

CUB SCOUT RESIDENT CAMP LEADERS' GUIDE 2025



CAMP HORNE



Scouting
America

Black Warrior Council

IMPORTANT RESOURCES

Unit leaders need to be aware of three main resources to help answer questions and prepare for a GREAT experience this summer at
Cub Scout Resident Camp!

1. Cub Resident Camp 2025 webpage
<https://www.bwc-bsa.org/cubcamp2025>
2. This Leaders' Guide
3. Registration portal to sign up your Cubs and Pack (to be used by the den or pack, not by individuals!)
<https://www.scoutingevent.com/006-summercamp2025>

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BASICS "AT A GLANCE"

Dates of Camp: **Sunday, June 1 through Wednesday, June 4**

Camp Fees: \$155 per Cub Scout (in-council)
\$75 per Adult (one free leader with every 6 paid Cubs)
Fee includes food Sunday dinner through Wednesday breakfast, program supplies, lodging, camp patch

Special Note: Fees must be paid no later than May 23rd to avoid a \$25 per Cub and Adult increase; this is important so that we properly prepare for program supplies and food.

Camperships: A limited number of camperships are available for true need. Applications are due by April 30th.

Medical Form: Required for ALL participants; only parts A & B

Camp Horne: 13633 Keenes Mill Rd., Cottondale, AL 35453

Webpage: <https://www.bwc-bsa.org/cubcamp2025>

The goal for Cub Resident Camp is that every Cub Scout has a fun-filled experience where the ideals of Scouting are strengthened. As Cubs participate in camp programming, the values of family, citizenship, character development, and personal fitness are furthered in their daily walk of life.

Camp Leadership



Camp Director
Dr. Wayne "Sleepy" Harris
bwc.camp.director@gmail.com



Program Director
Mr. Charlie Plasters
woodstocktroop777@gmail.com

KEYS TO PREPARE FOR CAMP

Leadership

Every Scouting activity requires adequate leadership, properly prepared to provide a safe and great experience for Cubs. Packs attend Cub Scout Resident Camp under their own leadership. Pack leadership supervises their Cubs throughout the day and night. The camp staff will provide for meal preparation, programs, and the general operation of camp.

Pack leadership must:

1. Assure proper leadership for the duration of the camp. At least two currently registered adults must be present at all times.
2. Registered leaders must be current in Youth Protection Training (YPT).
3. Parents may attend but also have reviewed the Youth Protection Guidelines as listed in the beginning of the Cub Scout handbooks.
4. Pack leadership must assure Youth Protection guidelines are enforced at all times.
5. ALL adults attending camp must be properly registered for camp and listed in the camp registration system (<https://www.scoutingevent.com/006-summercamp2025>).

Registration

Cub packs register for camp using the Black Pug registration system. One primary contact needs to be identified to handle this process. Registration is by the PACK ONLY, individual Cubs and families DO NOT register through this system.

Steps for Registration

1. System URL: <https://www.scoutingevent.com/006-summercamp2025>
2. Register your Pack as soon as possible to hold your place! You can return to the system to add Cubs and adults.
3. Information to gather: (a) registration contact; (b) Cub name, age, gender; and (c) adult name, age, gender.
4. Once your registration record is created, you will be provided with a login and password to enable return to the system to make updates.
5. Ideally, ALL registration information should be completed by May 23rd.

Policies

- One-on-one contact between youth and adults is never permitted.
- Youth may only share Adirondacks or tents with other youth (who are no more than 2 years apart in age) or their parent/legal guardian.
- NOT ALLOWED AT CAMP: fireworks, alcoholic beverages, any kind of illegal substance, firearms, or pets (unless it is a service animal – contact Camp Director BEFORE arrival if this is a need).

CAMP SCHEDULE

This schedule is tentative. An updated, detailed schedule will be made available to unit leaders at check-in.

