** Navigate through history with your trusty compass and hidden codes to find the national treasure!

## HANDICRAFT

**Art Explosion (4th):** Encourages creativity as youth explore different art techniques, experiment with various materials, and express themselves through colorful projects.

**Stories in Shapes (1st):** Encourages creativity as youth explore art by identifying, combining, and arranging shapes to tell a story through design.

**Air of the Wolf (2nd):** Explore the science of air through fun experiments that demonstrate its power, movement, and importance in our world.

**Washington's Wigs:** Turn yourself into a colonial person with a continental wig!

## IMPACT @ VC (I-INNOVATION, M-MERIT, P-PIONEERING, A-ADVENTURE, C-COMMUNICATION, T-TECHNOLOGY)

**Super Science (3rd):** Allows youth to explore the wonders of science through hands-on experiments and activities that spark curiosity and encourage critical thinking.

**Sky is the Limit (1st):** Sparks curiosity about astronomy as youth explore the night sky, learn about constellations, and discover the wonders of space.

**Computing Wolves (2nd):** Introduces youth to the basics of computing, coding, and digital literacy through interactive and engaging activities.

**Colonial Constellations:** Explore the stars and their stories!

## CUB OVERNIGHT MENU

- subject to change-

Lunch Saturday	Dinner Saturday	Breakfast Sunday
Chicken Nuggets Tater Tots Corn Peaches Bar/Cookie	Goulash Garlic Bread Carrots Ice Cream	French Toast Sticks Sausage Cold Cereal Oatmeal

# CUB SCOUT ADVENTURE- 3 DAYS / 2 NIGHTS

**June 18-20, 2026 @ Camp C.S. Klaus**

**Check-In: Thursday @ 1:00pm**

**Check-Out: Saturday @ 1:00pm**

## **FEES & REGISTRATION**

The cost of this camp is \$150.00 per Cub Scout if paid by May 15, 2026. After May 15, 2026 the price is \$170.00 per Cub Scout. Adults registration is \$65.00 per adult. Registration is limited to 200 total campers, including both youth and adults, and is taken on a first-come, first-serve basis. Each camper (both youth and adult) in attendance will receive a patch.

## **WHO SHOULD ATTEND?**

This summer camp experience is open to any Cub Scout entering 1st grade through 5th grade, but is designed primarily for older Cubs entering 2nd and 3rd grade. For Scouts entering 4th and 5th grade, we recommend the Webelos & Arrow of Light Adventure (see page 9).

## **PARENT-TO-CHILD RATIO**

For this three day/two night camp, each Scout must be accompanied by a parent or guardian. If the adult is not a parent or legal guardian of the child, they may not share a tent with the child. For families with more than one child in Scouting, it is permissible for one parent to bring multiple children. It is not, however, permissible for one parent to bring multiple children from different families.

## **CHECK-IN**

Parents, be advised! Check-in happens at 1:00pm, and our campsites leave as groups. If you arrive after 2:00pm, your site may have left already, and you may need to tour with another campsite or miss the camp tour. Swim checks start at 3:30pm.

## **DINING**

- All Meals in the Dining Hall are served buffet style. Please inform the Council Service Center of any dietary restrictions when registering online.
- Meals may offer assorted fresh fruit, juice, milk, water, and/or tea. Coffee will be available for adults.
- The following may also be available bread, butter, jelly, peanut butter, and condiments.
- Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, Ranch, French or Vinaigrette dressings.

## **CUB CAMP PACKING LIST - SEE DRESS CODE (PAGE 15)**

### **Very Important**

- **Signed and completed Annual Health & Medical Record (Parts A & B) for youth and adults**
- **Prescription Medications**

### **Clothing Items**

- Scout Field Uniform (Class A)
- 3-4 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 3-4 Pairs of Underwear
- 3-4 T-Shirts
- Hiking Boots/Gym Shoes
- 3-4 Pairs of Shorts
- Rugged Jeans or Pants

### **Camping Gear**

- Day Pack to Carry
- Water Bottle
- Sleeping Bag
- Pack or Duffel Bag
- Dirty Clothes Bag
- Bedroll (if desired)

### **Personal Items**

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant

### **Camp Necessities**

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Clothesline with pins
- Pocket Knife(3rd grade +)
- Personal First Aid Kit
- Fishing Gear
- Spending Money

### **Take Note:**

Electronics are prohibited for Scouts during program and we cannot guarantee adult access to wi-fi.



# CUB ADVENTURE SCHEDULE

3 DAYS/ 2 NIGHTS, JUNE 18 -20, 2026



## Thursday, June 18<sup>th</sup>, 2026

1:00 - 3:00 pm	Check-In & Camp Tour
3:00 - 5:00 pm	Swim Checks & Rotations
5:45 pm	Flags at Munter
6:00 - 7:00 pm	Dinner
7:00 - 7:30 pm	Evening Program
7:30 pm	Campfire



## Friday, June 19<sup>th</sup>, 2026

2:00 - 5:00 pm	Program Time
5:00 - 5:45 pm	Skit Planning at Munter
5:45 pm	Flags at Munter
6:00 - 7:00 pm	Dinner
7:00 - 7:30 pm	Skit Practice
7:30 pm	Camper Campfire



## Friday, June 19<sup>th</sup>, 2026

7:45 am	Flags at Munter
8:00 - 9:00 am	Breakfast
9:00 am - 12:00 pm	Program Time
12:00 pm - 1:00 pm	Lunch
1:00 pm - 2:00 pm	Conservation Project



