

NORTHERN STAR SCOUTING

CUB SCOUT



Summer Leader Guide

2026





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PLANNING CHECKLIST

Thank you for choosing Northern Star Scouting for your Cub Camping adventure. We have been preparing for your visit since last summer ended and have a great program in store for you! The staff at our camps have charged themselves with developing age progressive activities to ensure that you are immersed in fun with an adventure around every corner.

PRIOR TO MARCH 1ST

- Review available summer camp dates and select one or more for your Pack to attend.
- Promote summer camp opportunities to your families at a Pack meeting..
- Email families the link to the summer camp video, along w/ your Pack's date(s), and pricing information.
- Secure commitments from families to attend camp.

AFTER MARCH 1ST

- Registration opens March 1st online at Camp.NorthernStar.org/Cub-Scout-Summer-Camp
- Register and submit deposits to reserve spots for your Pack at camp.
- Email the Parent's Sheet to all registered families.
- Optional:** Setup "Parent Portal" on registration and share links with family to complete their registration.
- Submit Full Payment by May 1st to meet Early Bird deadline.

ONE MONTH BEFORE ATTENDING CAMP

- Ensure families reviewed the Parent Sheet.
- Make sure all Scouts are registered in your Pack prior to camp.
- Communicate food allergies with camp, see special requests (pg. 6)
- Arrange transportation, maps to camp are located on our website.
- Share camp conduct with families. (pg. 13)

ONE WEEK BEFORE ATTENDING CAMP

- Share departure/arrival instructions with families.
- Remind families to complete the Range & Target Activities Waiver for all youth.
- Remind parents to complete Health History (parts A and B) for all attendees.



BASIC INFORMATION

WHO CAN ATTEND?

Cub Scout Summer Camp is open to youth entering 1st - 4th grade in the Fall (Tiger - Webelos ranks). Siblings of the same age group are welcome to attend the program and participate alongside the Cub Scouts.

2026 FEES

\$155 Youth Early Bird Fee \$160 Youth after May 1 (Scout and siblings)
\$90 Adult

WHAT IS INCLUDED IN THE FEE?

The fee includes all of your meals (starting Saturday morning), a patch for every youth participant, housing (tent or indoor), and staffed programming.

IS THERE FINANCIAL AID AVAILABLE?

Yes! We believe every Scout should have an opportunity to attend Summer Camp, and we do not want cost to be the barrier. If there is a need, please complete the Campership Form for review. You may receive up to 50% of the youth fee.

TRADING POST

Trading Post hours vary by location. Trading Post hours are posted on trading post doors.

- Snacks & Drinks: \$1-\$3
- Hats: \$15-\$22
- T-Shirts: \$10-\$25
- Sweatshirts: \$35-\$50
- Pocket Knives: \$10-\$20

PARKING

You will not be able to park your car at your campsite or building, so be prepared to walk your gear a short distance. All cars must remain in the parking lot. Carts will be available.

EMERGENCY CONTACT

Each camp has a director who is on site at all times while campers are there. Site-specific contact information is listed below. If you have an emergency and you cannot get ahold of the camp director, please call the council office.

Customer Service

Phone: 612-261-2303
cubcamping@northernstar.org

Cub Summer Director Kiwanis Scout Camp

Jake Erickson
Phone: 612-261-2451
jerickson@northernstar.org



Phillippo Scout Camp

(Available June-August)
Rebecca Meger
Phone: 612-261-2454
rmeger@northernstar.org

INDOOR HOUSING

Only available at Kiwanis.

Camp facilities include indoor, bunk style housing. Rooms vary in size based on location. They all include bunk beds with mattresses and electricity. Rooms will be assigned by age and gender.

NYLON DOME STYLE TENT

Only available at Kiwanis.

These tents will comfortably sleep 2 people and can be zipped shut. Sleeping mats are provided.

CANVAS WALL TENTS

Only available at Phillippo

A spacious tent is set up off the ground on wooden platforms. Each tent includes 2 beds with mattresses and mosquito netting is available from the camp store, free of charge.

BRING YOUR OWN TENT

Do you like using your own tent? Go ahead and bring it to camp!

Available at Phillippo and Kiwanis.

