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# WELCOME TO SUMMER CAMP

## **“THE GREATEST ADVENTURES LIE OFF THE BEATEN PATH.”**

Nestled in western Union County along Penns Creek, Camp Karoondinha is located on 400+ acres ... The camp is nationally recognized and fully accredited by Scouting America. In operation since 1933, this beautiful camp has met the need of Scouts and leaders for over 90 years and remains one of Central Pennsylvania’s finest camping facilities.

Opportunities are plentiful for the newest Scout to the oldest Scout. Advancement opportunities in archery, boating, ecology, handicraft, Scoutcraft, Rifle and Shotgun (BBs for Cub Scouts), STEM, swimming, and trades are just a few of the exciting programs offered at Camp Karoondinha.

This guide is offered to provide the basic information you need to help your resident camp experience. For additional resources, and for all the latest information on Camp Karoondinha, please visit our website at [www.susquehannascouting.org/camping](http://www.susquehannascouting.org/camping).

The fun and adventure of camping for a week with friends is a priceless experience for a Scout. We look forward to seeing you on the trail this summer at Camp Karoondinha!



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# PREPARING FOR RESIDENT CAMP

## DATES

Cub Scouts Week #1 – June 27 – 29, 2026

Webelos Week #1 – June 27 – July 2, 2026

## RESIDENT CAMP FEES OVERVIEW

The resident camp fees listed to the left are for both Susquehanna Council packs and out-of-council packs. The camp fee includes a camp patch and all program supplies. Please note that we cannot offer refunds for Scouts who leave camp early. The adult camp fees also include a camp patch. Packs are required to make a deposit of \$100 per Scout by as early as possible to guarantee a spot at camp. Payment in full is required by April 30th in order to pay the loyalty/discounted rate, otherwise the regular price will be charged. All payments are due no later than May 31st. It is possible to add Scouts after this date pending available space and permission from the Scout Executive and/or Camp Director. Please allow plenty of time for mailing in payments or bring them to the Scout Office in Williamsport in-person.

## RESIDENT CAMP PROGRAM FEES

Please note that our ALL-INCLUSIVE camp fee includes the cost of all program materials. That means that we do not charge extra for program kits or ammunition. The discount fee applies when paid in full by April 30, 2026. *Note:* Arrow of Light crossovers and new Scouts registered in the spring of 2026 have until May 31, 2026 to receive the Discount Rate.

REGISTRATION TYPE	LOYALTY DISCOUNT (for Scouts that attended camp in 2025; \$100 deposit must be received by January 31, 2026 and paid-in-full by April 30, 2026)	DISCOUNT RATE (paid-in-full by April 30, 2026)	REGULAR RATE (paid-in-full after April 30, 2026)
Cub Scout Youth (Tiger/Wolf/Bear)*	\$265	\$280	\$320
Cub Scout Youth (Webelos/AOL)	\$395	\$415	\$465
Scouts BSA Youth	\$520	\$540	\$590
Cub Scout Adult (Tiger/Wolf/Bear)		\$125	
Cub Scout Adult (Webelos/AOL)		\$165	
Scouts BSA Leader		\$180	
Partial Week Leader		\$45 per day	
Second Week Scout (Scouts BSA only)	—	\$495	\$545

## PAYMENT TIMELINE

Payment in full of \$265/\$280 for Cubs and \$395/\$415 for Webelos/Arrow of Light required by April 30th to qualify for the loyalty discount OR discounted price. After April 30th, registration prices increase by \$50. All payments are due no later than May 31st.

## REGISTRATION IS OPEN!

<https://scoutingevent.com/533-2026CampKResidentCamp>

## REGISTRATION

Our goal is to make the registration process easy and efficient for everyone. An overview of the registration steps is listed on the following page. When you are ready to register each Scout, you will need to know their name, gender, rank (as of June, for the following school year), allergies, dietary restrictions, medical concerns, and emergency contact information. Register each adult with their name, email address, gender, youth protection training date, allergies, dietary restrictions, medical concerns, and emergency contact information.