## Saturday, June 20<sup>th</sup>, 2026

7:00 - 7:45 am	Campsite Clean Up
7:45 am	Flags at Munter
8:00 - 9:00 am	Breakfast
9:00 am - 12:00 pm	Program Time
12:00 - 1:00 pm	Lunch
1:00 pm	Departure

# CUB ADVENTURE PROGRAM SCHEDULE (FRIDAY MORNING)

	9am-10am	10am-11am	11am-12pm
Aquatics	Tigers in the Water <i>1st Grade</i>	Salmon Run <i>3rd Grade</i>	Aquanaut & Swimming <i>4th &amp; 5th Grade</i>
Climbing Tower	<b>Free Climb</b>		
Ecology	Champions for Nature <i>3rd Grade</i>	Champions for Nature <i>4th &amp; 5th Grade</i>	Champions for Nature <i>2nd Grade</i>
Field Sports	<b>Open Program: Archery &amp; BB Guns</b>		
Handicraft	Stories in Shapes <i>1st Grade</i>	Air of the Wolf <i>2nd Grade</i>	<b>Open Program</b>
IMPACT @ VC	Computing Wolves <i>2nd Grade</i>	Sky is the Limit <i>1st Grade</i>	Super Science <i>3rd Grade</i>
Owl's Roost	Catch the Big One & Fishing <i>4th &amp; 5th Grade</i>	A Wolf Goes Fishing <i>2nd Grade</i>	Chef's Knife <i>4th Grade</i>
Scoutcraft	Code of the Wolf <i>2nd Grade</i>	Designed by Tiger <i>1st Grade</i>	Whittling & Knife Safety <i>3rd &amp; 5th Grade</i>

# CUB ADVENTURE SCHEDULE (CONTINUED)

3 DAYS/ 2 NIGHTS, JUNE 18 -20, 2026



**Friday, June 19<sup>th</sup>, 2026**

2:00 - 5:00 pm	Program Time
5:00 - 5:45 pm	Skit Planning at Munter
5:45 pm	Flags at Munter
6:00 - 7:00 pm	Dinner
7:00 - 7:30 pm	Skit Practice
7:30 pm	Camper Campfire

## CUB ADVENTURE PROGRAM SCHEDULE (FRIDAY AFTERNOON)

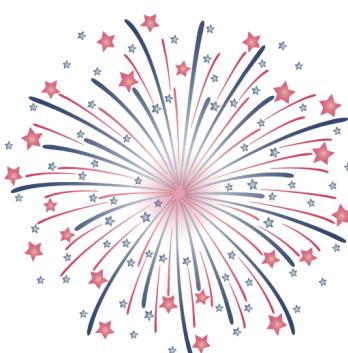
	2pm-3pm	3pm-4pm	4pm-5pm
Aquatics	Paws for Water <i>2nd Grade</i>	Bears Afloat <i>3rd Grade</i>	Aquanaut & Swimming <i>4th &amp; 5th Grade</i>
Climbing Tower	<b>Free Climb</b>		
Ecology	Champions for Nature <i>3rd Grade</i>	Champions for Nature <i>4th &amp; 5th Grade</i>	Champions for Nature <i>1st Grade</i>
Field Sports	<b>Open Program: Archery &amp; BB Gun</b>		
Handicraft	Stories in Shapes <i>1st Grade</i>	Air of the Wolf <i>2nd Grade</i>	<b>Open Program</b>
IMPACT @ VC	Sky is the Limit <i>1st Grade</i>	Computing Wolves <i>2nd Grade</i>	Super Science <i>3rd Grade</i>
Owl's Roost	Catch the Big One & Fishing <i>4th &amp; 5th Grade</i>	Fish On! <i>1st Grade</i>	A Bear Goes Fishing <i>3rd Grade</i>
Scoutcraft	Code of the Wolf <i>2nd Grade</i>	Designed by Tiger <i>1st Grade</i>	Whittling & Knife Safety <i>3rd &amp; 5th Grade</i>

## CUB ADVENTURE PROGRAM SCHEDULE (SATURDAY)



**Saturday, June 20<sup>th</sup>, 2026**

7:00 - 7:45 am	Campsite Clean Up
7:45 am	Flags at Munter
8:00 - 9:00 am	Breakfast
9:00 am - 12:00 pm	Program Time
12:00 - 1:00 pm	Lunch
1:00 pm	Departure



	9am-12pm
<b>Ecology</b>	"Appalachian Trail"
<b>Handicraft</b>	Open Program
<b>IMPACT @ VC</b>	Colonial Constellations
<b>Owl's Roost</b>	National Navigation
<b>Scoutcraft</b>	Surviving Valley Forge

# CUB SCOUT ADVENTURE PROGRAM DESCRIPTIONS

## **AQUATICS**

**Swimming and Water Safety by Rank/ Grade:** Helps youth learn about water safety, practice basic swimming skills, and build confidence in aquatic environments.

## **OWL'S ROOST**

**Fishing by Rank/ Grade:** Teaches youth essential fishing skills, including casting, knot tying, and water safety, while fostering a love for the outdoors.

**Chef's Knife (4th):** Teaches youth cooking skills, kitchen safety, and healthy eating habits while they prepare delicious meals and learn about nutrition. (Meets at Munter)

## **ECOLOGY**

**Champions for Nature by Rank/ Grade:** Inspires youth to explore conservation, develop eco-friendly habits, and become stewards of the environment.

**Johnny Appleseed Conservation Project:** Plant trees around camp for the ecosystem and future scouts just like Johnny Appleseed!

## **SCOUTCRAFT**

**Code of the Wolf (2nd):** Introduces youth to the world of mathematics and coding through fun, hands-on activities that build problem-solving and logic skills.