CAMPSITE ACCOMODATIONS

All campsites include a fire ring, fire wood, picnic table and access to potable water.

INDOOR RESTROOMS

Restroom facilities include a flush toilet and a sink

INDOOR SHOWERS

Shower buildings have single room showers with a locking door.

OUTDOOR LATRINES

You find latrines near every campsite and program area. Latrines are stocked with toilet paper and a hand washing stations (either hand sanitizer or a sink with soap).





SPECIAL REQUESTS

The best way to notify camp about special requests is through your online registration. Please enter health information a minimum of 2 weeks prior to camp. This includes allergies, dietary needs, and other medical concerns. These fields are captured on a Health Officer report and reviewed at check-in.

SPECIAL DIETARY REQUESTS

Camp Northern Star offers the following meal plans:

- Standard Meal Plan (No Dietary Restrictions)
- Peanuts or Tree Nut Free
- Gluten Free
- Lactose Free
- Pork Free
- Vegetarian

It's important to note that all meals for all meal plans are produced in one kitchen, and our standard menus contains gluten and lactose. While:

- All dishware and cooking surfaces are sanitized between prepping different types of meals
- The ingredients used to make the gluten and lactose free meals plans do not contain their respective allergens (gluten for the gluten free plan, lactose for the lactose free plan)
- We do not use nuts in any of our cooking. However, some individually wrapped items may contain nuts. Please read the labels of individually wrapped items.

Sharing the "airspace" means that some trace amounts of these allergens have the possibility of cross-contaminating the meals of the other meal plans. If your camper has severe reactions to trace amounts of these allergens, please contact the camp directly.

ELECTRICITY / WIFI

If an attendee will need access to electricity for CPAP or other machines, please note it in the medical section of their registration. Not all campsites have electricity. **We will do our best to accommodate, however the individual may need to camp in a different site than the rest of the Pack.**

Electricity is available in most buildings and can be used to charge cell phones.

Wi-Fi is available at select locations in camp such as the Dining Hall. Inquire at check-in if you will need access to Wi-Fi.

OTHER ACCOMODATIONS

If you need other accommodations please contact us and we will discuss a plan to make your camp experience a good one.



REQUIRED FORMS

- HEALTH FORMS:** Minnesota law requires ALL campers (youth and adults) to provide a current health history form upon arrival to camp. Youth forms must be signed by a parent or guardian. Please DO NOT mail health forms or send in electronically; they need to accompany you to camp.
- RANGE AND TARGET SPORTS WAIVER:** Required by the State of MN.



RANGE & TARGET SPORTS WAIVER



HEALTH FORM

PACKING LIST

- | | | |
|--|--|---|
| <input type="checkbox"/> Socks | <input type="checkbox"/> Towels (swim & shower) | <input type="checkbox"/> Raincoat or Poncho |
| <input type="checkbox"/> Shoes (2 Pairs) | <input type="checkbox"/> Swimsuit | <input type="checkbox"/> Personal Hygiene Items |
| <input type="checkbox"/> Pants/Shorts | <input type="checkbox"/> Water Bottle | <input type="checkbox"/> Day Pack* |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Flashlight |
| <input type="checkbox"/> Sweater or Jacket | <input type="checkbox"/> Pillow | <input type="checkbox"/> Hat |
| <input type="checkbox"/> Shirts | <input type="checkbox"/> Bug Spray or Insect Repellent | |
| <input type="checkbox"/> Pajamas | <input type="checkbox"/> Sunscreen | |

*Bring a large pack to hold your swimsuit & change of clothes. This will limit back and forth in between rotations.

OPTIONAL PACKING LIST

- | | | |
|---|---------------------------------------|---|
| <input type="checkbox"/> Mosquito Netting | <input type="checkbox"/> Watch | <input type="checkbox"/> Sports Equipment |
| <input type="checkbox"/> Matches (Adults) | <input type="checkbox"/> Pocket Knife | <input type="checkbox"/> Cub Scout Handbook |
| <input type="checkbox"/> Camera | <input type="checkbox"/> Lawn Chair | |

NOT ALLOWED

- | | | |
|--|---|--|
| <input checked="" type="checkbox"/> Drugs & Alcohol | <input checked="" type="checkbox"/> BB Guns | <input checked="" type="checkbox"/> Firearms |
| <input checked="" type="checkbox"/> Tobacco Products | <input checked="" type="checkbox"/> Bows | <input checked="" type="checkbox"/> Pets |



CHECK-IN & CHECK OUT

WHAT TO EXPECT AT CHECK-IN

Friday night is an active but important kickoff to your weekend. **Please plan to arrive right at 6:00 PM when the gates open.** This ensures your Pack has enough time to complete all required check-in items before the night's programs begin.