Sunday, June 1

TIME	ACTIVITY
2:15-5:30 pm	Arrival and Check In
5:15 pm	Waiters Report to Dining Hall
5:20 pm	Flag Ceremony
5:30 pm	Dinner
6:45 pm	Chapel/Campfire
10:00 pm	Taps/Lights Out

Monday and Tuesday, June 2nd and 3rd

TIME	ACTIVITY
7:00 am	Reveille
7:45 am	Waiters Report to Dining Hall
8:00 am	Flag Ceremony
8:05 am	Breakfast
8:30-11:15	Planned Morning Programs
11:15 am	Waiters Report to Dining Hall
12:00 pm	Lunch
1-2:00 pm	Rest Time
2:15-5:30 pm	Arrival and Check In
5:15 pm	Waiters Report to Dining Hall
5:20 pm	Flag Ceremony
5:30 pm	Dinner
6:45 pm	Chapel/Campfire
10:00 pm	Taps/Lights Out

Wednesday, June 4th

TIME	ACTIVITY
8:00 am	Flag Ceremony
8:05 am	Breakfast
8:30-10:15 am	Planned Morning Programs
10:30 am	Dismissal

Each day, Cubs will be engaged in active and fun programs that expand their knowledge of outdoor skills, help in their advancement, and wear them out so they will sleep well each night!

Activities will include:

- Swimming
- Bb guns, sling shots
- Crafts
- Ecology
- Handicraft
- Much more...



CAMP ARRIVAL

Units should plan to carpool to camp as parking space is extremely limited. If your unit travels to camp in personal vehicles, coordinate to ensure that the entire unit arrives at the same time as check-in is a group process. Vehicle access to the campsite will be limited so attempt to load all gear in as few vehicles as possible. National Camp Accreditation standards prohibit parking in campsites. Upon arrival, you will receive additional directions and information from a staff member located at the front gate. Your check-in guide will greet you at check-in. Each step of the check-in process is critical, and your guide will help you complete it in a timely manner. The Cubmaster or a designated leader should report to the Hulsart Center to complete the registration process.

Each unit will be assigned a specific arrival time a few days before camp. Units arriving after their assigned check-in time may face longer wait times during the check-in process. Please be sure parents know not to arrive in camp before 2:00 p.m.

What to Expect Sunday Afternoon for Check-In

1. The Pack will be met by camp staff and a staff guide will be introduced. At this time, the Cubmaster should provide the health records and swim form (if applicable) to the staff guide. The staff guide will take these forms to the Health Lodge and swimming pool as part of the afternoon camp tour.
2. The Cubmaster will report to the Hulsart Center for check-in, pay any outstanding fees, and to receive important information about camp.
3. The unit will check in with the Health Officer at the Health Lodge for a medical re-check and to receive buddy tags as part of the camp tour.
4. Swim tests are administered, or rechecked, and swim test forms are reviewed by pool staff.
5. The unit is led on a tour of all program areas by the staff guide.

Needed Paperwork/Information from Unit Leader at Check-In

1. Unit Leadership Roster and Unit Roster
2. Swim check forms (if swim check is performed before camp – see below)
3. BSA Health and Medical form Parts A and B for everyone staying at camp
4. Shared Full-Time Leader Days and Part-Time Leader Days schedule

Swimming Pool Orientation and Swim Tests

All Cubs and adults who participate in any aquatic activity must take a swim test so that they may be assigned an appropriate classification (Learner, Beginner, Swimmer) of their swimming ability.

Units may choose to arrange for these swim checks to be completed before they arrive at camp. Units wishing to do so must follow the guidelines listed below and use the Swim Classification Form located on the webpage and at the back of this Leaders' Guide.

1. Every person participating in any aquatic activity must have an annual swim test conducted during the calendar year (January 1 - December 31).
2. The requirements for swim qualification for Beginner and Swimmer must be conducted exactly as stated on the Swim Classification form.
3. A currently certified BSA lifeguard, BSA Aquatic Instructor, YMCA lifeguard, or American Red Cross lifeguard must conduct the test. A copy of the instructor's certification showing the expiration date must be provided.
4. The unit swim classification record must be used and signed by the certifying lifeguard.

The Camp Horne Aquatics staff reserves the right to retest any individual to assure the standards have been met.



Campsites

Each campsite offers Adirondacks with four (4) bunks and mattresses. Usually, more than one unit will be in a campsite during each session of camp. Priority for campsite assignments are made based on unit leader requests, National Camp Accreditation Standards (NCAP), and Youth Protection Standards (YPT). While every attempt will be made to honor requests, they are not guaranteed. Campsites do not have electricity but have gas-powered hot water heaters for showers.

