



# Welcome to Stearns Scout Camp

## **To Unit Leaders:**

Welcome to Stearns Scout Camp! The information in this packet should answer most of your questions and better acquaint you with the camp. Please read it thoroughly; as it contains information you need to know such as policies, program opportunities, etc. The Campmaster and I are here to help you. If you need assistance in anyway, let us know. I hope you have an enjoyable camp experience.

Jim Simones  
Camp Ranger

## **ABOUT THE CAMPMASTER.....**

Your Campmaster is a volunteer Scouter who gives one or more weekends a year to be of service to the camp and those who use it. The Campmaster's home for the weekend is Crosby Lodge. Check in and out with the Campmaster, and if you need assistance, don't hesitate to ask. At times, the Campmaster may offer a camp-wide program or demonstration.

## **CHECK IN / CHECK OUT PROCEDURE**

### **CHECK IN:**

- Check in with the Campmaster when you arrive.
- Fill out and turn in a roster. We need this immediately.
- The Campmaster will show you to your lodge or campsite.
- Discuss your program plans with the Campmaster.
- Read this packet and cover the camp policies with the entire group.

### **CHECK OUT: IS BY NOON ON SUNDAY**

- Police the entire area for litter.
- Clean the lodge and latrines you used. There is a clean up checklist posted in your lodge.
- Make sure campfires are out.
- Garbage may be placed in the dumpster in the Crosby Lodge parking lot.
- Ask the Campmaster to check your lodge or campsite. You must check out with the Campmaster or Ranger.

## **CAMP POLICIES**

This camp belongs to the Viking Council, Boy Scouts of America. Therefore, as Scouts and Scouters, it belongs to you. Please treat it as if it were yours, and preserve it for future generations.

**VEHICLES** The camp speed limit is 15 mph. Each passenger must have a seat belt. No passengers are allowed in the back of trucks, or on trailers, tailgates, running boards, etc. All vehicles are to remain on the road or in designated parking areas. All gear is to be carried into the site. ATV's, dirt bikes, and snowmobiles are prohibited.

**FIRES** Campfires are to be built only in designated rings. State law requires that campfires not exceed three feet in diameter and three feet in height. The Camp Ranger may prohibit campfires during extremely dry conditions.

**CHEMICAL FUELS** Liquid fuels and propane may only be used under direct adult supervision. Liquid fuels are not recommended. Chemical fuels and open flames are prohibited in tents. Chemical fuels may not be used to start fires.

**ADULT LEADERSHIP** Units must have at least two adult leaders in camp at all times. No youth are allowed to wander about camp without adult supervision. You are responsible for your Scouts and their actions!

**CONSERVATION** Please conserve our natural resources. No digging, trenching, or raking is allowed. Standing brush or timber is not to be cut without approval of the Camp Ranger. Use camp toilets and latrines properly; do not dispose of garbage, cans, wash water, etc. in these facilities.

**FIREARMS AND ARCHERY EQUIPMENT** Firearms and archery equipment are available at camp for unit activities. Personal firearms and archery equipment are allowed only with prior approval of the Camp Ranger, and must be checked in upon arrival. No ammunition of any kind may be brought to camp.

**RANGES** The rifle, BB gun, shotgun, and archery ranges are available to your unit. If you wish to use them, make arrangements with the Campmaster. An NRA certified instructor is required to run a rifle or shotgun shoot. A state or Council certified instructor is required for BB guns and archery shoots. If you don't have qualified instructors, we may be able to provide them with advance notice. Written parental permission is required to use firearms, including BB guns.

**BEACHES** You are welcome and encouraged to use the waterfront facilities at camp. The SAFE SWIM DEFENSE PLAN and SAFETY AFLOAT PLAN must be followed.

**PETS** Pets are not allowed in camp.

**ALCOHOL AND UNLAWFUL DRUGS** Are not allowed in camp.

## **FACILITIES AND PROGRAM IDEAS**

Make sure the program activities you choose are age and ability appropriate for your Scouts!

### **WATERFRONT**

- SWIMMING .....follow the Safe Swim Defense Plan.
- BOATING AND CANOEING .....follow the Safety Afloat Plan.
- FISHING.....try Lake Caroline or the Clearwater River.

