March 28, 2014

Dear Leaders,

We are thrilled that you will be joining us at Buck Hollow in Springville this summer! Thank you for taking the time to read and become familiar with details found in this Leader’s Guide.

As a leader, there are several areas that will be of great importance but nothing is more important than safety; safety for the Cub Scouts, safety for the leaders, and safety for the camp staff. Camp is designed to be fun, build positive experiences, promote physical activity and offer an opportunity for boys to interact with other Cub Scouts, Boy Scouts, Venturers and adults. There will be camp staff present; however, your attentiveness and involvement at camp are vital for a successful Day Camp experience.

We look forward to meeting you. See you soon.

Sincerely,

WEBELOS Wilderness Adventure Camp Leadership
Mission Statement

It is our mission to strengthen participants (both leaders and youth), to provide physical, mental, and spiritual challenges to all who attend, in a setting of fun and adventure while giving participants an opportunity to practice Scouting in the outdoors.

Before You Go

Like any activity, preparation is critical for success. As you plan and prepare to attend Day Camp, keep the following things in mind. You will need to make sure you have these things with you:

- Health forms for both adults and youth Parts A AND B (bring these with you to registration)
- Day Camp registration receipt (bring this with you to registration)
- Roster of youth and leaders attending camp (bring this with you to registration)
- Guide to Safe Scouting (please leave in your vehicle)
- Parental permission slips (please leave in your vehicle)
- Medications needed while at camp
- Lunch

The following items aren’t absolutely necessary but recommended:

- Camera
- Light Jacket
- Water bottle
- Snacks or money to purchase snacks
- Money for General Store
- Sun screen
- Hat

Please ask your youth to leave the gold neckerchief slides at home. With all the running and jumping they are easily lost. A knot in the neckerchief works great!

Camp Reservations

Go to: http://www.utahscouts.org/cub-scout-girls-camps/webelos-wilderness-adventure-at-buck-hollow/56180

Camp Fees

<table>
<thead>
<tr>
<th>Utah National Parks WEBELOS</th>
<th>Out-of-Council WEBELOS</th>
</tr>
</thead>
<tbody>
<tr>
<td>$24.00 per boy</td>
<td>$27.00 per boy</td>
</tr>
<tr>
<td>$6.00 - Supervising Leader</td>
<td>$6.00 - Supervising Leader</td>
</tr>
</tbody>
</table>
**Who pays for camp?**
Youth and leader fees pay only a portion of the total expense of camp. Major expenses such as building and facility maintenance, new equipment purchases and new additions to program areas are provided by the Utah National Parks Council from sources such as Friends of Scouting, special events and direct donations. Leader fees in the amount of $6.00 assist in paying basic costs such as water, electrical and sanitary needs.

**Refund Policy**
Qualified refunds are made to units, not individuals, since fees are generally paid to the camp by the unit and not individuals. Participant fees are transferable up to the day of camp and are refundable when notice is given **two weeks prior to the day of your scheduled camp arrival**. Any and all refunds issued will be done by check from the Council Service Center in Orem, NOT from the camp.

**Leadership**
Each group in camp must be under the supervision of its own two-deep leadership. Two or more adult leaders need to be in camp at all times to assume responsibility for the youth of their group. To better handle the responsibility of leadership, we recommend a ratio of one leader for every 6 youth with a minimum of two leaders.

**Den Chiefs**
Bringing a responsible Den Chief (an older Scout who assists the adult leaders with the Cub Scouts) can be a tremendous experience; however, bringing older boys who do not fill this leader role can end up being a big problem for all involved. If you choose to bring a Den Chief you can register him as a leader or as a youth if he will be participating.

**Phone Service and 2-way Radios**
Scoutmasters and adult leaders may use 2-way radios for communication. Cell phone service is non-existent at camp. Leaders are encouraged to leave their phones off and in their vehicles to conserve their phone’s battery life while at camp.

**Visitors**
WEBELOS Wilderness Adventure Camp is specifically designed for program attendee ages; please do not bring siblings, day care children, or other youth that are not registered WEBELOS Scout participants.