We understand that many Packs get comfortable with and enjoy staying in a particular campsite. Campsite requests are considered and should be entered when registering your Pack with the online system. However, please understand that campsite assignments are determined by the Camp Director based on: (1) Pack requests; (2) attendance numbers by Pack; and (3) Youth Protection Guidelines. We make every effort to honor your request but there are times when we are not able to do so, typically due to the requirement to maintain Youth Protection Guidelines. Your final assigned campsite will be communicated to Pack leaders a few days before camp begins.



Vehicles in Camp

Each unit is responsible for the safe transportation of its members to and from camp, and for making sure that all vehicles meet BSA national insurance requirements. Vehicles are not allowed in campsites and must be parked in designated parking areas. ATVs are not allowed and if an adult has a medical need for a golf cart, that must be discussed well in advance with the Camp Director. Any golf cart approved to be in camp must meet all manufacturer's standards and be inspected upon arrival in camp by the Camp Ranger. Golf carts must have headlights, first aid kit, and a fire extinguisher. Individuals are responsible for the golf cart; the camp does not have any available for individual use. Only the person approved for use of the golf cart may be transported.

At no time, may anyone be transported in the back of a pickup truck or in a trailer.

VISITORS POLICY

Visitors Policy

Our greatest concern is the safety and well-being of the Scouts under our care. Adult visitors may be asked to present a valid form of identification upon check-in. Visitors should remain with the Pack during their stay and remain in the main areas of the camp. Visits to the campsites are discouraged, but if planned, the regular camp leaders must be present. No visitor will be allowed to use the aquatics areas without a complete BSA Health and Medical form on file with the Health Officer.

Children, Brothers, and Sisters – While we recognize that Camp Horne is a great place to be, we must limit camp participation to registered participants. For non-Scout siblings to visit along with parents/legal guardians, they must be accompanied by a parent at all times. Only registered Cubs are allowed to participate in programs.

Visitors **MUST** sign in at the camp office and obtain a visitor's pass and parking permit. Once they have moved their vehicle to the appropriate area, they may meet their Scout or Scouter. All visitors over the age of 18 may be asked to show some form of identification when checking in. All visitors must depart the camp by 9 pm. Any exceptions to this must be approved by the Camp Director in advance.

CHECK-IN/CHECK-OUT FROM CAMP

Check-Out

In the event a Scout, Scouter, or other adult needs to leave camp temporarily, or permanently, before the end of the session, he must check in and out through the Hulsart Center with a member of the camp administrative staff. When an individual checks out of camp, even for a temporary absence, they must turn in their identification lanyard. It will be re-issued upon their return. It is essential for the safety of the youth in our care that camp management knows who is always in camp.

1. Check-in and out times must be limited to the hours between 8:15 am and 9:30 pm. If Scouts cannot return before this time, parents should bring them back to camp the next morning.
2. While we will assist in locating Scouts for check out in the event of an emergency, extra staff members are NOT available to search for Scouts who are leaving for non-emergency events.
3. Scouters should be aware of each Scout's schedule for checkout. If at night, someone should meet and walk with the returning Scout back to the campsite.

Camp Horne uses the Buddy System. Please review this with Scouts and Scouters prior to arrival.

4. Scouts may only be released to the parent or legal guardian. If another person is checking a Scout out from camp, they must be listed on the Scout's Check Out Form (page A7).
5. All Scouts and Scouters must check in and out through the Hulsart Center. The person picking up the Scout must sign him out.
6. Any camper who needs to leave for medical purposes must visit and/or inform the Health Officer of the reason. If returning, the camper must check in with the Health Officer before returning to his campsite and schedule.



DEPARTURE FROM CAMP

Units are encouraged to remain in camp through the final morning of their session. Detailed instructions will be discussed at the Leader's meeting.

Basic check-out procedures are as follows:

1. Unit leader informs Camp Director of departure time (availability determined by schedule).
2. Unit cleans general campsite area, stores equipment, and secures tents.
3. Any camp equipment that has been checked out is returned to Hulsart Center.
4. The Camp Director, Program Director, Commissioner, or designee inspects the campsite with a unit leader, and both verify the campsite inspection is completed.
5. Arrangements are made for the unit and personal equipment to be hauled out to the parking area.
6. Unit Leader picks up medical forms from the Health Officer.