**Knife Safety (5th):** Teaches youth how to safely handle and care for a knife while emphasizing responsibility and proper techniques for using it in outdoor activities.

**Whittling (3rd):** Teaches youth essential knife safety and wood carving skills while promoting responsibility and craftsmanship.

**Designed by Tiger (1st):** Encourages creativity and problem-solving as youth learn about engineering and design through hands-on activities.

**National Navigation:** Navigate through history with your trusty compass and hidden codes to find the national treasure!

## **HANDICRAFT**

**Art Explosion (4th):** Encourages creativity as youth explore different art techniques, experiment with various materials, and express themselves through colorful projects.

**Stories in Shapes (1st):** Encourages creativity as youth explore art by identifying, combining, and arranging shapes to tell a story through design.

**Air of the Wolf (2nd):** Explore the science of air through fun experiments that demonstrate its power, movement, and importance in our world.

**Washington's Wigs:** Turn yourself into a colonial person with a continental wig!

## **IMPACT @ VC (I-Innovation, M-Merit, P-Pioneering, A-Adventure, C-Communication, T-Technology)**

**Super Science (3rd):** Allows youth to explore the wonders of science through hands-on experiments and activities that spark curiosity and encourage critical thinking.

**Sky is the Limit (1st):** Sparks curiosity about astronomy as youth explore the night sky, learn about constellations, and discover the wonders of space.

**Computing Wolves (2nd):** Introduces youth to the basics of computing, coding, and digital literacy through interactive and engaging activities.

**Colonial Constellations:** Explore the stars and their stories!

## **CUB ADVENTURE MENU**

- subject to change -

	Thursday	Friday	Saturday
Breakfast		Breakfast Burrito Applesauce   Toast/Bread Cold & Hot Cereal Fruit Juice   Milk	Pancakes   Sausage Links Applesauce Cold & Hot Cereal Fruit Juice   Milk
Lunch		Chicken Nuggets Tator Tots Carrots   Relishes   Peaches   Bar	Walking Taco Taco Meat   Taco Chips Relishes Cookie Bar
Supper	Mac and Cheese Hot Dogs Mixed Fruit   Relishes Cookie Bar	Lasagna Mixed Vegetables Cake	

# WEBELOS/AOL CAMP - 4 DAYS / 3 NIGHTS

June 27-30, 2026 @ Camp C.S. Klaus

Check-In: Saturday @ 1:00pm

Check-Out: Tuesday @ 9:00am

## FEES & REGISTRATION

The cost of this camp is \$185.00 per Cub Scout if paid by May 15, 2026. After May 15, 2026 the price is \$205.00 per Cub Scout. Adults registration is \$90.00 per adult. Registration is limited to 200 total campers, including both youth and adults, and is taken on a first-come, first-serve basis. Each camper (both youth and adult) in attendance will receive a patch.

## WHO SHOULD ATTEND?

This summer camp experience is open to Cub Scouts entering 4th or 5th grade.

## LEADER/PARENT-TO-CHILD RATIO

For this four-day, three-night camp, each pack must provide at least two registered adult leaders with current Youth Protection Training and maintain a 1:4 Leader to Scout ratio. Packs must work this out as families are sending in registrations – we will not keep track of whether packs are satisfying this ratio at the Council Service Center. If children show up without the minimum number of leaders, they may be sent home. Packs are always encouraged to send more than the minimum number of leaders. **OR** a Scout may attend one-on-one with their parent/guardian. If the adult is not a parent or legal guardian of the child, they may not share a tent with the child.

## CHECK-IN

Please be advised! Check-in begins at 1:00pm, and our campsites leave as groups. If you arrive after 2:00pm, your site may have left already, and you may need to tour with another campsite. Swim checks start at 3:00pm.

## DINING

- All meals in the Dining Hall are served buffet style. Please inform the Council Service Center of any dietary restrictions when registering online.
- Meals may offer assorted fresh fruit, juice, milk, water, and/or tea. Coffee will be available for adults.
- The following may also be available bread, butter, jelly, peanut butter, and condiments.
- Salad Bar may include: Lettuce, Diced Onion, Tomato, Green Pepper, Croutons, Bacon Bits, Ranch, French or Vinaigrette dressings.

## WEBELOS/ARROW OF LIGHT PACKING LIST - SEE PAGE 15 FOR DRESS CODE

### Very Important

- Signed and completed Annual Health & Medical Record (Parts A & B) for youth and adults
- Prescription Medications

### Clothing Items

- Scout Field Uniform(Class A)
- 4-5 Pairs of Socks
- Sweatshirt or Jacket
- Swimwear and Towel
- Rain Gear
- 4-5 Pairs of Underwear
- 4-5 T-Shirts
- Hiking Boots/Gym Shoes
- 4-5 Pairs of Shorts
- Rugged Jeans or Pants

### Camping Gear

- Day Pack to Carry
- Water Bottle
- Sleeping Bag
- Pack or Duffel Bag
- Dirty Clothes Bag
- Bedroll (if desired)

### Personal Items

- Toothbrush & Toothpaste
- Comb/Brush
- Soap
- Bath Towel & Wash Cloth
- Deodorant

### Camp Necessities

- Flashlight/Lantern
- Sunscreen
- Bug Spray
- Clothesline with pins
- Pocket Knife
- Personal First Aid Kit
- Fishing Gear
- Spending Money

### Take Note:

Electronics are prohibited for Scouts during program and we cannot guarantee adult access to wi-fi.