### **FIELD SPORTS**

- RIFLE RANGE.....for Boy Scouts with a qualified instructor.
- SHOTGUN RANGE.....for Boy Scouts with a qualified instructor.
- BB GUN RANGE.....for all Scouts with a qualified instructor.
- ARCHERY RANGE.....for all Scouts with a qualified instructor.
- ORIENTEERING.....40 permanent markers, detailed maps.
- DISC GOLF.....two nine-hole courses, get discs from Campmaster.

### **WINTER ACTIVITIES**

- CROSS-COUNTRY SKIING.....over eight miles of trails.
- SNOWSHOEING.....explore places you can't get to in the summer.
- SLIDING .....can you handle Rambo Hill? Lighted until 11:00 p.m.
- BROOMBALL.....try some friendly competition.
- POLAR DOME.....a neat way to build quinzees.
- ICE FISHING .....try Clearwater Lake.

### **ADVANCEMENT**

- PIONEERING .....treated pioneering poles are available.
- SKILL KITS.....many kits are available to supplement your program.
- NATURE TRAIL.....take a hike on the self-guided nature trail.
- NIGHT SKIES.....check out those stars.
- HIKING .....there are many miles of trails.
- ORIENTEERING .....40 permanent markers, detailed maps.

### **MISCELLANEOUS**

- RELIGIOUS SERVICES.....see Campmaster for materials.
- CONFIDENCE COURSE.....obstacle course.
- CHALLENGE COURSE.....a head to head challenge.
- TRADING POST.....hours posted at Crosby Lodge.
- MOVIES.....VCR/monitor and tapes available for rent.

*Use your imagination. The more your Scouts enjoy their camping experience, the longer they will stay in the Scouting program.*





## WEBELOS ACTIVITY KITS

Materials are available to help you work on the following Activity Badges:



Naturalist



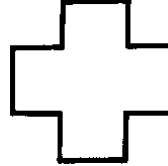
Forester



Outdoorsman



Readyman



Family



## **BOY SCOUT SKILL KITS**

### **Beginner's Compass Game Kit**

- *Prepackaged, this familiar circle compass game introduces compass use.*

### **Official Scout Compass Game Kit**

- *The familiar 100 ft. rope game. Use Boy Scout Handbook for instructions on compass use.*

### **Map & Compass Kit**

- *More comprehensive than Beginner's Compass Kit, includes instructions for map & compass, orienteering, more compass use and map making.*

### **Super Orienteering Kit**

- *Variety of activities and games for a comprehensive exposure to orienteering. Includes circle game, 100 ft. line game, Map & Compass Kit information.*

### **Campfire Program Kit**

- *To be used for planning and during a successful campfire program.*

### **Dutch Oven Cooking Kit**

- *Numerous recipes and instructions for camp cooking. You supply the food; suggested: Swiss steak, baked potato, veg. Stew, pizza, baked eggs, lazy cobbler (sliced peaches, cake mix, cinnamon, margarine).*

### **Fire Building Kit**

- *DO NOT BURN ANY ITEM in this kit. This kit is for practice setting up different types of fires as well as using kinds of woods. IF you're going to start a fire, you will need to gather tinder and wood.*

### **First Aid Kit – “Dem Bones”**

- *Learn about and splint broken bones, sprains, strains, bone and joint injuries.*

### **First Aid Kit – “Mummyman Gets Carried Away”**

- *Learn about R.I.C.E., use elastic roller bandaging, pressure bandaging, do transports and carries.*

### **First Aid Kit – “Mad About 1<sup>st</sup> Aid Trivia Game”**

- *Games to play and amuse with cards to make up questions and supplies to enact 1st Aid. Info. cards include all areas except: Bones, sprains, strains, splinting, bandaging and carries. Find CPR, Hurry cases, shock, fishhook removal, object in the eye, heatstroke, diabetes, seizures, rescue knots, and more.*

### **Knife, Axe & Saw Sharpening Kit**

- *Practice safely sharpening and proper use of knife, axe, & saw.*

### **Knot Tying Kit**

- *Directions, ropes, materials for practicing and enrichment information.*

### **Rope Making Kit**

- *Experience twisting your own rope.*

### **Signaling & Communication Kit**

- *For a more fun-filled and challenging campout, try communicating in code, Morse Code, Wig Wagging (signal flags).*

