



In- Camp Administration

THE FIRST 8 HOURS...

...can be the most taxing of the week. You check into camp, meet our High Adventure staff, get to your campsite, take a swim test, get briefed on the week ahead, get to know fellow participants, divide into crews, select leaders, and of course partake in the first meal. In addition, other unplanned things are bound to occur. So, to help you, the following lays out the schedule for the first evening.

- **Check In:** As the boats are unloaded Rugged Adventurers will be greeted by a High Adventure staff member. This staff member will gather all of our participants and then lead them to our High Adventure campsite, through medical re-checks, swim tests, and then make preparations for dinner.
- **Program Briefing:** High Adventure staff members will go over the week ahead and facilitate creating full-value contracts for each participant to sign (more on the full value contract on page 29). Crews and Leaders: Participants will be broken up into crews and then begin selecting from amongst themselves who will be leading various aspects of the program.
- **Some Hints:** Sunday is a long day. You will be waiting in the sun, spending two hours on a boat, unloading at camp, getting used to new surroundings, meeting new people, taking a swim test and starting a week full of activity. Be sure to stay well hydrated, keep snacks handy during the day and apply sunscreen liberally.
- **Campsites:** Most of our Rugged Adventurers will be staying in the High Adventure Campsite when they happen to be in Camp. The campsite is located up the main valley and is designed with two person tents, a sink basin, a picnic table, bulletin board and a dining fly for shade. The High Adventure Campsite is an important part of our effort to establish a working team from our participants in Rugged Adventurers.

EMERGENCY PROCEDURES

Fire and Lost Bather Drill (LBD)

Signal - a series of 7 to 10 second wails on the siren

All clear - a single, long wail on the siren

At the sounding of the siren, ALL PARTICIPANTS will report to the parade ground. Walk quickly, but do not run. When assembled, High Adventure staff members will report to the clerk upon request. All participants are to remain on the parade ground until the ALL CLEAR has been sounded.

Major Accidents, Health Emergencies

In case of accident, emergency or serious illness report incident to the closest camp staff. Be as specific as possible telling only the facts and not interpretations of the facts. If the emergency is during the night, go to the doctor's house on staff hill or to an A-Frame. If the emergency is on water, come back to the dock and notify the closest staff member. If unable to make it back, contact any boat in

the vicinity and have them bring you to camp, or report to camp on channel 72 of their marine radio. The Health Lodge is well equipped for most camp injuries. The camp health officer is almost always a licensed physician, though we occasionally have a paramedic or other medical professional. (Note that we do not have mechanical breathing equipment on hand for asthma



sufferers.) In case of extreme emergencies and severe injuries, the camp has an agreement with the hospital in Avalon and the L.A. County paramedic and lifeguards located at Two Harbors. They can evacuate injured parties to Avalon, or helicopter them to the mainland depending on the circumstances.

DINING HALL PROCEDURES

Depending on the program Rugged Adventurers may be cooking most of their meals. General procedures are as follows when participants are eating at the dining hall:

- Half an hour before each meal Rugged Adventurers program groups send one waiter per table to the dining hall. Waiters are responsible for setup before and cleanup after the meal. Waiters are to check in with the Dining Hall Director upon arrival and check out before departing at the end of the meal.
- Five minutes before the meal, Rugged Adventurers assemble on the parade ground for announcements, colors, and grace before being dismissed into the dining hall.
- A Colors ceremony is performed before breakfast and dinner and grace is performed at each meal. If you would like to say grace please notify a High Adventure staff member.
- The order of entry into the dining hall is established by the Dining Hall Manager and called out during each premeal formation.
- The only person to leave the table during the meal should be the waiter. The waiters stay to clean up.
- Participants are to wear field uniform for dinner and the activity uniform for breakfast and lunch.

CAMP EXPECTATIONS

Every community has a set of standards to function safely and comfortably while encouraging a fun learning environment. Below are important points to keep in mind while at camp.

- **Uniform:** The uniform helps to establish a sense of belonging and esprit de corps. As such participants must wear the field uniform for evening colors and are requested to wear the activity uniform at breakfast and lunch. The activity uniform is a unit t-shirt and appropriate shorts. Open toed sandals may be worn. We also ask that participants wear their unit t-shirt during the day.
- **Buddy System:** Every participant must follow the Buddy System while in and out of camp. Participants should have a buddy to do all activities.
- **Honor Box:** The Honor Box is on the front porch of the dining hall and is used as a "lost and found." All persons in camp are honor bound to return found items and retrieve only their own property. Valuable or delicate items are turned over to the dining hall manager. Scout handbooks can only be returned to the Scout if his name and Troop number are written clearly inside. Note: We do not keep any items remaining in "lost and found" at the end of summer.
- **Hazing:** Hazing is prohibited by law and is considered any action taken or situation created which recklessly or intentionally endangers the mental or physical health or safety of any person or which willfully destroys or removes public or private property for the purpose of initiation or admission into or affiliation with or as a condition for continued membership in any organization.

Off-Limits:

- Staff areas: lounge, cabins, laundry area
- Waterfront & Rifle/Archery/Shotgun ranges when closed
- Pennington Marine Science Center when closed
- Dining Hall porch: The South end is for adult leaders and staff only, as are the coffee, hot chocolate and other hot beverages
- Other campsites unless invited and in the company of the host



- Adult Leaders' Head/Showers for adult leaders only.
- Youth Showers for Youth only
- Water Tank
- Gail/Maintenance Yard

Damaged Property

A unit or participant is charged for any camp equipment damaged or destroyed. When the week begins commissioners inspect, circle, and initial all new rips and holes in tents. At the end of the week, tents are inspected again and new rips and holes are recorded and charged to the unit occupying the campsite. It is to your advantage to report any damage in your campsite found on arrival to your commissioner within the first 24 hours. New rips will cost the unit or participant \$5 per inch.

Cleanliness: Keep camp clean. That includes campsites, tent platforms, shower and toilet rooms, other areas of camp and yourselves. Use trash cans and encourage others to do so. Bathroom stocking and cleaning will be assigned throughout the week.

Smoking Area: Smoking is frowned upon by the Scouting movement and is not to be observed by youth. The camp has provided one smoking area for adults 18 and older that is located away from youth. HIGH FIRE DANGER also demands vigilance with regards to smoking.

Restrooms: The camp has centralized restroom facilities throughout camp. Each Troop will be assigned a restroom duty for cleaning both showers and restrooms.

All participants must be registered members of the Boy Scouts of America.

THE LAST 24 HOURS

The last 24 hours contain important events to facilitate the completion of activities, and departure procedures.

Rugged Explorer's

- *Friday Evening:*
Recognition Beach Luau: This dinner celebration and over night is a time for participants to relax after a full week and reflect on their time on Catalina. Each participant will meet with a staff member to discuss how they can continue to develop as a values based leader.
- *Saturday:*
Return to Emerald Bay: Rugged Adventurers will gather their belongings one final time and return to Camp after breakfast on the beach.

All Rugged Adventurers

Loading at Emerald Bay: Before breakfast, participants bring their gear down to the waterfront and load it onto the barge. After breakfast, all participants meet with their respective staffs to complete evaluations of the program.

Off-Loading in San Pedro

Off-loading procedures are organized on the boat. Leaders are responsible for implementation as there is no Council representative waiting in San Pedro. Again it is important to have special markings on luggage. Clearly marked luggage is easier to recognize at San Pedro. Please insure every camper has all luggage before leaving San Pedro. It is very difficult to locate items left at the San Pedro terminal. Please call the Council office to report any baggage lost or found after leaving camp at 818/933-0130.