

2019 Mad Trapper Camp Instructions - Scouters

PRIOR TO CAMP:

If there are any dietary issues, you need to indicate that on your registration. We will endeavor to accommodate those. The procedure will be that each person, youth or adult, with issues is to report to the kitchen staff at each mealtime to receive the special food. They will have a list prior to the camp and will be prepared for this. Note that extra food is being purchased for these issues and if you have indicated an issue we will expect you to show up at the kitchen to receive the meal. In the past we have not had very many do this, resulting in a lot of wasted food. If you are not going to use the food and eat whatever is served, then please tell us. This will save extra preparation by the staff and also will save the camp money on food purchase.

All groups except those choosing to tent, will be placed in the cabins based on the size of their groups. Cabins are mostly 8 beds (some have 10 beds). Porters is used for OOS. There is room for two cots in each cabin, so you may be placed with up to ten in a cabin. This means two might have to be in cots, please bring your own cots or mattresses. We don't recommend sleeping on the floor due to the cold and the fact that things may get wet there. Any accommodation requests should be made to the registrar prior to the camp to increase the chances of the request being met.

This is a coed camp and we want to make sure that everyone is aware of this point. There will be leaders in all cabins and we have not had a problem so far. Usually females go to the female washroom and change there at night and morning. Otherwise you may choose to put up a tarp in the cabin but note that the cabins can be small. Your male scouts should be accommodating and considerate of their female members and you scouters may have to enforce their understanding. So far, we haven't had a problem.

All adults must participate! You may volunteer to lead an activity or to assist in an activity of your choice. If you do not choose, a vacancy will be filled with your volunteer shift (with a big thank you). Examples of camp roles include activity coordinators, activity workers, campfire chief, Scout's Own leader, camp safety worker, and kitchen/dining hall helpers. Patrols are to participate in activities without their own adult leaders (except in special circumstances involving special needs youth members) as there will be Scouters and Venturers/Rovers at the activities for general patrol supervision. **POINTS MAY BE DEDUCTED FOR EXCESSIVE ADULT INTERVENTION IN AN ACTIVITY FOR THAT PATROL!**

It is important to pay attention to clothing both for yourself and your scouts. This is an outdoor winter camp so proper winter clothing is required. See the instructions for scouts. This is also a challenge camp so groups not properly dressed or without proper equipment, will lose points. In worst case scenarios, the youth may have to spend the day inside the main lodge and miss activities.

Scouters need a signed Parent/Guardian Consent form for each youth as they will be unsupervised for portions of the event. Please have parents check all four boxes before signing the second page.

CAMP ARRIVAL

Arrange your group to arrive at Camp Maskepetoon **between 6:00 PM and 8:00 PM** (allow 1.5 hours drive from Edmonton) on Friday night. Scouts should eat supper before they leave home. Scouts and scouters should be in uniform from start to finish. Minimum uniform is your group necker. You can dress in full uniform if you wish. Your group's neckerchief must be worn on outside of jackets at all times outside of their cabins). This is to ensure at a quick glance that individuals onsite actually belong onsite.

Note that in the instructions for scouts we ask for **paper plates and bowls as well as a drinking cup or covered mug for outside**. This is not considered good for the environment, but we have tried dishwashing in the past and we don't have the facility for that amount of washing. The time involved would mean less time for activity and there is a sound argument that the amount of water we would need to truck in would be worse for the environment than the paper.

***** Note there will be **two very important meetings Friday night**. *****

1. First will be **Patrol Leaders and Assistant Patrol Leaders**. You will receive your activity schedule and other info at this meeting. Don't miss it!!
2. The other meeting will be **Activity leaders, OOS and all scouters**. At this time, scouters who don't have jobs will be assigned one. Please show up and put your name down as we need extra scouters to help. This all just makes for a better camp for the youth.

CAMP FIRE

All attending groups will have the opportunity to sign up to do a skit, song, cheer and we will hear and see as many as time allows.

- ALL Cheers must be positive and in good taste. Negative cheers will result in the loss of points for the patrol the youth or group making the cheer belongs to.
- Please ensure that you are familiar with the skit and song that your youth plan to perform. Again, it must be in good taste and appropriate. Ensure they know the skit and have all the props and material they need ready so there are no delays.
- Costumes are encouraged for campfire and points will be given for the best costumes.
- **Our THEME is MAGIC...** not the game but the sorcery, rabbits in hats, magic wands, card tricks, broom-flying, quidditch-playing, clock in the wall kind of magic.

The **Campfire Chief** will arrange the program and schedule your Patrol or Troop skits, songs, and cheers. Please inform your Scouts about the protocol for applause (there is none, we use cheers instead), no water usage in skits nor offensive language or gestures, keeping quiet during performances, etc.

MEDICAL TEAM

Med vents will be available and roaming the camp all week-end. If there is a medical issue, all activities have first aid kits and can call for medical attention where the injured party will be accompanied back to the Craft Shack where our medical facility is located.