***All medical forms not picked up will be destroyed at the end of camp.*

GREAT INFORMATION TO KNOW



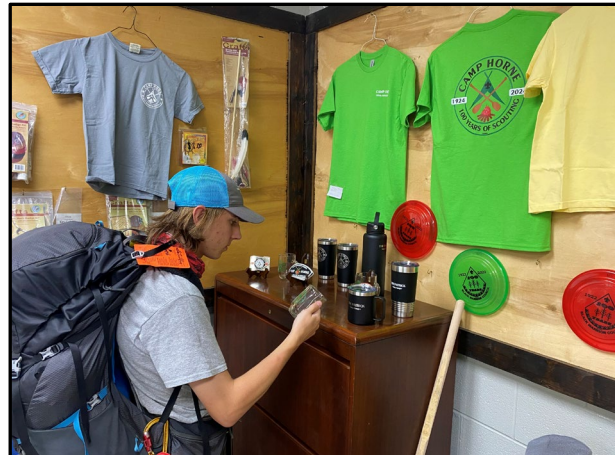
Hey! What's for Dinner? Where Do We Eat?

All meals are prepared by professional cooks and served in our Dining Hall. Menus are balanced for the dietary needs of your Scout and approved by a certified dietician. Any dietary restrictions need to be emailed to the [Camp Director](#) at no later than May 26, 2025. Please be sure you receive a conformation reply that your request was received.

This year, our dining hall will be air conditioned! Thanks to the generosity of the Pass family and a few others, we are able to make this much needed upgrade to our dining hall and camp participants can enjoy their meals in a cooler environment!

Trading Post

Camp Horne's Trading Post is open daily. Scouts can make purchases from its assortment of cold drinks, snacks, gear, and camp souvenirs. Scouts are responsible for their own money. The Trading Post accepts Cash, Credit Cards, and Apple Pay.



Mail Service

The camp's mailbox stays busy during a typical camp session. Incoming mail will be delivered to unit leaders during meals. In order for mail to be delivered on time, it is suggested that mail is sent a couple of days before the start of the camp session. Mail to Scouts may be addressed as follows:

Cub or Leader's Name, Pack #
Camp Horne
13633 Keene's Mill Road
Cottdale, AL 35453

Health Lodge & Medical Care

Camp Horne has a fully stocked Health Lodge and a certified health officer (EMT or above) is on-site during the entire session. The camp's medical procedures are approved by a local physician and there are emergency procedures in place. Should a participant require care beyond that available at camp, he/she will be transported to DCH Regional Medical Center in Tuscaloosa. Before any such transport takes place, every reasonable effort will be made to contact the Pack leader and parent.

All participants in camp are required to submit a Annual Health and Medical Record, Parts A & B upon arrival. Leaders are encouraged to set a date with your parents before camp to collect all of these and be sure it is current within one year and that it is properly signed.

Personal Medications

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, may agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. As stated in Guide to Safe Scouting, all medications (including those which are part of first aid kits) must be kept secured when not in use except for inhalers, Epi-Pens, or a similar medical device, which should be with the Scout at all times and made known to leaders and health officer. If the leader does not want to take responsibility for the medication, it can be turned in to the health officer at the Health Lodge for dispersal.

Important reminders about prescriptions:

-Must be in the original container with the original label containing:

<i>Prescription Number</i>	<i>Patient Name</i>	<i>Date Filled</i>
<i>Physician's Name</i>	<i>Dosing Prescribed</i>	

Lost and Found

A central Lost and Found area is located on the porch of the Hulsart Center and at The Trading Post. To simplify the recovery of lost items, Scouts should clearly mark their personal possessions with their name and unit number. This includes water bottles, clothing, gear, etc. All items are discarded or donated at the end of the Summer Camp season. Example: J. Horne, P 85.



Chapel & Chaplaincy Services

Among the many wonderful facilities at Camp Horne is the Ponder-Livingston Chapel. This outdoor chapel is located in a beautiful location overlooking our upper lake. Two camp-wide services will be held during your stay at camp. This service is led by our chaplain as well as Scouts in your units. In case of need, the chaplain can be available for counseling or other services.

All religious programs (vespers, devotionals, etc.) are inter-faith and are pre-approved by the Camp Director. Scouts are encouraged to practice their own personal faith during camp.