A staff member will greet you at the entrance to camp and guide you on where to park and how to check in to your campsite/cabin.

Be prepared to turn in:

- Health History Forms (A&B)
- Range & Target Activities Waiver
- Swim Classification form (if taking prior to camp)

Once your unit has checked in, your next step will be:

- **Swim Checks (6:00–7:45 PM)** - Swim checks will be conducted at the pool throughout this period. **Note: Staff will stop the line at 7:45 PM to ensure all remaining participants can complete their checks by 8:00 PM.**
- **Prepare Your Campsite/Cabin** - Get your sleeping areas arranged and gear settled so your Scouts are ready for the weekend.

8:00 PM All campers will gather for the campwide introductions.

- Staff introductions
- Camp rules and expectations
- Emergency procedures

After introductions, units will participate in a guided walk-through camp to note key locations and program areas. Also, learn dining hall procedures.

9:00 PM We close out the night with our **Opening Campfire**, featuring songs, skits, and a big welcome to camp!

There will be no meal service on Friday night, so please eat dinner prior to arrival. Snacks are available for purchase in the camp store, but not a full meal.

CHECK OUT

Packs will checkout from their campsite before lunch on the last day. Your campsite or cabin commissioner will arrange for a checkout time, and give you a "Get Out of Camp Free" card to claim your Pack's check-out bag. If for any reason you need to leave prior to the checkout, please notify the camp director.





SAMPLE SCHEDULE

	Friday	Saturday	Sunday
7:15 AM		Breakfast	Breakfast
8:50 AM		Morning Flags	Morning Flags
9:00 AM		Rotation 1	Rotation 7
10:00 AM		Rotation 2	Rotation 8
11:00 AM		Rotation 3	Rotation 9
12:00 PM		Lunch	Lunch
2:00 PM		Rotation 4	Open Program
3:00 PM		Rotation 5	
4:00 PM		Rotation 6	Outpost Departs
5:00 PM		Evening Flags	*Swim Checks end at 7:45 PM
5:15 PM		Dinner	
6:00 PM	Check In/Registration Campsite/Cabin Set Up Swim Checks*	Pack Time	
6:45 PM		Open Program	
8:00 PM	Camp Tour/Emergency Drill	Campfire Program	
9:00 PM	Opening Campfire	Campsite Campfires	
10:30 PM	Lights Out		

YOU WILL RECEIVE YOUR ACTUAL SCHEDULE AT CAMP



ADVANCEMENT

ACTIVITY DENS

Each Pack will be assigned an Activity Den at Camp. These Dens will be comprised of youth from your Pack and occasionally other Packs based on group size. The Den will travel together around camp and will divide up by rank at activities ensuring everyone has an age appropriate activity. Traveling as a Pack allows families to stay together the entire time during summer camp.

Packs will receive an updated advancement list during their weekend to reflect any changes made during the summer.

TIGER

- Floats & Boats 1-3 (STEM)
- Tigers in the Water 1-6 (Pool)
- Let's Camp Tiger 1-5 (Skills)
- Designed by Tiger 1-5 (Craft)
- BB Gun Tiger 1-8 (BB Gun)
- Tigers in the Wild 1-5 (Nature)
- Archery Tiger 1-8 (Archery)

BEAR

- Forensics 1-6 (STEM)
- Salmon Run 1-6 (Pool)
- Whittling 1-4 (Skills)
- Baloo the Builder 1-5 (Craft)
- BB Gun Bear 1-8 (BB Gun)
- Archery Bear 1-8 (Archery)
- Champions for Nature 1-5 (Nature)*
- Let's Camp Bear 5 (Attend Camp)