**Pre-planning Timetable**
**Two weeks prior to camp**
- Make final roster changes
- Ensure all scouts are registered with BSA (a roster can be viewed in Internet Advancement)
- Collect permission slips and medical forms – **Please make sure forms have been signed by the parents.**

**Day of Departure**
Leaders, please make sure you have the following items:
- A roster of youth who will be attending
- Scouts - print off your roster from Internet Advancement – highlight boys who will be attending.
  - A signed medical form for each attendee (leaders and youth) A AND B
  - Registration receipt
  - Lunches
  - Guide to Safe Scouting

The gold neckerchief slides with the Cub Scout logo, while they are beautiful, are a problem at camp. Please remind your boys to leave these at home.

**How to Get to Buck Hollow**

To get to Buck Hollow, take Springville exit 260 on Interstate 15 and go east on 400 South in Springville. At the 4-way stop, turn to the right and follow the signs to the Hobble Creek Golf Course. Just past Kelly's Grove, follow the road to the left and to Rotary Park. Continue on this road past Rotary Park and Camp Jeremiah Johnson to the end of the pavement (approx. 5.8 miles). Take the dirt road that runs parallel to the creek. Follow the road for approx. 2.5 miles and you're at Adventure Park! NOTE: Since you will have to drive through the creek, it is not recommended to drive cars to camp due to the low ground clearance. Trucks, vans, SUVs are strongly recommended.
Map of Buck Hollow

Adventure Park Scout Camp

To Upper Hollow

Trail to Upper Hollow:
5 Mile Hike Trailhead
Orienteering Course

PARKING LOT
Check-In

HOBBLE CREEK CANYON ROAD

HOBBLE CREEK

GREEN LEAF ROAD
SUNNYSIDE
FOREST SUITE
CLIFFSIDE
STAFF AREA

TEACHING AREA
TEACHING AREA
TEACHING AREA

TRADING POST
CORNER POCKET
HIDEAWAY
GREAT HALLWAY
PARK AVENUE

SPLIT LEVEL
THE LOFT
OVERLOOK
BOULDER GROVE
LITTLEWOOD
MOUNTAIN VIEW
THE MAZE

MAIN AMPHITHEATER

THE BLUFF
MYSTERY
WATER'S EDGE
RIVERSIDE
CREEKVIEW
SHADY GLEN
DOWNY HAVEN
FOREST SHADOW

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## WEBELOS Day Camp Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30-9:00 AM</td>
<td>Check In</td>
</tr>
<tr>
<td>9:00-9:15 AM</td>
<td>Opening Ceremony (information (map and schedule and buddy system))</td>
</tr>
<tr>
<td>9:15-9:30 AM</td>
<td>Nature Hike (finding Flash Cards) to top of Ridge</td>
</tr>
<tr>
<td>9:30-10:30 AM</td>
<td>Class 1</td>
</tr>
<tr>
<td></td>
<td>Option A: BB Gun/Archery</td>
</tr>
<tr>
<td></td>
<td>Option B: Forester</td>
</tr>
<tr>
<td></td>
<td>Option C: Naturalist</td>
</tr>
<tr>
<td></td>
<td>Option D: Hiking</td>
</tr>
<tr>
<td>10:40-11:40 AM</td>
<td>Class 2</td>
</tr>
<tr>
<td></td>
<td>Option A: BB Gun/Archery</td>
</tr>
<tr>
<td></td>
<td>Option B: Forester</td>
</tr>
<tr>
<td></td>
<td>Option C: Naturalist</td>
</tr>
<tr>
<td></td>
<td>Option D: Hiking</td>
</tr>
<tr>
<td>11:40-11:50 AM</td>
<td>Hike Down to canyon</td>
</tr>
<tr>
<td>11:50-12:30 PM</td>
<td>Lunch (sack lunch- brought by scout)- Trading Post Open</td>
</tr>
<tr>
<td>12:30-12:40 PM</td>
<td>Hike to Ridge or class</td>
</tr>
<tr>
<td>12:40-1:40 PM</td>
<td>Class 3</td>
</tr>
<tr>
<td></td>
<td>Option A: Readyman</td>
</tr>
<tr>
<td></td>
<td>Option B: Artist</td>
</tr>
<tr>
<td></td>
<td>Option C: Engineer</td>
</tr>
<tr>
<td></td>
<td>Option D: BB Gun/Archery</td>
</tr>
<tr>
<td></td>
<td>Option E: Time to finish any unfinished Activity Badges, Trading Post open, Board Games</td>
</tr>
<tr>
<td>1:40-1:50 PM</td>
<td>Hike to Ridge or class</td>
</tr>
<tr>
<td>1:50-2:50 PM</td>
<td>Class 4 (Evaluation handed out to Leaders)</td>
</tr>
<tr>
<td></td>
<td>Option A: Readyman</td>
</tr>
<tr>
<td></td>
<td>Option B: Engineer</td>
</tr>
<tr>
<td></td>
<td>Option C: Artist</td>
</tr>
<tr>
<td></td>
<td>Option D: BB Gun/Archery</td>
</tr>
<tr>
<td></td>
<td>Option E: Time to finish any unfinished Activity Badges, Trading Post open, Board Games</td>
</tr>
<tr>
<td>2:50-3:05 PM</td>
<td>Closing Ceremony</td>
</tr>
</tbody>
</table>