# WEBELOS/AOL CAMP TENTATIVE SCHEDULE



## Saturday, June 27<sup>th</sup>, 2026

1pm - 3pm	Check in & Camp Tour
3pm - 5pm	Swim Checks & Rotations
5:45pm	Flags at Munter
6pm - 7pm	Dinner
7:00pm - 7:30pm	Evening Program
7:30pm	Campfire



## Monday, June 29<sup>th</sup>, 2026

7:45am	Flags at Munter
8am - 9am	Breakfast
9am - 12pm	Program Time
12pm - 1pm	Lunch
1pm - 2pm	Campfire Skit Planning
2pm - 5pm	Program Time
5:45pm	Flags at Munter
6pm - 7pm	Dinner
7pm -	Skit Practice
7:30pm	Camper Campfire



## Sunday, June 28<sup>th</sup>, 2026

7:45am	Flags at Munter
8am - 9am	Breakfast
9am - 12pm	Program Time
12pm - 1pm	Lunch
1pm - 2pm	Conservation Project
2pm - 5pm	Program Time
5:45pm	Flags at Munter
6pm - 7pm	Dinner
7pm - 9pm	Evening Program



## Tuesday, June 30<sup>th</sup>, 2026

7:45am	Flags at Munter
8am-9am	Breakfast
9am	Check-Out

# WEBELOS/ARROW OF LIGHT CAMP TENTATIVE MENU

- subject to change -

	Saturday	Sunday	Monday	Tuesday
Breakfast		Breakfast Burrito Applesauce Toast/Bread Cold & Hot Cereal Fruit Juice   Milk	Pancakes Sausage Links Applesauce Cold & Hot Cereal Fruit Juice   Milk	Sausage & Egg Patties on Bun Fruit Juice Milk
Lunch		Chicken Nuggets Tator Tots Carrots   Relishes Peaches Bar	Walking Taco Taco Meat Taco Chips Relishes Cookie Bar	
Supper	Mac and Cheese Hot Dogs Mixed Fruit Relishes Cookie Bar	Lasagna Mixed Vegetables Cake	Roast Pork Mashed Potatoes Gravy Green Beans Ice Cream	



**Sunday, June 28<sup>th</sup>, 2026**

<b>7:45am</b>	Flags at Munter	<b>12pm - 1pm</b>	Lunch	<b>5:45pm</b>	Flags at Munter
<b>8am - 9am</b>	Breakfast	<b>1pm - 2pm</b>	Conservation Project	<b>6pm - 7pm</b>	Dinner
<b>9am - 12pm</b>	Program Time	<b>2pm - 5pm</b>	Program Time	<b>7pm - 9pm</b>	Evening Program

<b>Sunday Morning</b>	9am-10am	10am-11am	11am-12pm
Aquatics	Aquanaut & Swimming <i>4th &amp; 5th Graders</i>	Aquanaut & Swimming <i>4th &amp; 5th Graders</i>	Open Swim
Climbing Tower	Free Climb		
Ecology	Into the Woods <i>5th Grade</i>	Earth Rocks <i>4th Grade</i>	Into the Wild <i>5th Grade</i>
Field Sports	Open Program: Archery & BB Guns		
Handicraft	Art Explosion <i>4th Grade</i>	Open Program	
IMPACT @ VC	Catch the Big One <i>4th &amp; 5th Grade</i>	Engineering <i>5th Grade</i>	Colonial Constellations
Scoutcraft	National Navigation	Open Program	Knife Safety <i>5th Grade</i>

<b>Sunday Afternoon</b>	2pm-3pm	3pm-4pm	4pm-5pm
Aquatics	Aquanaut & Swimming <i>4th &amp; 5th Graders</i>	Aquanaut & Swimming <i>4th &amp; 5th Graders</i>	Open Watercraft
Climbing Tower	Free Climb		Aware & Care <i>4th Grade</i>
Ecology	Champions for Nature <i>5th Grade</i>	Champions for Nature <i>4th Grade</i>	"Appalachian Trail"
Field Sports	Open Program: Archery & BB Guns		
Handicraft	Art Explosion <i>4th Grade</i>	Open Program	
IMPACT @ VC	Catch the Big One & Fishing <i>4th &amp; 5th Grade</i>	Engineering <i>5th Grade</i>	Colonial Constellations
Scoutcraft	Open Program	Surviving Valley Forge	Knife Safety <i>5th Grade</i>

# WEBELOS/AOL CAMP TENTATIVE SCHEDULE



**Monday, June 29<sup>th</sup>, 2026**

7:45am	Flags at Munter	12pm - 1pm	Lunch	5:45pm	Flags at Munter
8am - 9am	Breakfast	1pm - 2pm	Campfire Skit Planning	6pm - 7pm	Dinner
9am - 12pm	Program Time	2pm - 5pm	Program Time	7pm - 7:30pm	Skit Practice
				7:30pm	Camper Campfire

Monday Morning	9am-10am	10am-11am	11am-12pm
Aquatics	Paddle Craft Activities <i>4th &amp; 5th Graders</i>	Paddle Craft Activities <i>4th &amp; 5th Graders</i>	Open Swim
Climbing Tower	Free Climb		
Ecology	Into the Woods <i>5th Grade</i>	Earth Rocks <i>4th Grade</i>	Into the Wild <i>5th Grade</i>
Field Sports	Open Program: Archery & BB Guns		
Handicraft	Art Explosion <i>4th Grade</i>	Open Program	
Impact	Hike: Tech on the Trail & Math on the Trail <i>4th Grade</i>		Chef's Knife <i>4th Grade</i>
Scoutcraft	National Navigation	Open Program	Estimations <i>5th Grade</i>