OPTIONAL OPEN PROGRAM ADVENTURES

- Sling Shot - All Ranks
- Boating - Bear & Webelos (Phillippo Only)

WOLF

- Digging in the Past 1-2, 4 (STEM)
- Paws for Water 1-6 (Pool)
- Finding your Way 1-5 (Skills)
- Digging in the Past 3 (Craft)
- BB Gun Wolf 1-8 (BB Gun)
- Champions for Nature 1-4 (Nature)*
- Archery Wolf 1-8 (Archery)
- Let's Camp Wolf 5 (Attend Camp)

WEBELOS

- Earth Rocks 1-4 (STEM)
- Aquanaut 1-6 (Pool)
- Let's Camp Webelos 5-7 (Skills)
- Build It 1-4 (Craft)
- BB Gun Webelos 1-8 (BB Gun)
- Archery Webelos 1-8 (Archery)
- Champions for Nature 1-6 (Nature)*
- Let's Camp Webelos 1 (Attend Camp)

SUMMER TIME FUN AWARD

- Counts as 1 out of 3 Activities for all Ranks

*Note—to complete Champions for Nature, Scouts will need to attend the conservation service project during open program.



WEBELOS OUTPOST

WHAT IS WEBELOS OUTPOST

At the close of each camp session, Webelos are invited to stay an additional night to experience the Webelos Outpost program. The Outpost program is designed to prepare Webelos and their adult partners for Arrow of Light Camp the following summer. All of the activities offered during the outpost are specifically tailored for Webelos.

New in 2026 - Catch the Big One Adventure at Webelos Outpost

Participants in the Webelos Outpost program will need to bring a small day-pack to carry their equipment to the outpost campsite. They will be camping in backpacking tents, just like the Scouts BSA youth!

We require a minimum leadership ratio of 1:2 for the overnight program. Trained camp staff will accompany Outpost participants at all times. Webelos Outpost is \$36 per person, which includes two meals and additional program activities.

Open to registered Webelos entering 4th grade in the fall.

WHEN IS WEBELOS OUTPOST?

Webelos Outpost will begin at 3:30 PM on Sunday afternoon and wrap up around 11:00 AM Monday.

HOW DO I REGISTER FOR WEBELOS OUTPOST?

You must first register for your weekend of Cub Scout Summer camp, and then select the option "Webelos Attending Outpost" or "Adult Attending Outpost". By selecting outpost, you will automatically be registered and charged accordingly.





CAMP RULES & SAFETY

GENERAL CAMP RULES

1. All Campers and adults must follow the Safeguarding Youth Policies as stated in the Guide to Safe Scouting.
2. All campers must remain in their campsites after **10:30 PM**. If a Scout needs to leave after 10:30 PM, **an adult leader or camp staff member must accompany them.**
3. **Follow the Buddy System at all times.**
4. Respect the private property of neighbors surrounding the camp.
5. Respect the staff living areas and maintenance area. Enter the area only on official business.
6. Take good care of camp facilities and equipment (Units or individuals will be charged for defaced property or damage to equipment.)
7. **No alcoholic or THC products may be brought into camp.**
8. **Personal BB Guns, rifles, and archery equipment are not allowed.**
9. No bikes allowed in camp.
10. No pets allowed in camp.

WEATHER

1. Packs will be notified of threatening weather conditions and advised to move to designated storm shelters if necessary. Please refer to the camp specific emergency procedures.

CHECKING IN TO CAMP

1. Everyone must check in and ensure they are registered to attend.
2. At check-in, you will receive a visitor parking pass and wristband. All Scouts, Scouters, and visitors in camp **MUST** wear the wristband. All camp staff are identified by their staff name tag.
3. Camp staff, under the guidance of the camp director, will monitor for unauthorized persons. Those persons found not to be official guests of our camps will be asked to leave and escorted off the premises. Any problems or safety concerns regarding unauthorized persons will be referred to the Camp Director or their designee.

DEPARTURE FROM CAMP

1. All campers will leave with their Pack leadership, parent, guardian, or an individual approved by the legal parent or guardian. When a Scout leaves camp with someone other than the Pack leadership, the Pack leadership needs to be made aware.
2. If a camper will be leaving camp with someone other than their guardian or leader they arrived with, an authorization to release form must be completed.
3. Leaders are reminded to be aware of problems related to unauthorized release to non-custodial parents.

