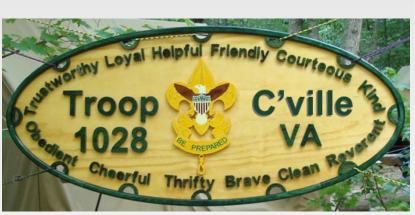


Summer Camp Safety Training

Troops 1028 and 1029, July 2023







Camp Shenandoah. For Life.™



Summer Camp Safety - Outline



- Camp Overview & Schedule
- Tents, Buddy System, Youth Protection
- Electronics Rule
- Poisonous Plants
- Venomous Snakes
- Venomous Spiders
- Buck Moth Caterpillars, Ticks and other Nasties
- Other (Self-inflicted) Hazards
- Questions?







Camp Shenandoah Overview / Schedule

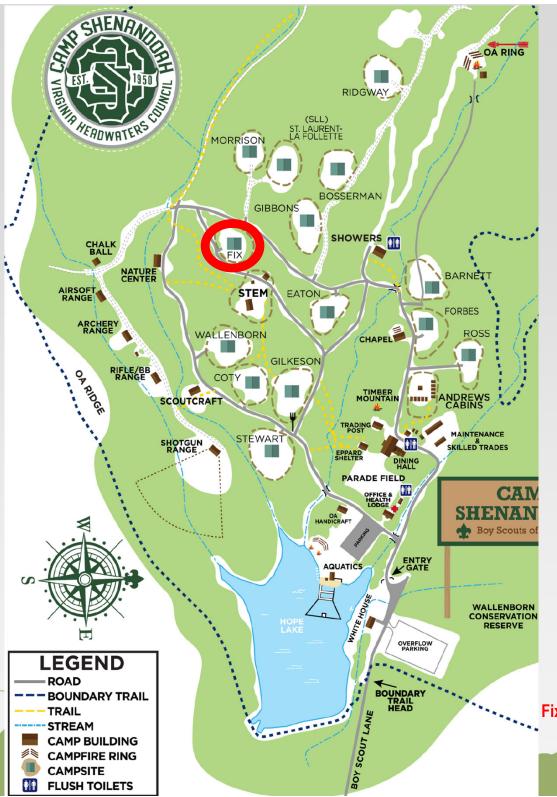


Eric will provide a handout with camp map and schedules

Camp Shenandoah. For Life.™













Daily Schedule

	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	
6:30			5k Run	Early Bird Swim				
7:45		Morning Flags						
8:00		Breakfast					Grab & Go	
9:00			Scout Lead	Friday Merit Badges	Checkout			
10:00	Camp Closed		34 - '. D					
11:00			Merit B Adult Lead					
Noon		SPL Meeting						
12:15		Camp Assembly					1	
12:30			Lunch					
1:00								
2:00				Aqua- palooza &				
3:00	Check In		Merit B					
4:00			Adult Lead	er Training		Terra- palooza		
4:30	Camp					pulooza		
5:00	Tour	Scout's Own Time			me		Closed	
6:15		Evenin	g Flags			Flags		
6:30		Sup	Supper			Supper		
7:15	SM & SPL	Scout's C	wn Time	Vespers	Patrol Cooking			
7:30	Meeting, Area			'	in Campsites	Friends & Family		
8:00	Meetings	Evening Program			Campsites	Night		
8:15	Assembly					Assembly		
8:30	Campfire	Scout's Own Time C			Campfire			
10:30		Lights Out						









Schedule Handout



Slide deleted from online version (contains Scout/Scouter names)



Special Programs / Events Day by Day Summer Camp Special Programs / Events 2023 Mendry Maria (True and Programs / Events 2023)

Monday - Morning/Day Special Events					
None					
Monday - Evening Program					
Event	Olympics?	Time	Location		
Adult Shotgun Shoot		7:00pm	Shotgun Range (sign up in office)		
Totin Chip and Fireman Chit		7:00pm	Timber Mountain		
Pioneering Competition		7:00pm	Scoutcraft		
Open Rifle Shoot		7:00pm	Rifle range		
Open Archery Shoot		7:00pm	Archery range		
Tug-of-war (bring gloves)	YES	7:30pm	Parade Field		
OA Medicine Bowl / Ice Cream		8:00pm	Dining Hall - Class A + sash		