Monday Afternoon	2pm-3pm	3pm-4pm	4pm-5pm
Aquatics	Paddle Craft Activities <i>4th &amp; 5th Graders</i>	Paddle Craft Activities <i>4th &amp; 5th Graders</i>	Open Watercraft
Climbing Tower	Free Climb		Aware & Care <i>4th Grade</i>
Ecology	Champions for Nature <i>5th Grade</i>	Champions for Nature <i>4th Grade</i>	"Appalachian Trail"
Field Sports	Open Program: Archery & BB Guns		
Handicraft	Open Program		
Impact	Hike: Tech on the Trail & Math on the Trail <i>4th Grade</i>		Chef's Knife <i>4th Grade</i>
Scoutcraft	Open Program	Surviving Valley Forge	Estimations <i>5th Grade</i>

# CUB SCOUT WEBELOS & AOL SCHEDULE DESCRIPTIONS

## AQUATICS

**Swimming and Water Safety:** Helps youth learn about water safety, practice basic swimming skills, and build confidence in aquatic environments.

**Paddle Craft:** Builds confidence on the water as they learn essential paddling skills, practice water safety, and have fun exploring the great outdoors.

## ECOLOGY

**Champions for Nature (By Rank):** Inspires youth to explore conservation, develop eco-friendly habits, and become stewards of the environment.

**Into the Woods (5th):** Encourages youth to explore the wonders of nature by learning about trees, plants, and forests while developing an appreciation for the environment and conservation.

**Into the Wild (5th):** Explore the natural world, observe wildlife, and learn about ecosystems, helping them develop a deeper appreciation for nature and conservation.

**Earth Rocks (4th):** Introduces youth to the fascinating world of geology, where they explore rocks, minerals, and fossils while discovering how Earth's forces shape the land around them."

**Appalachian Trail:** Take a trip on the trail and learn about the creatures and plants within our backyard as you explore camp!

## SCOUTCRAFT

**Knife Safety (5th):** Teaches youth how to safely handle and care for a knife while emphasizing responsibility and proper techniques for using it in outdoor activities.

**Estimations (5th):** Develop their estimation skills through hands-on activities, learning how to make educated guesses about size, distance, weight, and volume in everyday situations."

**Surviving Valley Forge:** Learn classic survival skills inspired by early America!

**National Navigation:** Navigate through history with your trusty compass and hidden codes to find the national treasure!

## CLIMBING TOWER

**Aware and Care (4th):** Develop empathy and understanding by learning about disabilities, inclusivity, and ways to support and respect people of all abilities.

## HANDICRAFT

**Art Explosion (4th):** Unleashes youth creativity by exploring different art forms, experimenting with various techniques, and expressing themselves through hands-on projects."

**Open Program:** Forge your own path by turning simple supplies into legendary camp creations.

## IMPACT @ VC (I-INNOVATION, M-MERIT, P-PIONEERING, A-ADVENTURE, C-COMMUNICATION, T-TECHNOLOGY)

**Fishing:** Teaches youth essential fishing skills, including casting, knot tying, and water safety, while fostering a love for the outdoors.

**Engineering (5th):** Think like problem-solvers as they explore the world of engineering, design creative projects, and learn how engineering shapes the world around them.

**Chef's Knife (4th):** Teaches youth cooking skills, kitchen safety, and healthy eating habits while they prepare delicious meals and learn about nutrition.

**Tech on the Trail (4th):** Technology enhances outdoor adventures by exploring GPS navigation, digital mapping, and other tools that help them explore the world safely and efficiently.

**Math on the Trail (4th):** Discover how math is all around them by using measurement, estimation, and problem-solving skills while exploring the outdoors.

**Colonial Constellations:** Explore the stars and their stories!

# DRESS CODE

The Northeast Iowa Council encourages all campers to dress comfortably while they are at camp. Campers should use their best judgement to dress appropriately and not wear anything that would make other campers feel uncomfortable. When packing for camp, the following dress code items should be adhered to:

- **Clothing** should not include profanity or images that do not support the Scout Oath and Law
- Proper undergarments should be worn
- **Pants and shorts** must
  - completely cover undergarments
  - not allow for exposure of the buttocks
  - stay up without the use of hands
- **All shirts** must
  - have wide straps or cover the shoulders - no "spaghetti straps"
  - not be see-through or expose the side of the body
  - be worn at all times outside of the aquatics area or shower house
- **Closed-toed shoes** must be worn at all times except while in the aquatics area or shower house. At no time should a camper be barefoot unless in the designated Aquatics areas, the shower or in their tent.

Scouts will be asked to wear the Scout Field Uniform (Class A) to flag lowering, dinner, and at campfires.

**Swimwear** should be comfortable, functional, and appropriate for the specific aquatic activity. All Swimwear should follow these guidelines:

- clean
- designed as swimwear
- appropriate and safe for the activity
- secure enough to not shift or fall off while participating
- t-shirt or additional layer such as a rash guard may be allowed if it does not hamper movement in the water

**For males:** swim briefs or swim bottoms short enough to allow exposure are not allowed. Appropriate swimwear may include swim trunks or board shorts.

**For females:** bikinis or swim wear that allows exposure are not allowed. Appropriate swimwear may include tankinis or one-piece swimsuits.

As always, we remind everyone that Scouting's Barriers to Abuse states, "Appropriate attire is required for all activities". Our policy reflects Scouting America's statement and commitment to diversity, equity, and inclusion and are based on health & safety, dignity, and respect. These guidelines pertain to all ages, genders, and apply to Scouts, Scouters, staff, visitors, and family members.