FIRE SAFETY

1. Use only designated fire rings. Do not move the fire rings.
2. Never leave a fire unattended. Always extinguish a fire with water before leaving the area or going to bed.
3. Fire barrels and/or fire buckets are filled and nearby
4. Fires must always be supervised by an adult.
5. Fires must be kept to a safe, manageable height.
6. Do not use liquid fuel to start fires.
7. Gas lanterns may be used under adult supervision. Gas must be locked under adult control.
8. **No flames in tents.**

CAMPSITES/CABINS

1. Be a good neighbor. Do not create a disturbance or cause other campers to have a bad camping experience.
2. Always leave a supply of firewood.
3. Pick up all trash & leave a clean campsite/cabin.

VEHICLES

1. Vehicles are restricted to authorized parking areas and roads.
2. No passengers are allowed to be transported in the cargo section of pickups and trucks.
3. The camp speed limit is 15 MPH. When campers are present, one should drive even slower to ensure the safety of everyone



CAMP RULES & SAFETY

CAMP NORTHERN STAR CODE OF CONDUCT

Camp Northern Star expects appropriate behavior from all. All individuals are responsible for treating each other with respect, to follow camp's rules and to act in accordance with the Scout Oath and Law.

Our camps are a safe and inclusive space where we will not tolerate violence, bullying, harassment* or the use of words and/or actions to make others feel unwelcome or unsafe.

It is our collective responsibility to both create this environment and to speak up and/or seek help when you witness or experience inappropriate behavior.

Reports of inappropriate behavior can be made to your group's leadership or camp employees and will not result in retaliation.

*Any form of discrimination or harassment that violates federal, state or local law are also a violation of this policy and will be treated as a disciplinary matter. This includes but is not limited to an individual's gender, race, religion, color, sexual orientation, national origin or disability.

Individuals can expect:

- Instances of witnessed and/or reported inappropriate behavior will be addressed and will involve group leadership as a first step.
- Instances of repeated behavior, reports of inappropriate behavior involving multiple groups, and more significant behaviors will require additional direct intervention by camp leadership. Parents or guardians of youth may be notified and continued involvement in camp programming may be modified.
- Actions that are in violation of the code of conduct, are pervasive or significantly compromise the safety and well-being of others may result in an individual or up to the entire group being sent home at their own expense and without a refund of fees paid.

ADULT SUPERVISION

Two registered adult leaders 21 years of age or over are required at all Scouting activities with each Pack/unit (including summer camp). No one on one contact between adult leaders & youth members.

Cub Scout parents or legal guardians taking part in an overnight Cub Scout program with their own child are not required to register as leaders. All adults must review the "[How to Protect your Children from Child Abuse: A Parent's Guide](#)" that can be found in the front of each Cub Scout Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child. All other overnight adults must be currently registered in an adult position with that unit.

Tiger Scouts require a 1:1 ratio for adults and Scouts. For all other ranks: a Cub Scout whose parent or legal guardian cannot attend a unit overnight camping trip may participate under the supervision of another registered adult member in Scouting who is a parent of a Cub Scout who is also attending. The unit leader and a parent or legal guardian must agree to the arrangement, and all Youth Protection (Safe Guarding Youth) policies apply. At no time may another adult accept responsibility for more than one additional "nonfamily member" youth.



CAMPING WITH WILDLIFE

This section of the education material is directed to the precautions that must be taken in your campsite so as to avoid attracting animals. Animals typically found at camp include field mice, raccoons, deer and wild turkeys. There are not any dangerous wildlife typically found at our camps, but they can be a nuisance to your stay. If you feel threatened by any wildlife, please contact Camp Management on site.

CAMPSITE PRECAUTIONS

Camp Sanitation: It is essential to keep a clean tent and campsite.

Food: This is perhaps the most important precaution to be taken. Food produces odors that attract critters in search of a meal. All food & drinks must be stored in a scent-proof container or the trunk of a car.