If you have any questions, please see the BSA Declaration of Religious Principle (BSA Charter and Bylaws; Bylaws Article IX, Section 1) The chapel is always available for individuals, small groups, or your entire unit. For a planned event, please schedule use through the Camp Director.



Camp Office

The Camp Horne Office is located in the Hulsart Center and is open from 8 am to 10 pm each day. Please limit check-in and check-out times between the hours of 8:15 am to 9:30 pm. The camp does not have a phone. If contact needs to be made within the time that camp is open, please contact the unit leader. If you are unable to contact the unit leader, please contact the Camp Director or Camp Ranger.

Charging Stations

There are three (3) charging stations for Apple and Android devices located at The Hulsart Center, outside of the Dining Hall, and at The Trading Post. Electronic devices are at the discretion of each participant. The camp is not responsible for loss or damage of any devices.



Dress Code

Uniforms: BSA Field Uniforms should be worn on arrival at camp and at all appropriate times such as meals, campfire, etc. Leaders are encouraged to work with their Scouts to assure proper uniforms for camp.

Blue jeans and camouflage fatigues ARE NOT PART OF the Scout uniform. Only appropriate Scout hats should be allowed with a scout uniform. Consult the Insignia Guide for proper placement of patches or other insignia.

At other times Scouts and Scouters must wear a shirt and pants or shorts unless participating in an aquatic activity where swim trunks are required. Sandals and Croc-style shoes should only be worn at the campsite for shower purposes. At all other times, close-toed shoes must be worn.

Assemblies and Flag Ceremonies

The entire camp will gather before breakfast and dinner for assembly and flag-raising and lowering ceremonies. The Camp Staff will lead all flag ceremonies with various dens or Packs having the opportunity to participate. All participants should wear their BSA Class A uniform for the evening flag ceremony.

PROGRAMS AT CAMP

Our first priority at Camp Horne is for everyone, including youth and adults to have a spectacular camp experience in a safe environment. Under the supervision of our trained staff, Cubmasters, adult leaders, and adult volunteers, Cub and Webelos Scouts will have opportunities that relate to Cub Adventures for each rank. They will also learn about Scout and outdoor skills. Through our program, we aim to address the Scout Oath and Law while giving Cub Scouts memories to cherish for life.

Aquatic Activities

A favorite place at camp is in the swimming pool to learn aquatic skills or just have fun with friends. Cubs will have the opportunity to enjoy the cool water of our swimming pool each day. Certified lifeguards under the direction of a trained National Camp School Aquatics Director will conduct all aquatic activities.



Range & Target Activities

Cubs will have the opportunity to shoot BB guns, bows and arrows, and even sling shots! All range activities are carefully supervised by a National Camp School Range & Target Activities Director.

Personal firearms, bows, arrows, or ammunition are not allowed at camp.

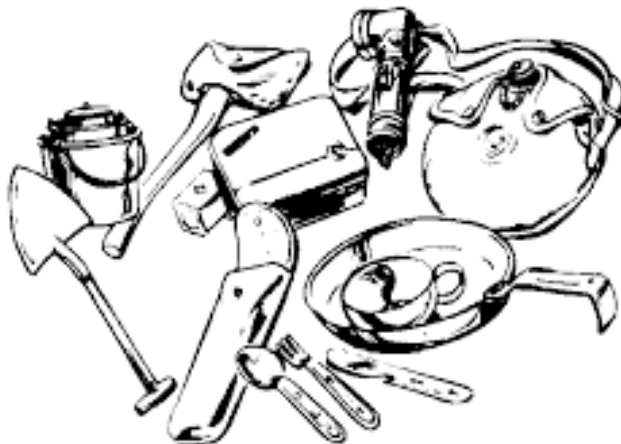
SUGGESTED PERSONAL EQUIPMENT CHECKLIST

Helpful Hints

- Packing in a plastic tote or footlocker as opposed to a suitcase or duffle bag is a good idea as items are more likely to stay dry in a plastic case than in a cloth backpack or suitcase.
- Due to the heat and humidity of Summer, it would be advisable to have your Scout bring a change of clothing for each day of camp.
- Camp Horne has a Trading Post where snacks, drinks, souvenirs, and program materials can be purchased. Most Scouts spend approximately \$50-\$70 during their stay in our camp.
- If your unit wants to bring snacks, pack them in a shared locking plastic tub. This decreases the chance of bugs, raccoons, or other wildlife enjoying your snacks for you.
- Packing close-toed water shoes is a great idea.
- Wicking or dry-fit underwear as well as regular application of powder will help prevent chafing. In the Alabama heat, these items are more than just advisable items to pack.
- Leave expensive items that you would not want damaged or lost at home.