Tuesday - Morning/Day Special Events					
Event	Olympics?	Time	Location		
5K run	YES	Tue 6:00am	Camp Office		
OA Brotherhood Questioning		1:00-1:30pm	Eppard Shelter		
Tuesday - Evening Program					
Event	Olympics?	Time	Location		
Bologna Fry (2 adults)		6:30pm	Handicraft		
Fire Building Contest (send team)	YES	7:30pm	Timber Mountain		
Open Rifle/Archery/Muzzle Shoot		7:00pm (Muzzle 7:30)	Rifle/Archery/Hillside ranges		
Owl Hike		8:30pm	Nature		

Wednesday - Morning/Day Special Events					
Event	Olympics?	Time	Location		
Polar Bear Swim		Wed 6:30am	Waterfront (to be confirmed)		
Wednesday - Evening Program					
Event	Olympics?	Time	Location		
Open Rifle/Archery/Chalk Shoot		7:00pm	Ranges		
Open Boat		7:00pm	Waterfront		
Vespers Service		7:15pm	Chapel		
OA Brotherhood Hike		7:30pm	Trading Post		
Kickball (adults vs. staff)		8:00pm	Parade Field		
OA Brotherhood Ceremony		8:15pm	OA Ring		
Dessert Competition Judging	YES	8:30pm	Handicraft		

Thursday - Morning/Day Special Events					
Patch Trading Trade-o-ree		1:00-1:30pm	Eppard Shelter		
Thursday - Evening Program					
Event	Olympics?	Time	Location		
Rifle Shoot Contest (send 1)	YES	6:00pm	Rifle range		
Archery Shoot Contest (send 1)	YES	6:00pm	Archery range		
Muzzle Shoot Contest (send 1)	YES	6:00pm	Hillside range		
Flag Retirement		8:45pm	Campfire Ring		

Friday - Morning Program					
Event	Olympics?	Time	Location		
Chess Merit Badge		9:00am - 12:00pm	STEM		
Fingerprinting Merit Badge 1		9:00-10:30am	Handicraft		
Fingerprinting Merit Badge 2		10:30am - 12:00pm	Handicraft		
Fire Safety Merit Badge 1		9:00-10:30am	Health Lodge		
Fire Safety Merit Badge 2		10:30am - 12:00pm	Health Lodge		
Law Merit Badge		9:00am - 12:00pm	Eppard Shelter		
Scouting Heritage Merit Badge		9:00am - 12:00pm	Timber Mountain		
Friday - Afternoon Program					
Event	Olympics?	Time	Location		
Aquapalooza		Friday 2:00pm	Waterfront		
Terrapalooza		Friday 2:00pm	Program Areas		
Friday - Evening Program					
Event	Olympics?	Time	Location		
Closing Campfire		8:15pm	Parade Field		

Other Miscellaneous Notes:

Trading Post Hours: 9:00am - 8:00pm, except for meal times

Rifle Open Shoot: \$1 for 10 rounds

Paintball: Mon - Thu, \$2 per ticket, buy at Trading Post

CS Olympics Notes: 25 points for participating in each event, 40 for 1st, 35 for 2nd, 30 for 3rd



Special, Very Special. For Life.™





Tents / Buddy System / Youth Protection



Be Safe. For Life.™





Tents and the Buddy System



Tents: You can bring your own tent OR use a Camp tent

- Can have a tent buddy if desired
- No tenting allowed with parent as your buddy, but siblings OK (but only if you can tolerate them)
- Let Mr. Eric know so he can make sure we have enough space

Buddy System for Scouts

- Always have a buddy wherever you go in camp (just like Swim Buddies)
- Your parent can legally be your 1 on 1 buddy, but you will likely get questioned by others
- Male/Female Scout buddy rule no 1 + 1 male & female groups if mixed, need groups of at least 3 (2F + 1M or 1F + 2M)
- Getting up at night to head to latrine? Tell OR take a buddy with you!