*Please note – Classes available may change due to number of participants. We will TRY to complete all requirements for the Belt Loop or Pin associated with the class, however, DUE TO CHANGING CIRCUMSTANCES AND BOYS’ LEARNING LEVEL SOME ITEMS MAY NOT BE COMPLETED. As a leader, please use your discretion in determining if these items were completed. You may feel like you need to spend a little more time on some of the items now that the subject has been introduced.*
While at camp

Vehicles and Parking in Camp
As you come into camp please do so slowly (no faster than 5 mph). When parking please back into the parking spot. Should the need to evacuate arise, being able to pull straight out will expedite the process. Please do not park in front of the dumpsters, the port-a-potties or in the handicapped spot (unless you have a handicap permit, of course). Use seatbelts on the way to and from camp.

Personal Property
The camp cannot be responsible for your personal property. Anything that you bring to camp that may get lost stolen or damaged is your responsibility. We encourage you not to bring anything valuable to camp.

Check-In Process
When you arrive at camp please have the following items ready to speed up the check-in process:
- Medical forms for all attendees
- Roster of youth and leaders
- Registration receipt

Rain-Out Days
If you have the unfortunate experience of arriving at camp and it begins raining to the point that camp needs to be canceled, please call within two weeks to reschedule. After the two week window, your camp registration fee will be forfeited.

Wildlife
Buck Hollow has a wide variety of wildlife. Animals we have seen include: deer, skunk, beaver, muskrats, squirrels, snakes, raccoons and many more. No hunting or harming as allowed. Please remember this is their home; treat it with respect. Do not attempt to approach, handle or chase wildlife. Remember that Buck Hollow is bear country. Keep “smellables” (food of any kind, personal hygiene products, etc.) out of tents and in smell-proof containers. Please alert camp staff to any dangerous sightings and the staff will handle the situation.

Bugs
You may want to bring some bug spray or other protectant with you to camp to keep the bugs away.

Water Areas
When the Buck Hollow area has a high runoff, there are several spots in camp that have swiftly moving water. Due to the danger associated with these areas they are strictly off limits. Please help us to keep youth from throwing objects into the waterway, exploring non-approved shore areas, or wading in the ponds or creeks.

Poison Ivy, Poison Sumac, Stinging Nettles
Please be aware that there are plants that can cause irritation and rashes at the camp. Staying on the existing trails will lower the chances of wandering into these potential irritants.
First Aid Log Book
All injuries must be recorded in the camp’s First Aid Log Book regardless of who treated the patient and regardless of how serious the injury. It is important that all injuries be documented for insurance purposes by the camp management.

Prescriptions at Camp
“The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual’s parent or guardian. A Scout leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a Scout takes the necessary medication at the appropriate time, but BSA does not mandate nor necessarily encourage the Scout leader to do so. Also, if your state laws are more limiting, they must be followed.” Medical needs of individuals in a Troop will be the responsibility of the Troop leadership. Scout leaders will be expected to make the camp management aware of any serious medical condition of individuals in the troop on an as needed basis. All other medical information and prescriptions should be taken care of at the troop level.