CHALLENGE CAMP

This is a challenge camp. Points are given for everything and can be taken away as well. Best behavior is required at all times. **Pay attention to duty roster** as you will lose points if you don't. ALL CABINS will be inspected, and points recorded where the cabin could win prizes. We will look at how to segregate points for the attempt at the overall award.

KITCHEN

Note that in the instructions for scouts we ask for paper plates and bowls as well as a drinking cup or covered mug for outside. We anticipate that SCOUTERS will be bringing paper plates and bowls. While this is not considered environment-friendly, we do it for the following reasons:

1. The amount of time taken to do dishes would take away from activities
2. The amount of water we would need to truck in would be a financial burden
3. Storing and disposing of thousands of liters of dish water in winter is troublesome and not good for the environment

There are bathrooms in the kitchen which are reserved for kitchen staff ONLY.

AT CAMP:

When you arrive at camp, park by the main lodge at Camp Maskepetoon. Send in your PL or APL with one adult leader to check in. Keep the rest of your group with your vehicle(s) outside. Follow directions to drive to the nearest parking location to your accommodations – in some cases, it may be right next to the cabin(s) – to unload your gear. Please ensure your vehicles are not blocking any emergency roadways and allow for traffic to move around your vehicle at ALL TIMES!

Assign bed spaces in your cabin(s) accordingly for your group where two leaders minimum are assigned to youth cabins. If you are sharing a cabin, please try to divide the cabin space logically for each group. As your group gets settled in, send your patrols/youths to the main lodge where optional patrol activities will start around 7:00 PM. **The camp opening is mandatory at 9:15 PM** for all groups checked in followed by a Patrol Leaders (youth only) meeting. All adult leaders and volunteers will meet after the youth leader meeting (see your camp schedule).

Duty Patrols (washroom, dining hall, and other duties) will be assigned from all patrols. The whole patrol must report on time and be accompanied and supervised by an adult leader from your group. The adult leader is responsible for assigning tasks, supervising work, and quality control. The cooperation and quality of work will be assessed for each patrol and the points earned will be part of the overall inspection award rankings. Bonus award points are possible for patrols volunteering for extra duties.

For those leaders not familiar with the camp routine, there are a series of four (4) competition activities during Saturday through which patrols rotate. Patrols are given instructions and must complete the activity within the time available. Patrols will be scored out of **100 points per activity, half of which are for teamwork, cooperation, and leadership abilities while the other half is for activity performances.** Several cabin inspections will be conducted from Friday night to Sunday morning for inspection points. **Awards for activities and inspection are presented at the Closing Ceremonies on Sunday after cleaning up cabins and the main hall.**

Scouts are to remain with their patrols during activities. Cabins are strictly out of bounds during activity time. Any Scout who must be excused from an activity must have the activity coordinator notify security (by radio) to escort youth from the activity areas to medical or main lodge. During free times, scouts should try to remain in groups and get permission from their scouter to go anywhere other than their own cabins, the closest washroom or the main lodge and they must stay away from out-of-bounds areas! Other groups' cabins are out of bounds.

Adult leaders are responsible for the behaviour and discipline of their Scouts. Any Scout found out of position or violating the Camp Rules by the Camp Security or Camp Executive members will be subject to additional sanction by the Camp Chief. Contraband will be confiscated and returned to leaders after the camp. Scouts who interfere with other Scouts, activities, cabins, or belongings of others may be required to leave the camp. **Damages to cabins or structures will be charged back to the offender's group and may require manual labor to fix damages! Youth should NOT bring any MARKERS & COMBUSTABLES.**

There will be one main meal on Sunday for all campers. It will be a large brunch with lots of food after the morning's activity. A snack is offered at breakfast time while patrols gather for the Sunday morning activity. After the brunch, all adult leaders assist in clearing tables from the main dining hall while one leader per cabin may go supervise youth packing and cleaning of their cabins for the final inspection. **Scouts should be in camp uniform for the Closing Ceremonies at 12:30 PM** and for traveling home. Early departures from camp may be approved for long distance groups but the normal departure times are after 2:00 PM (check the final camp schedule).

To leave the camp on Sunday after Closing Ceremonies, **your cabin(s) must pass final inspection.** Once a cabin has been inspected, it will be locked/sealed from re-entry (all gear must be removed for final inspection). If a patrol has NOT received the inspection clearance by the final closing ceremony, they will NOT receive any camp badges and they will forfeit any awards for the competition activities. Groups will pick up their camp crests and return forms from the Registrar after the closing ceremony at the main hall.

That's all there is to it! Contact the Camp Executive if anything is still not clear to you.

Camp Chief	Shayne Kawalilak	Shayne@scouts-canada.com
Asst. Camp Chief	Josee Francis	joseecassia@hotmail.com
Treasurer	Sally Merrill	sallymerrill@shaw.ca
Registrar	Sally Merrill	sallymerrill@shaw.ca
Program Coordinator	Tara Muddle	tara.muddle74@gmail.com
Site Services	Carey Benson	carey.benson@scouts.ca
Kitchen	Mike Apedaile	michael@apedaile.ca

The Executive will be onsite with special camp neckers.