Youth Protection Reminders



- Use the Buddy System, and make sure SPL (plus SM if you want) knows if you leave the group
- No 1 on 1 (i.e. nobody else around) between Scouts and Adults anywhere in camp, including tents and buildings
 - Your parent can legally be your 1 on 1 buddy, but you will likely get questioned by others
- Crisis at night?
 - Wake a buddy and a Troop leader to help you, will wake another leader
 - No Scouts allowed in Adult tents (and vice versa), no exceptions!
- If anything / anyone ever makes you feel weird, tell
 Mr. Eric or one of our Troop leaders right away





Electronics Rule



No Electronics. For Camp.™



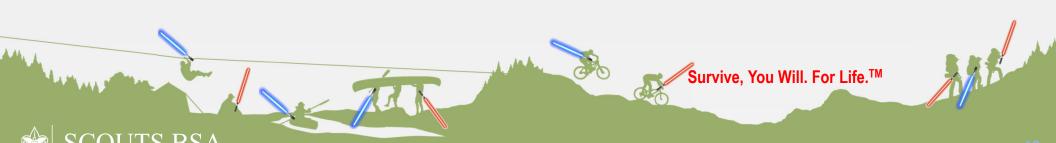


Electronics Rule for Scouts



- Easy peasy NO ELECTRONICS AT CAMP ©
 - Leave your cell phone / game systems at home
 - You can leave in car but will likely get overheated!
 - Adults have cell phones for emergency access
 - Believe it or not, you will somehow survive without your beloved TokTik, insta-chat, tweeter, snap-gram and all that jazz

 Mr. Eric will confiscate any Scout electronics at camp and sell them off on Ebay to pay for his new LEGO sets!





Poisonous Plants



No Itchies. For Life.™





Poisonous Plants – Poison Ivy

- Poison Ivy grows from a "hairy" vine and may be found on trees/bushes or on the ground
- Oily sap from leaves can cause severe rashes
- If you think you have come in contact, wash with water/soap within 10-20 minutes



Remember this rule:
_eaves of three, let it be!



No Itchies. For Life.™

Poisonous Plants – Poison Oak



- Poison Oak very similar to Poison Ivy with three leaves
- Some people have extremely nasty reactions







Remember this rule: Leaves of three, let it be!







Poisonous Plants – Mushrooms



 Never eat mushrooms growing in the wild – they can make you extremely sick

 Wild mushrooms are very hard to identify even for experts, so never take a chance

Don't eat anything you find in the woods unless it's in a Food Lion wrapper!









Venomous Snakes



Ssssss. For Life.™





Identifying Venomous Snakes

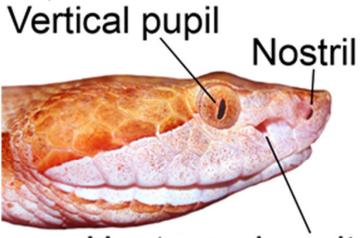


Our three local venomous snakes have key head characteristics:





Vertical pupils and heat sensing pits



Heat sensing pit

Non-venomous snakes usually have a narrow oval-shaped head and always have round pupils and no heat sensing pits



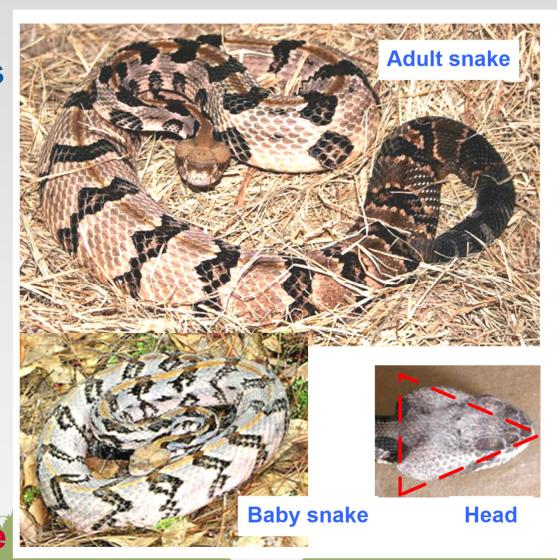
Sneks Rule. For Life.™



Venomous Snakes – Timber Rattlesnake



- Likes rocky areas, old logs, and dry riverbeds
- Can have yellow or black patterns
- Broad, triangular head
- Heat pits and vertical pupils
- Darker tail with rattle which gets more segments as it grows
- Babies are lighter in color with yellow stripe





Venomous Snakes – Northern Copperhead



- Likes wet streams, old logs, and rocky areas
- Blends in perfectly with fallen leaves
- Has brown hourglass pattern with brighter copper-colored head
- Broad, triangular head
- Heat pits and vertical
 pupils



Venomous Snakes – Eastern Cottonmouth

(Water Moccasin)

- Lives near lakes, ponds, or rivers
- Has short, very fat body
- Broad, triangular head
- Heat pits + vertical pupils
- Adults are dark in color with faint stripes/patterns
- Babies have stripes and darker tail
- Shows white mouth when mad
- Very destructive venom