What to Leave at Home

Sheath knives, personal rifles or other firearms, ammunition, and bows are not allowed in camp; only those supplied by the shooting sports area will be used. Scouts who have earned the Whitlin' Chip can carry a pocketknife IF they carry their Whitlin' Chip with them. We also recommend that expensive items such as MP3 players, tablets, electronic games, cell phones, and other electronic devices not be brought to camp. Please talk to your Cubmaster to find out how this will be handled for your Pack.



PACKING FOR CAMP

Personal Gear Checklist

- COMPLETE Cub Scout or Webelos uniform,
 - T-Shirts, shorts, pants socks, underwear, hat, sweater, or jacket (it may be summer in AL but it can get cool at night) (Scouts need clean clothing for each day of camp)
 - Swim trunks and towel
 - Rain poncho or jacket
 - Extra pair of shoes or boots (close toed)
 - Sealable water bottle (Disposable cups will not be available)
 - Watch
 - Washcloth, towel
 - Toiletries (soap, shampoo, toothpaste, etc.)
 - Flashlight with new batteries
 - Sleeping Bag, or sheets and blanket, and pillow
 - Pocketknife and Whitlin' Chip (if applicable)
 - Footlocker, suitcase, or backpack
 - Spending money
 - Sunscreen and Bug Repellent
 - Bug spray
 - Mattress for Adirondacks
 - Completed Health and Medical Forms A, B and any personal medicines
- ** (Medicines should be in original containers labeled & kept in a Ziplock bag. Epi-pens & inhalers should be carried at all times. Medicines requiring refrigeration may be stored in the Health Lodge refrigerator.)*

Be sure to out your name and Pack Number on any items possible.

Optional Gear

- Compass
- Sunglasses
- Camera
- Musical Instrument
- Twine Rope
- Shower shoes
- Fishing gear
- Religious book
- Hammock
- Camp Chairs

EMERGENCY PROCEDURES

We use cell phones and the Group Me/Remind messaging system to communicate with all leaders. An Emergency Drill will be conducted each session. It will occur within 24 hours of your unit's arrival at camp. Participation in the Emergency Drill is required.

Severe Weather (Scattered Thunderstorm or severe lightning watch/warning)

1. If needed, alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. All aquatic areas will be closed, and campers will be moved away from open water.
3. All campers will be instructed to stay away from clearings and solitary trees.
4. Take cover—do not try to get to your campsite and remain with your group.

Severe Weather (Severe Thunderstorms and Tornado watch/warning)

1. Alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. When a Severe Thunderstorm Warning, Tornado Watch, or Tornado Warning is issued, all campers will be instructed to report to the Dining Hall unless otherwise instructed by camp management. **No one should remain in campsites.**
3. If weather conditions make it unsafe to move to emergency shelter location, move to lowest, safest area with protection. If you must take this action, notify camp management immediately. *This is a last resort.*
4. Stay with your group. Unit leaders will be asked to give a full head count accounting for every member of their units.

Severe Weather (Flash Flood watch/warning)

1. If needed, alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. All aquatic areas will be closed, and campers will be moved away from open water.
3. Avoid low lying areas and areas near water.

Fire (Minor)

1. Put out fire with equipment and manpower available on site.
2. Send for staff help if needed.
3. *Do not attempt to contact outside emergency services.* The Camp Director **will** contact any needed emergency services.
4. Inform Camp Director and Camp Ranger for further evaluation.

High Temperatures, Humidity Problems

1. Camp administration will monitor weather conditions. In situations of high temperatures or high humidity where activities should be limited, all leaders will be informed via announcements, leader's meetings, and/ or emergency messaging system.
2. Program Director will work with unit leaders and staff to schedule alternate programs.
3. Hiking and activities that require physical exertion will be postponed.