The Buddy System
Each youth should have a buddy within the group setting. When a youth goes to the port-a-potties or anywhere else in camp, they should have a buddy with him.

Food
Please bring lunches in a cooler for all attendees. There are no refrigerators available at camp. There will only be some “snack-type” foods available at the trading post.

Trading Post
There will be many non-food items available at the General Store. T-Shirts, knives, scout craft items, fun gadgets, scout skill items, games and much more. Youth will need to have a leader present in order to purchase a knife.
* Just a suggestion - One of the favorite souvenirs at camp are pocket knives. Leaders must hold the knife until the Scout leaves camp (preferably till they are in their driveway). We strongly suggest (but not required) getting a parent’s approval before allowing your youth to purchase knives.

Personal Conduct
We expect everyone to maintain the highest level of behavior. Foul language, dirty jokes, and fighting are not allowed. Pornographic materials are not allowed at camp. Anyone found with such materials will be asked to leave. Gambling is not permitted. In an effort to avoid items with gang orientation, bandannas are not allowed. Scout leaders are responsible for the conduct of their boys. Conflict between campers from different troops will be resolved by the adult leaders of the units involved, with the assistance of camp management.

Day Camp Photos
There will be photographs and video footage taken at all the Utah National Parks Camps. These photos and video will be used to highlight the various camps and activities offered through the Utah National Parks Council.
**Camp Evaluation**
We want and need your feedback to continue to improve WEBELOS Wilderness Adventure for future youth. When completed, this form can be returned to the Camp Director, given to a staff member, placed in the evaluation collection box or mailed to the council office at 748 N. 1340 W. Orem, Utah 84057.

**Check-out process**
While at the closing ceremony please pick up your health forms and achievement sheet (a list of items we hope were passed off while attending day camp). Also, please be sure and leave your camp evaluation form.

**Emergency Procedures**

**Severe Weather**
In case of severe weather indication, notify the camp director. If that is not possible, help implement the following:

- *Severe rain or hail*: Take cover. Take the best and nearest shelter, under tables, etc.
- *Severe electrical storm*: Stay away from high trees or structures. Take shelter in low clear areas.
- *Severe wind*: Stay in clear areas away from trees as much as possible.
- *Tornado*: Take shelter in low area such as ditches, etc.

**Lost Boy Plan**
- Step One
  - Report lost boy to Camp Director. If not available, report to the Assistant Camp Director.
  - Have complete head count of all boys. An air horn will be activated to alert stations to initiate a headcount. A camp staff member will report the “all accounted for” or any problems to the camp director. NO STATION ROTATION WILL OCCUR UNTIL AN ALL CLEAR IS GIVEN. The all clear will be give through the station instructor. Please be aware that there will be periodic checks of the system.
  - Step Two
    - Check out any leads as to boy’s whereabouts.
    - Expand search area (Organize staff and campers).
  - Step Three
    - Inform Scout Executive, who will call the boy’s parents.
    - Inform local authorities.

**Child Abuse**
- Separate victim and abuser if they are together.
- Notify Camp Director. If not available, notify the Assistant Camp Director.
- Inform Scout Executive.

**Health Emergencies:**
- STOP LIFE-THREATENING DANGERS, keep the scene safe, and get proper medical help.
- Notify Camp Director. If not available, notify the Assistant Camp Director.
- Inform Scout Executive.
• Complete report of fatal or serious injury or illness.

**Fire:**
• Notify Camp Director. If that is not possible, help implement the following
  o **Small Fire:** Use fire extinguisher in cab of vehicle or located in other areas of the camp.
  o **Large Fire:** Clear area of campers. Notify fire fighters by telephone or call 911.

A “SERIOUS” INJURY OR ILLNESS IS DEFINED AS REQUIRING HOSPITAL CONFINEMENT FOR A PERIOD OF 24 HOURS OR AS “LIKELY TO RESULT IN DEATH OR PERMANENT DISABILITY.”

Thanks for taking the time to read through this Leader’s Guide.  
**See you soon!**