## CAMP C.S. KLAUS DINING

### MEALS IN MUNTER LODGE

Camp C.S. Klaus is known for its plentiful and mouthwatering meals. All meals will be served buffet style, at the times found in the schedule. Menus have been carefully planned by our camp cook and have been approved by a registered dietician.

**If anyone 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 meal.

# CAMP C.S. KLAUS FACILITIES

## **DAMAGE TO EQUIPMENT**

Each campsite 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 individual or Pack.

## **LOST AND FOUND**

The camp lost and found box will be located at the Camp Office. Leaders and parents need to remind Scouts to have their personal effects marked with name and pack number. Each Scout needs to take care of, and safeguard, their personal property. Please do not bring valuables to camp. Camp is not liable for any lost items.

## **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. Youth must be accompanied by an adult leader or parent to the shower house. Usage of phones or cameras in or near the shower house is strictly prohibited. Inappropriate behavior may lead to immediate dismissal from camp. See below for accessibility needs.

## **SCOUTS OR ADULTS WITH DISABILITIES**

We strive to make camp as accessible as possible for all participants. Accessible campsites, showers, and restrooms are available upon request. Please notify the Council Service Center of any accommodations or restrictions at the time of registration so we can plan accordingly. While we will make every effort to meet individual needs, please note that summer camp is a primitive environment with significant physical and mental demands, including extensive walking and steep trails. Consider these factors before registering. Limited transportation assistance (such as Gator rides) may be available on a case-by-case basis for travel to campsites or distant program areas.

## **MAINTENANCE OF CAMP PROPERTY**

The Camp Ranger and council's 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.

## **TRASH DISPOSAL**

Trash bags are provided to help you keep your campsite clean. 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 stay.**

## **SUPPLIES**

The Quartermaster is open each day. Toilet paper, trash bags, and various tools and equipment may be obtained from the Campsite Counselor.

## **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. Tent platforms are not to be moved off their foundations! Please remember that all Scouting America Privacy Standards must be followed when it comes to the sharing of tents. A Scout may only share a tent with a parent/guardian or another Scout of same gender within 2 years of age.

\*Use of personal camper-type vehicles is prohibited!

\*Camping in vehicles in the parking area is prohibited!



# HEALTH & SAFETY POLICIES

## **FOOD IN CAMPSITES**

**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.

## **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. Cash, credit cards, ApplePay & GooglePay accepted.

## **ACCIDENT AND SICKNESS INSURANCE**

The Northeast Iowa Council currently provides accident and sickness insurance for campers registered with the Northeast Iowa Council. The insurance is secondary to the camper's primary medical insurance. If they don't have insurance, Scouting America's insurance becomes primary. For all out-of-council campers, insurance is the responsibility of the pack 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 care can be documented 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 Cub Scout activities, with sections A & B completed for youth and adults in attendance. This will be turned in at check-in and can be picked up at check-out. Medical forms are not kept at the Council Service Center and will be destroyed after check-out. The Official Scouting America Annual Health & Medical Record can be found at <https://www.scouting.org/health-and-safety/ahmr/>.

## **MEDICATION - DOCTOR PRESCRIBED**

If a youth camper must take doctor prescribed medicine, written instructions must be included with the Scout's name, medication name, time to be administered, and quantity to be administered. (See pg 20) The Allergies/Medications Consent Section on Part B of Scouting America Annual Health & Medical Record MUST be filled out by a parent/guardian and turned in at check-in. **Please take care to ensure the medicine list is current when the Scout is in camp.** Packs can choose to keep track of prescription & over the counter medications and administration times after talking with the Camp Health Officer. The unit must keep medications in a locked container. Otherwise, all prescription medications must be turned into the Health Office for administration. Regardless of which method your Pack decides to use, prescription medications that are controlled substances (i.e. ADHD medications, narcotics, etc) must be kept in the Health Lodge and administered by the Medical Officer. Any medication that needs to be refrigerated will be kept in the Health Lodge. (Note: If a parent is present at camp, they can choose to store and administer the medications to their child with no restrictions including the controlled substances noted above.)

## **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 Scouting America Annual Health & Medical Record, you are allowing the Health Medical Officer to dispense any over the counter/non-prescriptions to your Scout at camp.

## **FEMININE HYGIENE**

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

## **PETS & BICYCLES**

Pets are NOT permitted at camp. The only exception is trained and certified service animals. Emotional support animals are not allowed. Bicycles are not allowed.



# HEALTH & SAFETY POLICIES CONTINUED

## **DISCIPLINE**

The Unit Leaders/parents are responsible for the discipline and order of their own Scouts. The Camp Staff will not assume the responsibility for, or interfere with, unit/parental discipline unless it directly involves the health and safety of youth or the Unit Leaders/parents are not present at the time of the problem. The Camp Director will be apprised of any problem by the staff member and will refer them to the unit leader/parent. No arrangements may be made to send a Scout home before informing the Camp Director of the situation. The Youth Release Form is required for a Scout to leave camp. No initiations or hazing are permitted in camp.

## **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, ticks 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.

## **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, Visitor Center and Health Lodge.

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.

## **FIREGUARD PLAN**

In case of fire, the Camp Director is to be notified immediately. 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 horn blowing. 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**

No open flame is to be used in a campsite with the exception of 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.

## **FIREARMS, AMMUNITION, BOWS AND ARROWS, SHEATH KNIVES**

The camp will have available all bb guns, ammunition, and bows and arrows needed for use as part of the camp program. Personal equipment and ammo is not allowed in camp. Non-folding sheath knives are not allowed by anyone at camp. Absolutely no types of weapons are allowed at camp.