## EQUIPMENT RENTAL FEES

Fees for non-Scouts are double

### SCOUTS

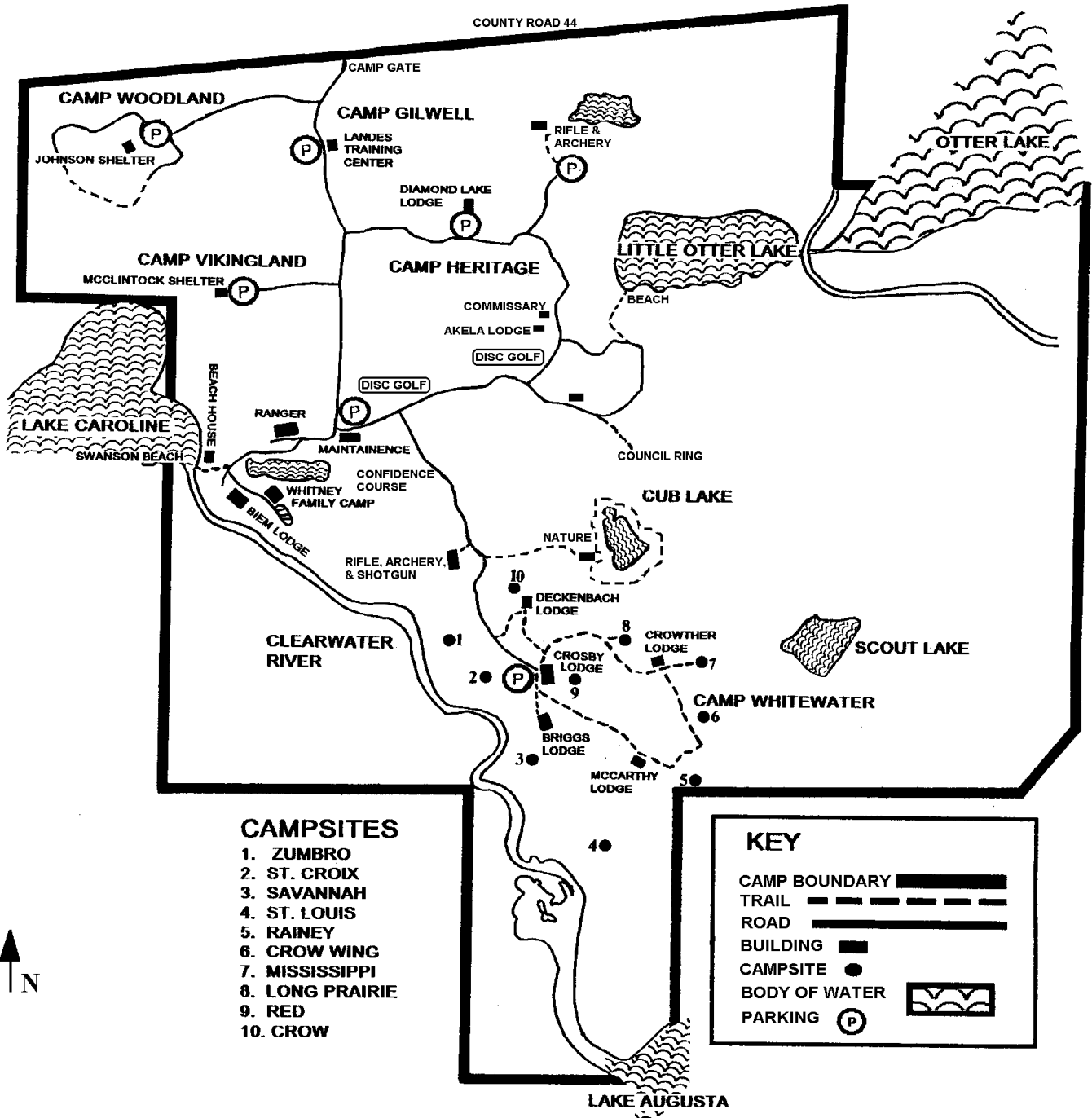
Mattresses	1.00 / weekend
Archery	1.00 / shooter
BB guns	1.00 / shooter
.22 range	1.00 / 10 rounds
Shotgun range	1.00 / 3 shots
Cross country skis	4.00 / half day
Snowshoes	4.00 / half day
Sleds	1.00 / half day
Broomball set	5.00 / 2 hours
Polar dome	no charge
Disc golf	no charge, 8.00 per lost disc
Canoes	5.00 / half day 15.00 / weekend
Boats	5.00 / half day 15.00 / weekend
Tents	5.00 / weekend
Tarps	3.00 / weekend
Patrol box	8.00 / weekend
Propane stove	8.00 / weekend
VCR player & monitor	5.00 / half day