Venomous Snakes – First Aid



- Call 911 or send for help
- Keep victim calm, gently wash wound site
- Remove rings and other jewelry before area swells
- Restrict movement as much as possible, keep bite site at approximate level of heart
- Exertion spreads the venom. If help is not near, carry the victim. Make them walk only as last resort.
- Treat for shock, but don't elevate the affected limb
- DO NOT:
 - Apply ice OR cut the skin or suck out the venom
 - Apply a constricting band or elastic bandage
 - Try to catch the snake for pictures or a more positive ID





Venomous Spiders



Miles Morales. For Life.™



Venomous Spiders – Black Widow





- About the size of a dime with shiny black body
- Red hourglass on belly
- Likes very dark places underneath leaves, rocks, swimming pools, and logs
- VERY strong web
- Venom will make you sick







Avengers Rule. For Life.™







Venomous Spiders – Brown Widow



- Same size and body shape as black widow
- Brown with yellow and black dots
- Red hourglass on belly
- Lives in same places as black widow
- Spiky egg sac







Avenger WannaBe. For Life.TM

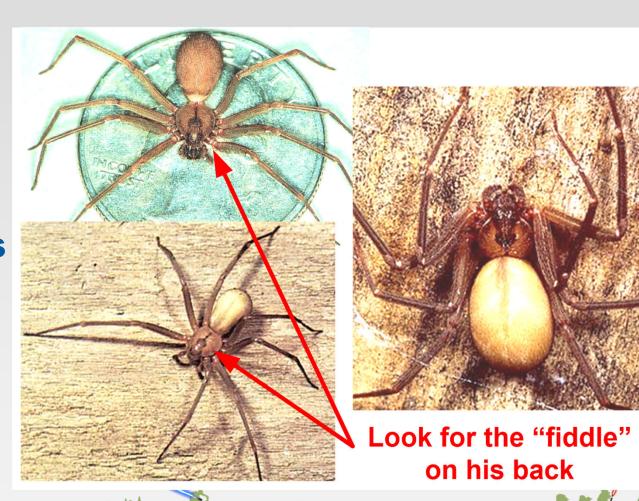




Venomous Spiders – Brown Recluse



- About the size of a quarter with dark brown legs and yellowbrown belly
- Likes dark places indoors and outdoors
- Has violin marking on head and body









Venomous Spiders – First Aid



- Get to a medic
- Keep victim calm, gently wash wound site
- Apply ice pack (not directly to skin)
- Remove rings and other jewelry before area swells
- Symptoms can include sweating, nausea and vomiting, stomach cramps, muscle pain, spasms, difficulty breathing, and shock.
- Treat for shock





Other Nasties and Hazards



Be Smart. For Life.™





Buck Moth Caterpillar

- Has poisonous hairs and spines which cause burning sensation and inflammation as painful as a bee sting
- Often found on fallen branches – pick up firewood carefully and don't load in your arms
- First aid wash affected area to remove insect hairs, apply ice and steroid creams







Ticks, Bees and Wasps



Ticks

- If embedded, see Medic or adult
- Must remove entire tick
- Wash area and hands afterwards
- Bug spray is good deterrent

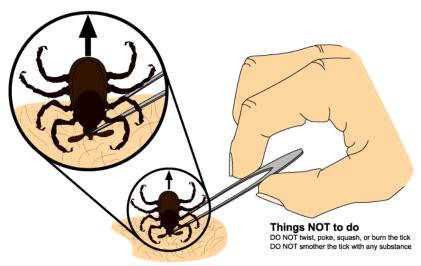
Bees and Wasps

- Remove stinger with card or knife edge, apply ice (not directly to skin)
- Some people are allergic and may require an Epi-Pen to avoid anaphylactic shock



Removal of a Tick

Using a pair of tweezers, find where the tick's mouthparts have entered the skin. Place the ends of the tweezers around the base of the mouthparts and while applying gentle pressure pull the tick up slowly and steadily until it releases its hold. Dispose of the tick in a sealable plastic bag in the trash *outside* your home.