Food In Tents: No food, meals, or snacks are allowed in your tent. These foods will leave appealing odors that will attract wildlife. Empty snack wrappers, food boxes, juice boxes, soda cans, or even water bottles that have had flavored drinks mixed in them are not to be kept in tents. **FOOD OF ANY KIND SHOULD NEVER BE STORED IN A TENT.**

Cooking of Food: If your unit is going to bring snacks or cook, the preparation and dining areas should be as far as possible from the sleeping tents.

Clean Up After Food Preparation: Dishes should be done immediately following completion of the meal. Leftovers should be properly disposed of or stored as food in the manner described above. All tables used in food preparation and eating must be washed. Food spilled on the ground must be picked up.

Garbage: Garbage containing food should not remain in a campsite. Garbage should be properly bagged and disposed of in the provided cans. Staff will be by each day to collect garbage. Please bring your garbage to the dumpster if garbage has already been picked up for the day.

TICK AWARENESS

With proper planning and education, tick problems can be minimized. Lyme disease is a bacterial infection that people may develop after being bitten by a Lyme-infected deer tick. Minnesota and Wisconsin are high-risk areas for Lyme disease; this is especially true for the wooded or forested regions of these two states. Please share this information with all parents, leaders, and Scouts in your unit who are planning to attend camp this summer or who have attended camp.

- The best way to prevent Lyme disease is to keep from being bitten. Insecticides work by killing ticks, whereas repellents work by encouraging them to leave before biting.
 - Permethrin is the active ingredient of insecticides; it should be used on clothing, sleeping bags, and tents, and should not applied to skin.
 - DEET is the chemical found in many repellents. To repel ticks, the concentration needs to be 30% or higher. It is safe to apply to unbroken skin but it can damage certain fabrics and materials. All campers should wear a good quality insect repellent when they are in the woods. Pay special attention to spray the area below the knees.
- Walk in the center of trails to avoid picking up ticks from brush and long grass.
- Wear long pants and light-colored clothing (it is easier to identify ticks on light colors).
- Make "tick checks" part of the daily routine at camp. Scouts should be reminded every day to check for ticks, while parents should help younger Cub Scouts with actual checks. Regular showers will also help with early detection. Please note that ticks tend to attach at points of constriction.



PHILLIPPO EMERGENCY PLAN

EMERGENCY: BROKEN SIREN

Used for: **Upcoming Severe Weather, Missing person, Waterfront Emergency, Fire, and Weekly Drills.**

Staff Mobilization:

- Camp Director issues a camp-wide page including all areas, health officer & rangers with instructions.
- All program areas stop, staff return to the designated area, and send confirmation to the program building once all are accounted for.

Unit Mobilization:

- All program areas stop.
- Scouts and leaders return to campsites.
- Units remain in the campsite on standby until runners return to the campsite with instructions.

EMERGENCY: SOLID SIREN

Used for: **Severe Thunderstorm Warning, Tornado Warning, and Imminent Severe Weather.**

Staff Mobilization:

- Camp director issues a camp-wide page including all areas, the health officer, and rangers with instructions.
- All program areas stop.
- Staff report designated storm locations, commissioners report to the Dining Hall for instructions.

Unit Mobilization:

- All program stops.
- Move to storm shelter.
- Units will receive instructions at pre-determined storm locations.

GETTING TO PHILLIPPO

Phillippo is approximately a 45-50 minute drive from St. Paul and is located just outside of Cannon Falls, MN. Most find the easiest route to camp is to take 52 south to 19 west, following 19 approximately 2 miles to the marker to Phillippo Scout Reservation. Driving directions can be printed out from the Northern Star Council website.

Camp Address: 30600 32nd Avenue Way, Cannon Falls, MN 55009

Camp Telephone: 507-263-4324 (main office) 612-261-2303 (Cub Camping)

Camp Director Email Address: rmeger@northernstar.org

STORM SHELTER LOCATION

The predetermined storm shelter for this camp is the **lower level of the dining hall.**

This information will be posted in your campsite, and there will be an emergency drill the first night of camp.