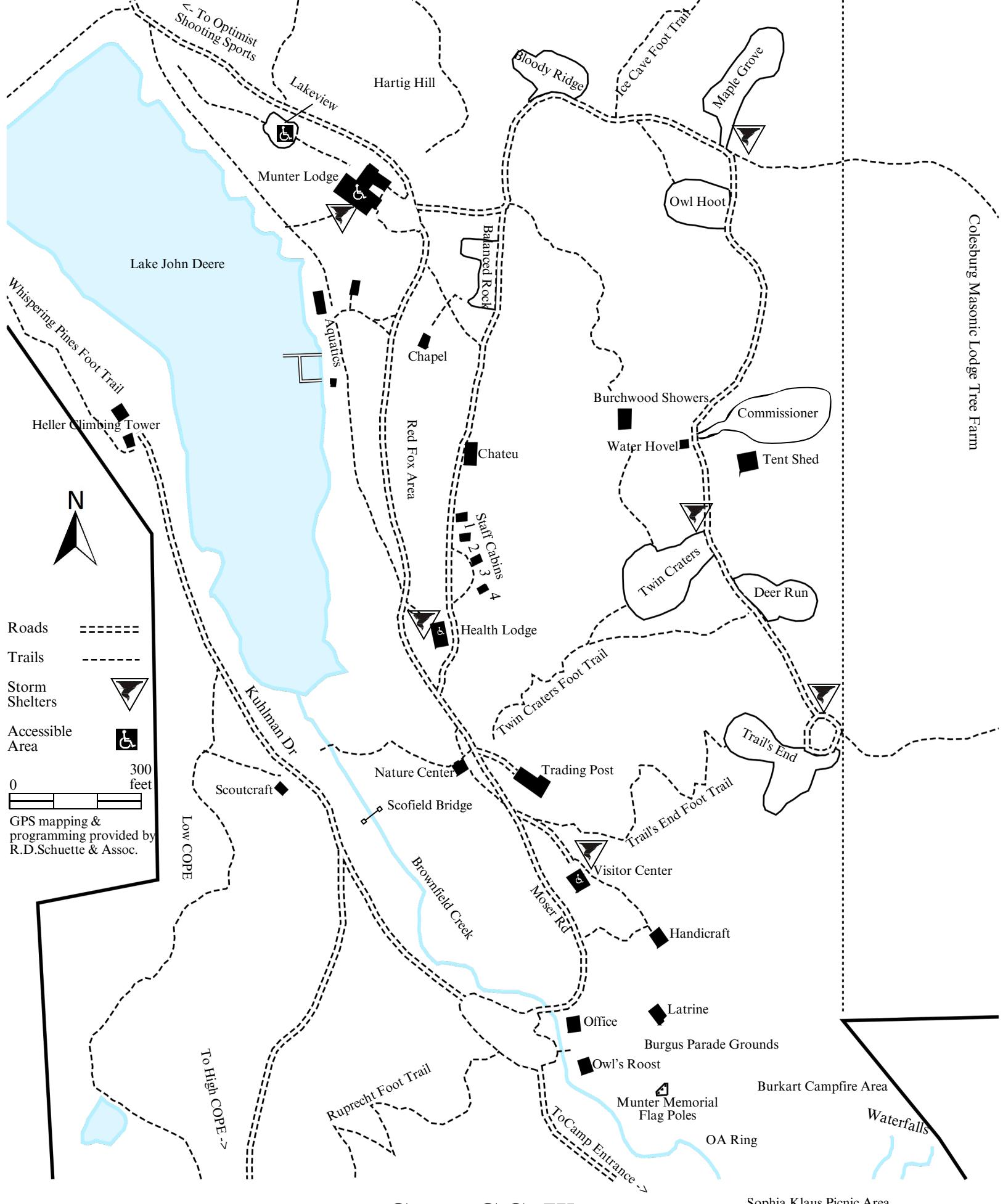
## **SMOKING, ALCOHOLIC BEVERAGES, ILLEGAL DRUGS**

Alcoholic beverages/ illegal drugs /tobacco/vaping of any type will not be tolerated in the council camps. Possession by anyone in attendance will result in immediate dismissal from the camp property. There will be no refund of unused camp fees.

## **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. All riders must be in the cab and wearing seatbelts. This includes transportation of Scouts to and/or from camp.





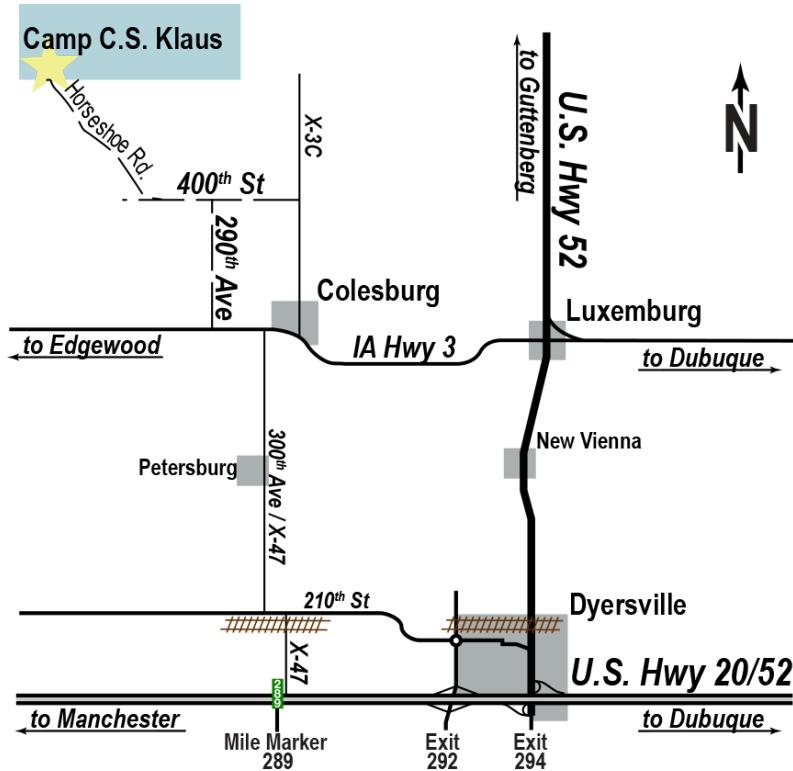
**Camp C.S. Klaus**  
**Northeast Iowa Council, Scouting America**  
 28157 Horseshoe Rd, Greeley, IA 52050