**The rental fee does not include charges for damaged equipment**

# Map of Camp:

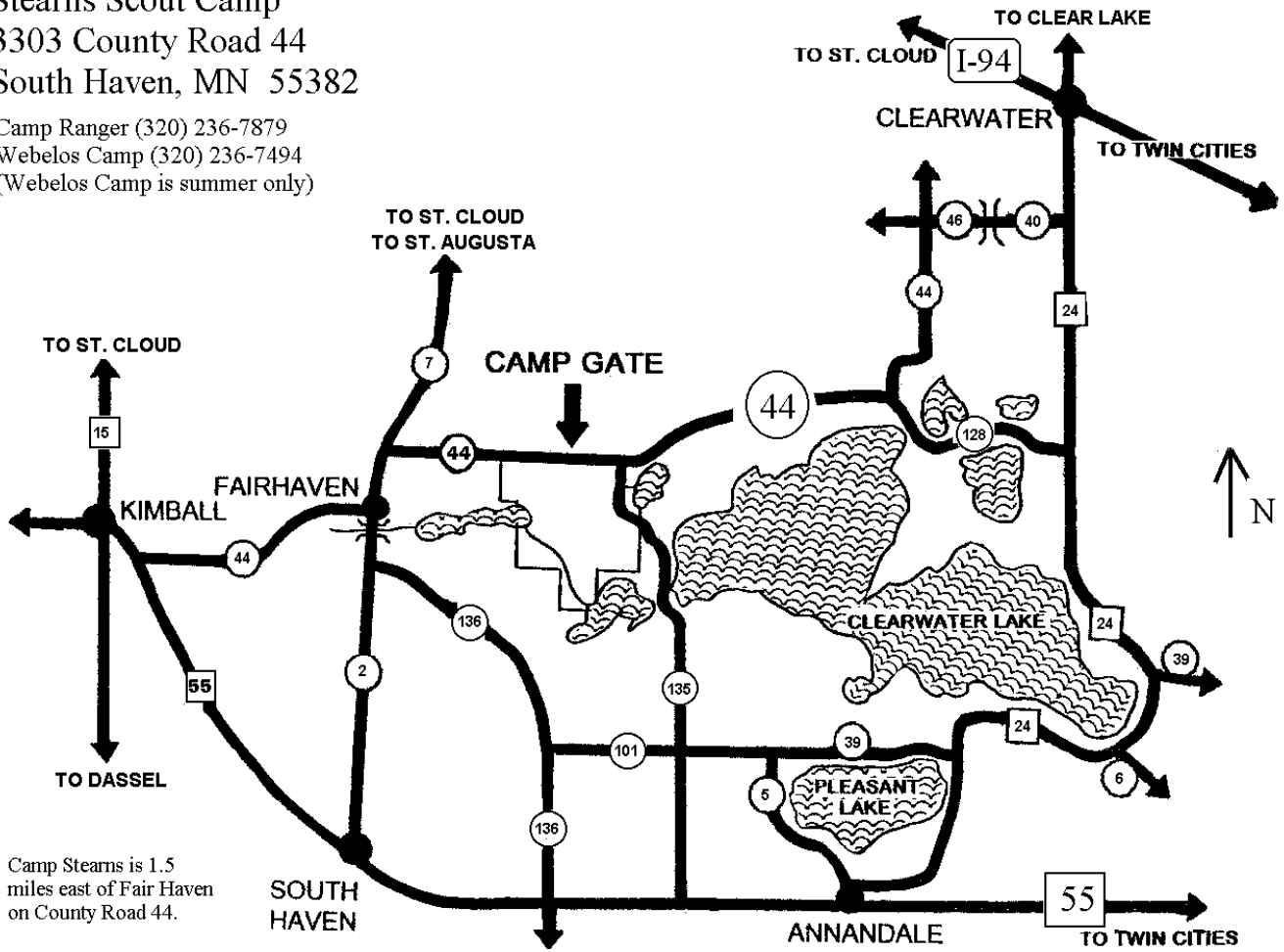
## STEARNS SCOUT CAMP



## Map to Camp:

Stearns Scout Camp  
3303 County Road 44  
South Haven, MN 55382

Camp Ranger (320) 236-7879  
Webelos Camp (320) 236-7494  
(Webelos Camp is summer only)



Camp Stearns is 1.5 miles east of Fair Haven on County Road 44.