KIWANIS EMERGENCY PLAN

EMERGENCY: SIREN SOUNDED (CLEAR SKIES)

Used for: **Upcoming Severe Weather, Missing person, Waterfront Emergency, Fire, and Weekly Drills.**

Staff Mobilization:

- Camp Director issues a camp-wide page including all areas, health officer & rangers with instructions.
- All program areas stop, staff return to the designated area, and send confirmation to the program building once all are accounted for.

Unit Mobilization:

- All program areas stop.
- Scouts and leaders return to campsites/cabins.
- Units remain in the campsite/cabins on standby until runners return to the campsite with instructions.

HIGH EMERGENCY: SIREN SOUNDED (VISIBLY DANGEROUS WEATHER INCOMING)

Used for: **Severe Thunderstorm Warning, Tornado Warning, and Imminent Severe Weather.**

Staff Mobilization:

- Camp director issues a camp-wide page including all areas, the health officer, and rangers with instructions.
- All program areas stop.
- Staff report designated storm locations.

Unit Mobilization:

- All program stops.
- Move to storm shelter.
- Units will receive instructions at pre-determined storm locations.

HIGH EMERGENCY: SIREN SOUNDED (VISIBLY DANGEROUS WEATHER OCCURING)

Used for: **Severe Thunderstorm Warning, Tornado Warning, and Imminent Severe Weather.**

Staff Mobilization:

- Camp Director issues a camp-wide call, including all program areas and health officer with instructions.
- All program areas stop. Staff report to closest storm location and use radio to confirm all staff and camper accountability.

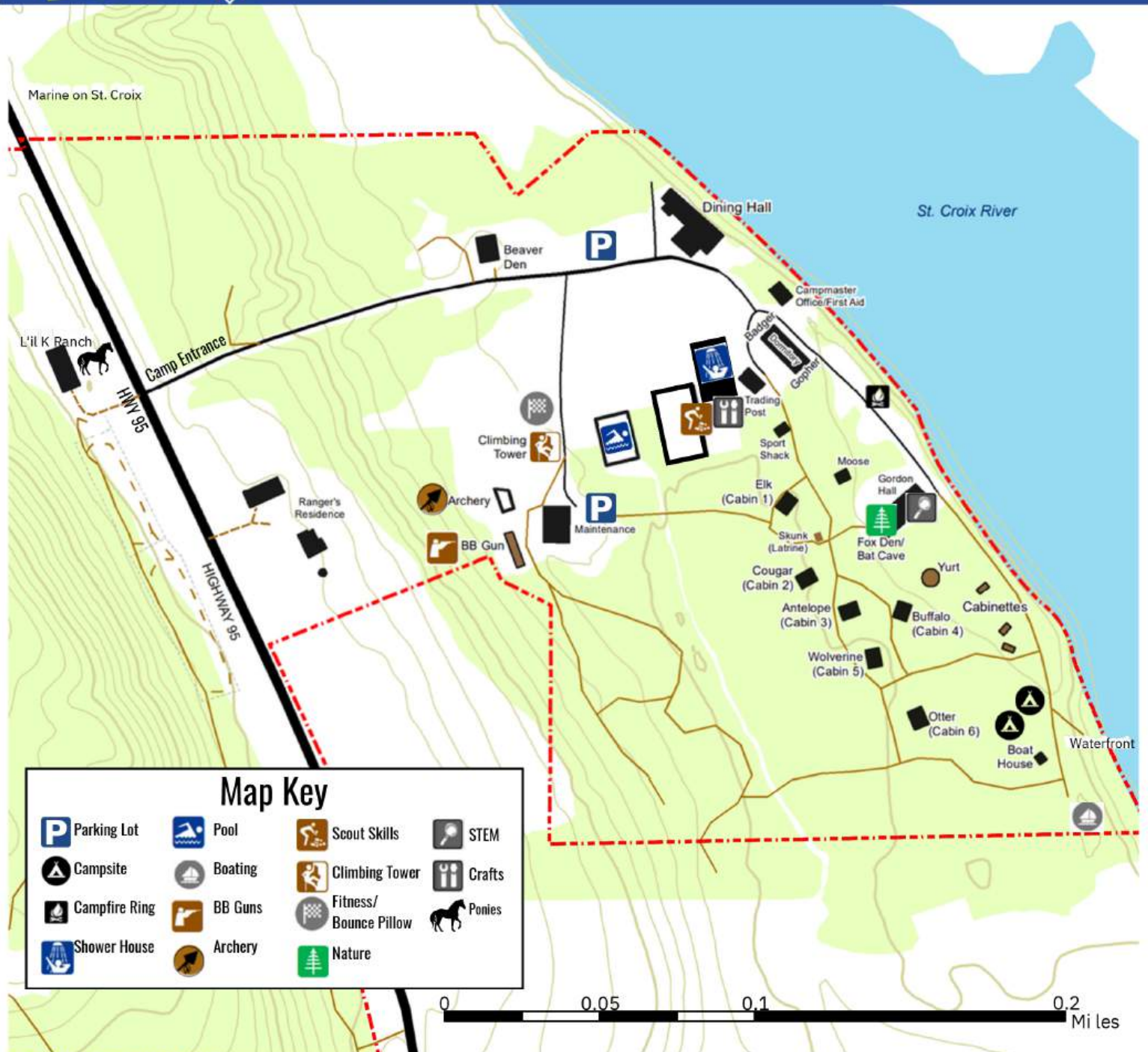
Unit Mobilization:

- All program areas stop.
- Scouts and leaders seek shelter immediately in nearest storm location.
- When the "all clear" is given, units return to campsites/cabins.
- Units remain in campsite/cabins on standby until staff arrives with instructions.

STORM SHELTER LOCATION

The predetermined storm shelters for this camp are the Bat Cave and the Shower House.

This information will be posted in your campsite, and there will be an emergency drill the first night of camp.



GETTING TO KIWANIS

Take Minnesota Highway 36 to Minnesota Highway 95. Go north on Minnesota Highway 95 (Stillwater). Continue north past Minnesota Highway 96. Continue north toward Marine on the St. Croix.

Kiwanis Entrance is located on the east side of Minnesota Highway 95, just south of Marine on the St. Croix.

Camp Address: 15987 St. Croix Trail N. Marine on St. Croix, MN 55047

Camp Telephone: 651-433-2801 (Main Phone) 612-261-2303 (Cub Camping)

Camp Director Email Address: jerickson@northernstar.org



SWIM CLASSIFICATIONS

WHAT IS THE SWIM TEST?

The swim classification of individuals participating in a scouting activity is a key element in both Safe Swim Defense and Safety Afloat. The swim tests must be renewed annually, preferably at the beginning of each summer season.

All persons participating in aquatics are classified according to their swimming ability. The classification test and procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water.

The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

ADMINISTRATION OF SWIM CLASSIFICATION TEST

Option A: Before Camp:

(at the unit level with council-approved aquatics resource people)

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: Certified lifeguard, swimming instructor, or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. The signed form must be presented upon arrival at camp to the Aquatics Director at the pool to obtain your buddy tags for the aquatics areas. It is advantageous to conduct the swim classification prior to a unit going to summer camp.

Option B: At Camp

The swim classification test is completed Friday evening during check-in by camp aquatics personnel.

Special Note: When swim tests are conducted away from, or at, camp, the Aquatics Director shall at all times reserve the authority to review or retest individuals or entire packs to ensure that standards have been maintained.

SWIMMER TEST

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swam continuously and include at least one sharp turn. Finish by demonstrating you can float on your back.

Allows you to: Swim in any section of the pool. Allows you to use canoes, rowboats, and paddle boats.

BEGINNERS TEST

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Allows you to: Swim in the beginner & learner sections of pool. Allows you to use row boats & paddle boats.

LEARNER TEST

Anyone that is unable to complete the beginner's test is classified as a Learner and may use the shallow section of the pool and may use a rowboat & paddle boat when accompanied by a swimmer.





SWIM TEST RECORD

Complete this form to track each individual's current swim classification. Any change in status after this date i.e., learner to beginner or beginner to swimmer, would require a reclassification test by the Camp Aquatics Director.

Unit Number: _____

Date of Swim Test: _____

	Full Name (Please Print)	Swim Classification		
		Learner	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				

Person Conducting Test: _____

Phone #: _____

Qualifications: _____

Signature: _____

Unit Leader: _____

Signature: _____