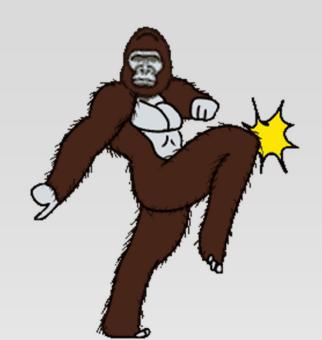






Ga-Ga Gorilla

- Forces all Scouts who walk near the ga-ga pit to jump in and play
- Won't let you out until your knuckles and legs are bloody messes
 - He doesn't care if you are late for class!
- Your only hopes are that the Scoutmaster:
 - Takes the ga-ga ball away
 - Pulls you out to rush you to the Medic





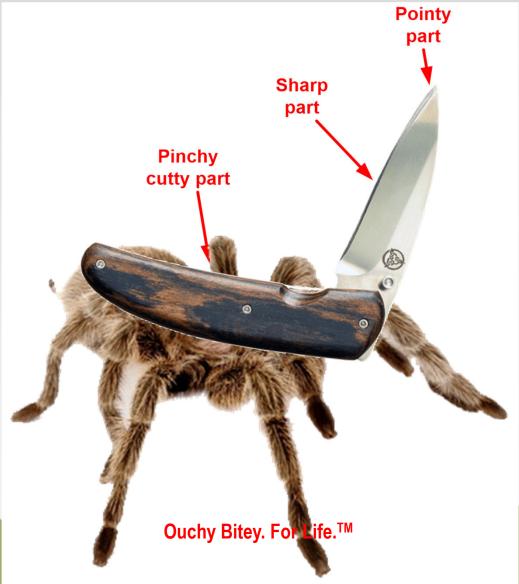




Pocket Knife Tarantula



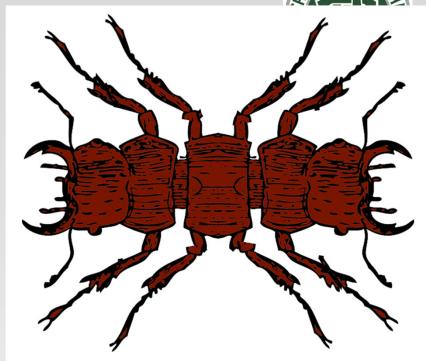
- Likes to bite fingers of careless Scouts
- Always claims a few victims every summer
- Totin' Chip protections:
 - Maintain a blood circle
 - Watch your fingers duh!
 - Cut away from body parts
 - Never throw a knife
 - Be careful closing your knife
 - Close before passing or pocketing





Double Headed Tripper Beetle

- Hides among rocks and tree roots waiting to trip careless Scouts
- Has chameleon-like camouflage powers
- Always claims many victims every summer
- Best protection:
 Don't run in campsite or camp trails



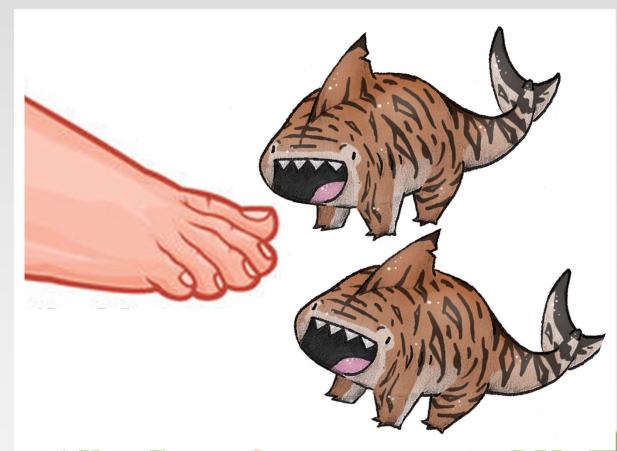




Toe-biting Land Sharks



- Hide among rocks and tree roots waiting for victims, swim through dirt
- Favorite food is Scout toes with extra fruity summer camp toe-jam
- Best protection: Never walk barefoot at camp







Wet Shoe Wallaby

 Uses mind control to convince Scouts to wear their wet shoes after swimming

- Causes uncomfortable and often very painful foot blisters
- Put on dry socks and shoes after swimming to defeat him!





Demented Duck

- Hangs out near lake to trap unsuspecting victims
- Tricks Scouts into walking around in wet swimsuits after swimming
- Causes painful and irritating leg rashes
- He won't stop until everyone at camp waddles like ducks!









Bug Juice / Jellybean / Slushy Monster



- Forces innocent
 Scouts to over indulge on bug
 juice, nasty jelly
 beans, and slushies
- Victims suffer severe hurling attacks!
- Best protection: Take it easy on sugary snacks!









Questions??



Mr. Eric Rocks. For Life.™