Serious Accident or Illness

1. Start first aid at site – do not try to move a seriously injured person.
2. Send for staff-help. Send a runner to health lodge.
3. Do not start rumors; all unneeded people will be kept away from the area of the incident.
4. Inform Camp Director **IMMEDIATELY**. Do not attempt to contact outside emergency services. The Camp Director **will** contact any needed emergency services.
5. Complete notes of incident will be recorded.

Major Fire, Missing Person, Lost Swimmer

1. Alarm will be sustained ringing of the dining hall bell.
 - Unless unavailable, a text message will be sent via the emergency messaging system to clarify what precautions should be taken.
2. All program areas will be closed in an orderly fashion.
3. All campers (youth and adult) and staff must move to Parade Field *immediately* in an orderly manner and using the buddy system.
4. Campers will line up by unit. Unit leaders will conduct head counts. All campers will wait for instructions from camp management.
5. Unit leaders will report missing camper to the staff.
6. *Do not attempt to contact outside emergency services.* The Camp Director **will** contact any needed emergency services.

Intruder/Active Shooter

1. Report any unauthorized person to the Camp Director.
 - All visitors must check-in through the Hulsart. Anyone who is not a camper or registered visitor will be considered an intruder.
2. All program areas will be closed and locked down.
3. Depending on the situation, **runaway**, or **hide**. As a last resort, **fight** or defend yourself.
4. *Do not attempt to contact outside emergency services.* The Camp Director **will** contact any needed emergency services.

Lost Person

1. Emergency bell will be sounded and all will gather on parade field for unit roll call.
2. Runners will be sent to campsite and all program areas.
3. Vehicles will be dispatched throughout all roadways.
4. Contact will be attempted by cell phone.
5. Last known whereabouts of missing person will attempt to be determined.
6. If necessary, a camp-wide search will be conducted. Assistance from outside agencies will be requested.

Communicable Disease Outbreak

1. Health Officer and Camp Director are immediately identified.
2. Isolate patient and determine who he/she has been in close contact with in last 24 hours.
3. Isolate unit where patient is registered. Determine if there are any others who have symptoms now or before coming to camp.
4. Health Officer completes health assessment.
5. Contact camp health supervisor, Scout Executive, and Alabama Department of Public Health.
6. Follow all recommended steps from health professionals.

Hazardous Materials

1. Remove all campers from area of concern and in an area uphill and upwind from site.
2. Attend to any immediate health needs of any affected camper.
3. Determine type of hazardous material.
4. Contact Scout Executive, camp Health Supervisor, and local emergency management agency.
5. Make camp-wide notification of area to be avoided.
6. Follow all recommendations of professional agencies.

Dangerous Encounter with Wildlife

1. Move campers from area where dangerous animal is believed to be inhabiting.
2. Attend to any health needs. If any camper was injured, immediately contact camp Health Supervisor.
3. Contact Scout Executive.
4. If needed, contact local agency (Alabama Forestry Commission, Sheriff's Department) to assist with relocation of dangerous animal.

Natural Man-Made Hazards

Currently, there are no exceptional hazards identified at Camp Horne. Typical hazards to caution all campers are:

- No running in camp.
- Watch for areas with loose gravel or pine straw.
- Camp Horne is hilly! Take extra precaution going up and down steeper trails and be especially cautious during times of wet weather.

Equipment/Restricted Areas without Staff Supervision

For safety reasons, the following areas may only be used when camp staff or approved adult leaders are present and conducting the program.

- Climbing tower
- Aquatics
- Shooting Sports ranges
- ATV program

ALWAYS USE THE BUDDY SYSTEM WHILE AT CAMP HORNE

MAP OF CAMP HORNE

Camp Horne

(13633 Keenes Mill Rd., Cottdale, AL 35453)



- | | |
|-----------------------------------|----------------------------------|
| 1. Hulsart Training Center/Museum | 15. Old Dining Hall (Staff Area) |
| 2. Dining Hall | 16. Climbing/Rappelling Tower |
| 3. Program Storage Bldg. | 17. Warehouse |
| 4. Livingston Chapel | 18. Lower Hulsart Parking Lot |
| 5. Trading Post | 19. Scoutcraft Area |
| 6. Swimming Pool | 20. Boat Docks |
| 7. Health Lodge | 21. Trailblazer Pavilion |
| 8. Handicraft Pavilion | 22. Boat House |
| 9. Warren G. Finney Council Ring | 23. Program Pavilion |
| 10. Sunday Night Council Ring | 24. Range & Target Area Complex |
| 11. OA Lodge | 25. Pool Pavilion |
| 12. Hopi Cabin | |
| 13. Blackfoot Cabin | |
| 14. Ecology Cabin | |



