

What you need to bring:

Medication:

You must register medication with the EMT upon arrival. He will keep it at the EMT Station. If you keep your medicine you MUST ensure that it is secured and unavailable to the children in camp.

General Needs:

Pillow
Sleeping Bag
Blankets (Optional)
Two cold weather sets of clothes
Two warm weather sets of clothes
Flashlight
Alarm Clock (Cell phones work quite nicely)
Hiking Shoes and socks
Fanny Pack or some plastic bags
Water Jug

Craft Needs:

Pocket Knife (Adults only and whittling chip holders)

Food:

One Snack item for cracker barrel Saturday Night

Smokers:

Butt Container. YOU WILL BE EXPECTED TO POLICE YOUR BUTTS!

There is no smoking in the buildings. Adults should not smoke in front of the scouts if possible.

What NOT to bring:

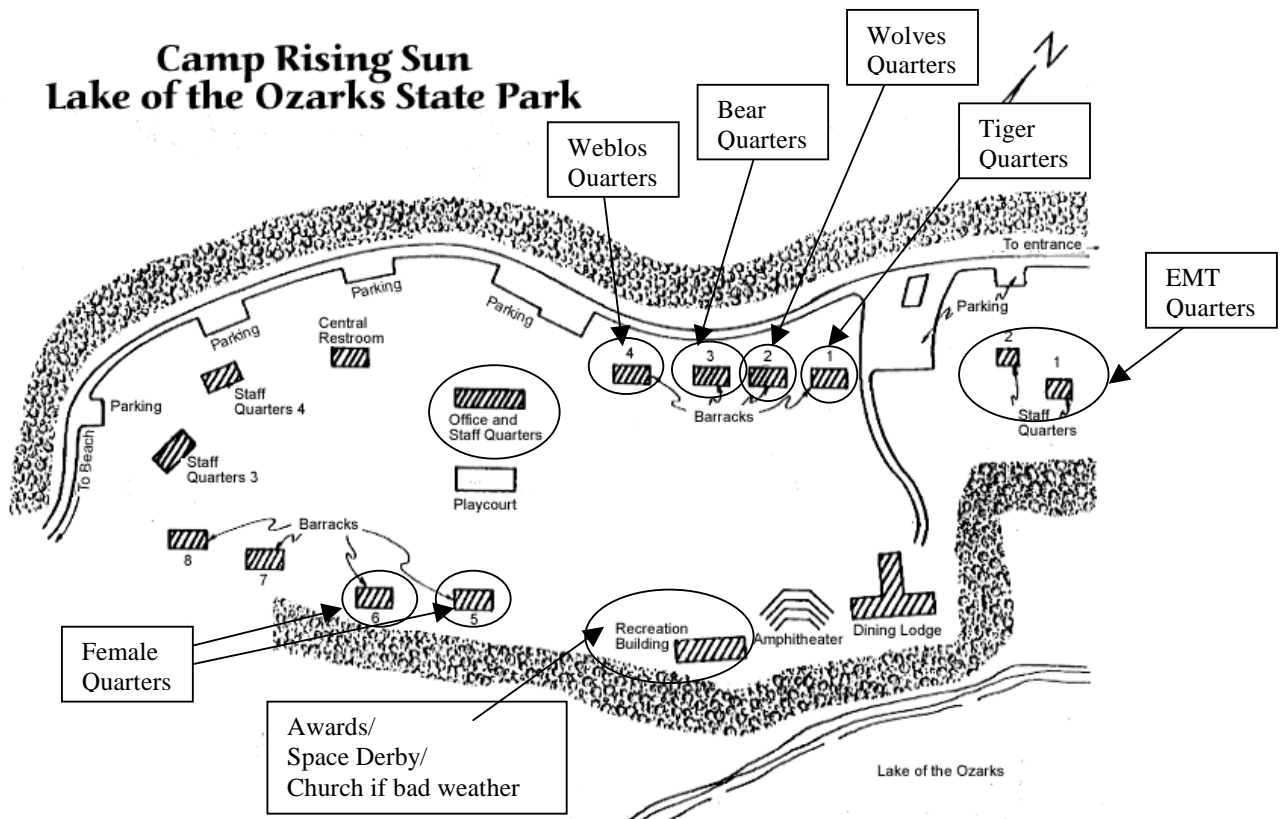
Food or candy of any kind that will be kept in the cabin. (This includes gum!) This attracts coons and other critters. Unless you want to wake up with a buddy sitting on your chest store your food in the cook shack.

TV's or Personal DVD Players
Game boys or electronic game devices

General Rules (The Ten Commandments of Camp LOCO):

1. If it is not your cabin, STAY OUT!
2. Do not move the beds or other furniture in the cabins.
3. Smoking is prohibited in all buildings.
4. Cutting trees, picking flowers and capturing wildlife are prohibited unless the group has received approval from the Department of Natural Resources.
5. Respect the Leaders Instructions.
6. Alcoholic beverages are prohibited. This is a family weekend and there are no exceptions to this rule.
7. No pets are allowed in camp, except those used as guide/service animals.
8. Open fires are allowed only with prior approval from the facility manager in designated areas.
9. No firearms are permitted in camp without written permission.
10. Park only in designated parking areas.

The following is a map of the camp:



Tigers will bunk in Cabin 1
 Wolves will bunk in Cabin 2
 Bears will bunk in Cabin 3
 Weblos will bunk in Cabin 4
 Female Campers will use Cabins 5 and 6
 The EMT Quarters will be in Staff Cabins 1 and 2
 Other Staff members will bunk in the Officers and Staff Quarters by the Playcourt

Meals will be held in the Dining Hall
 Rain Gutter Regatta and Awards will be held in the Recreation Building
 Weather permitting, church will be held in the Amphitheater. If bad weather we will move to the Recreation Building.
 Workshop sites will be announced at camp.

Fishing workshop will have a transportation pickup by Staff Quarters 3 to take you to the waterfront. Do not walk down, we will drive you.

No one from a den leaves until the dens cabin has been checked out and cleared!