Sophia Klaus Picnic Area

## Camp C.S. Klaus Scouting America, Northeast Iowa Council

GPS Address: 28157 Horseshoe Rd, Greeley, Iowa

- One mile west of Colesburg, IA on Hwy. 3, turn north onto 290th Ave (gravel road) and drive 0.9 miles.
- Turn left (west) at the stop sign onto 400th St.
- Drive about 0.7 miles and stay to the right when the road splits. Follow Horseshoe Road for about 0.7 miles to the Camp Klaus Entrance.



# Routine Drug Administration Record

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

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

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

Prescribing Physician: _____	Med Time	S	M	T	W	T	F	S
Medications: _____ Rx: No Yes Number(s): _____	Med Time	S	M	T	W	T	F	S
Dosage: _____ Date filled: _____	Med Time	S	M	T	W	T	F	S
Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal	Med Time	S	M	T	W	T	F	S
Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.	Med Time	S	M	T	W	T	F	S
Amount in bottle: _____ Comments: _____	Med Time	S	M	T	W	T	F	S
Prescribing Physician: _____	Med Time	S	M	T	W	T	F	S
Medications: _____ Rx: No Yes Number(s): _____	Med Time	S	M	T	W	T	F	S
Dosage: _____ Date filled: _____	Med Time	S	M	T	W	T	F	S
Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal	Med Time	S	M	T	W	T	F	S
Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.	Med Time	S	M	T	W	T	F	S
Amount in bottle: _____ Comments: _____	Med Time	S	M	T	W	T	F	S

Prescribing Physician: _____	Med Time	S	M	T	W	T	F	S
Medications: _____ Rx: No Yes Number(s): _____	Med Time	S	M	T	W	T	F	S
Dosage: _____ Date filled: _____	Med Time	S	M	T	W	T	F	S
Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal	Med Time	S	M	T	W	T	F	S
Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.	Med Time	S	M	T	W	T	F	S
Amount in bottle: _____ Comments: _____	Med Time	S	M	T	W	T	F	S
Prescribing Physician: _____	Med Time	S	M	T	W	T	F	S
Medications: _____ Rx: No Yes Number(s): _____	Med Time	S	M	T	W	T	F	S
Dosage: _____ Date filled: _____	Med Time	S	M	T	W	T	F	S
Route: P.O. I.M. S.C. S.L. Topical Inhalation Rectal	Med Time	S	M	T	W	T	F	S
Times: PRN Daily B.I.D. T.I.D. Q.I.D. A.C. P.C. H.S.	Med Time	S	M	T	W	T	F	S
Amount in bottle: _____ Comments: _____	Med Time	S	M	T	W	T	F	S

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.

P.O. = by mouth

PRN = as needed

A.C. = before meals

P.C. = after meals

I.M. = intermuscular

B.I.D. = two times a day

T.I.D. = three times a day

S.C. = sub-cutaneous

Q.I.D. = four times a day

S.L. = sub-lingual-under-tongue

H.S. = hours of sleep (taken at bedtime)

Youth Release Form  
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: \_\_\_\_\_

Address: \_\_\_\_\_ City, State, Zip: \_\_\_\_\_

CIRCLE ONE: Pack / Troop Unit # \_\_\_\_\_ 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, Scouting America 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 Scouting America 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: \_\_\_\_\_ Phone: \_\_\_\_\_

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: \_\_\_\_\_



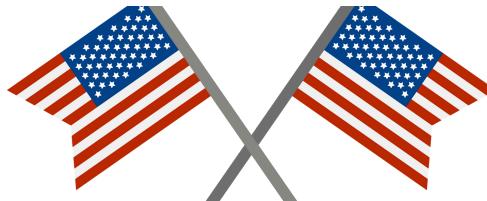
# Trading Post Hours



## Cub Day Camp

9:00am - 11:30am

1:00pm - 4:45 pm



## Cub Adventure

4:30pm-5:00pm

Thursday

7:00pm-7:30pm

After Campfire til 9:30pm

9:00am - 11:30am

Friday

1:00pm - 4:45pm

After Campfire until 9:30pm

Saturday 9:00am - 11:30am



## Webelos/AOL Camp

Saturday 4:30pm-5:00pm

7:00pm-7:30pm

After Campfire until 9:30pm

Sunday 9:00am - 11:30am

1:00pm - 4:45pm

7:00pm - 9:00pm

Monday 9:00am - 11:30am

1:00pm - 4:45pm

After Campfire until 9:30pm



## Cub Overnight

1:00pm - 4:45 pm

Saturday 7:00pm - 7:30 pm

After Campfire until 9:30pm

Sunday 9:00am - 9:30pm