CAMPERSHIP APPLICATION

HARRY E. BOVAY, JR. FOUNDATION
CAMPERSHIP
RESIDENTS OF ALL COUNTIES
 Camp Horne Summer Camp - Cub Resident Camp 2025

Applicant Information			
Last Name:	First Name:		M.I.:
Address:			Apt #:
City:	County:	State:	ZIP Code:
Troop:	District: (circle) River Mountain Prairie	School:	Date of Birth:
Parent's Name:		Emergency Phone:	
Email Address:		Annual Household Income:	

Camperships are ONLY for registered Cubs and will be allotted under the direction of a volunteer committee and the Council Program Director, to families who need the help.

Campership funds are provided by the Harry E. Bovay, Jr Foundation and other gifts made by Friends of Scouting.

SCOUT OBLIGATION

Prior to submission of application, carry out a Service Project for a Church, the community, an elderly person, a sick person, handicapped person, the unit's charter organization or a Black Warrior Council camp to earn the campership. Send report of service with the application.

PARENT OBLIGATION

- Register the Cub Scout in the Packthrough which he/she is applying for the campership.
- Complete Annual Health Screening Form, Parts A & B.
- Provide spending money.
- Provide personal equipment. (See Cub Leader for list of supplies needed.)
- No more than \$75 will be provided for a campership.
- Pay balance of the total camp fee of \$155.

COUNCIL AND CAMP RESPONSIBILITY

1. Provide tents and health service at camp
2. Camp provides 3 meals each day in the dining hall
3. Camp provides opportunities for swimming, activities, rifle range, archery, hiking, and campfires
4. Provide a campership in the amount not to exceed \$ 75. Amount Requesting: \$ _____

I (We) have read the above requirements for the campership and agree to the provisions.

Date: _____ Signature: _____ Signature: _____
Parent/Legal Guardian Scoutmaster

Signatures REQUIRED!

****ALL Campership Applications must be received no later than April 30, 2025 at the Council Office.****

Cub Resident Camp: June 1-4, 2025

SWIM TEST CLASSIFICATION

All Guidelines MUST be followed as listed or Scouts will have to retake the swim test during check-in.

1. An annual swim test is required for ALL Scouts and leaders, regardless of ability. Based on BSA policy, swim tests expire at the end of each calendar year.
2. A currently certified BSA Lifeguard, Aquatics Instructor BSA, YMCA Lifeguard, or Red Cross Lifeguard must conduct the swim tests. A copy of the instructor's certification (showing expiration date) must be attached to this form.
3. The Camp Horne Aquatics Director has the authority to require re-testing of any individual.

Beginner's 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 the starting point.

Swimmer's Test: Jump feet first into water over the head in depth, level off, 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 backstroke. The 100 yards must be swum continuously and include one sharp turn. After completing the swim, rest by floating.

Scout's Name (Please Print)	Swim Classification (Please initial)			Youth or Adult
1	Learner	Beginner	Swimmer	
2	Learner	Beginner	Swimmer	
3	Learner	Beginner	Swimmer	
4	Learner	Beginner	Swimmer	
5	Learner	Beginner	Swimmer	
6	Learner	Beginner	Swimmer	
7	Learner	Beginner	Swimmer	
8	Learner	Beginner	Swimmer	
9	Learner	Beginner	Swimmer	
10	Learner	Beginner	Swimmer	
11	Learner	Beginner	Swimmer	
12	Learner	Beginner	Swimmer	
13	Learner	Beginner	Swimmer	
14	Learner	Beginner	Swimmer	
15	Learner	Beginner	Swimmer	

A copy of the person conducting the test's certification (unexpired, showing expiration date) MUST be attached to this form or it will NOT be accepted.

Person Conducting Test (Print Name)	Signature	Date
Unit Leader Name	Signature	Date