## RESIDENT CAMP ADDRESSES

### Service Center

Scouting America Susquehanna Council  
815 Northway Road  
Williamsport, PA 17701  
Phone: (570) 326-5121

Camp Karoondinha  
225 Thomas Dam Road  
Millmont, PA 17845  
Phone: (570) 326-5121  
Email: [susq.camp.k@gmail.com](mailto:susq.camp.k@gmail.com)



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# REGISTRATION PROCESS

## DO THIS NOW

Complete the following online:

- Pack Count Information
  - Include \$100 per Scout deposit. Can be paid:
    - Online by eCheck or Credit Card
    - At the Susquehanna Council Office by Check or Credit Card
    - Financial Assistance may be available by completing a Campership Application (available online or at the Susquehanna Council office).

## DO THIS BEFORE MAY 31ST

- Submit the following online:
  - Include final payment for all Scouts (a \$50 discount is applied if this is paid BY APRIL 30th)
  - Additional Scouts may be added after this date at the discretion of the Scout Executive and/or Camp Director
  - Payment for all leaders attending camp
- Print Unit Roster from Black Pug

## DO THIS WHEN YOU GET TO RESIDENT CAMP

- The pack should report to the camp gate where they will be met by their pack guide. A unit picture will be taken at the Camp Karoondinha sign at the entrance. Your pack guide will bring you to the check-in location. Pack representatives need to bring the following to check-in:
  - Copy of Unit Roster
  - Copy of signed Hold Harmless Agreements for Range Activities
- After check-in, pack guides will escort the unit to Medical Re-check. Please bring the following:
  - Scouting America Annual Health & Medical Report with Parts A, B, and C completed, including doctor's signature for all Scouts and Leaders
  - Have medications available for Camp Health Officer to check
- On Friday, upon medical re-check, your pack guide will escort the pack to your campsite to begin setting up camp. Your camp tour/swim checks will be Saturday morning.

## LEADERS IN CAMP

It is the policy of Scouting America that a minimum of two registered adult leaders provide supervision for each unit and that there be at least one adult for every eight Scouts. All leaders must be registered as an adult with Scouting America. Two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age. While we encourage an adult companion to attend with Cub Scouts, we cannot accommodate their younger brothers or sisters. This program is designed for registered Tiger, Wolf, Bear, Webelos and Arrow of Light Scouts only.

Two registered adult leaders at least 21 years of age are required at all Scouting activities, including all meetings. There must be a registered female adult leader at least 21 years of age in every unit serving females. A registered female adult leader at least 21 years must be present for any activity involving female youth or female adult program participants. Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered in an adult fee required position or as an adult program participant. Limited exception below for Cub Scouts overnight Programs.

**Cub Scouts Programs – Overnight Exception:**

*Cub Scout parents or legal guardians taking part in an overnight Cub Scouts program with their own child or legal ward are not required to register as leaders. All adults must review the “How to Protect your Children from Child Abuse: A Parent’s Guide” that can be found in the front of each Cub Scouts Handbook. In addition, the parent or legal guardian must be accompanied by a registered leader at any time they are with youth members other than their own child/ward. All other overnight adults must be currently registered in an adult fee required position.*

Effective March 1, 2024, the adult application flow changed to require the completion of the Criminal Background Check (CBC). Results must be received before the new adult volunteer can assume a leadership role. This means that all adult registration applications, clearances, and Youth Protection Training must be submitted to the Registrar at the Susquehanna Council Service Center two weeks prior to the start of the summer camp session to allow proper time to submit and process these applications. The adult leader will get an email notice informing them that their registration is being processed, and they are not to assume any leadership roles until the completion of the CBC.

The unit key 3 will also get an email. Once the CBC comes back and there is no follow-up needed, the system will finish registering the person. An email will then be sent to the unit key 3 and the individual letting them know that they are registered as an active leader. This active leader status must be attained prior to attending summer camp.

**All adults (age 18+)** accompanying Scouts to resident camp must:

- Have current certification in Scouting America Youth Protection training, and
- Have all three PA Act 15 Clearances (dated within the last five years)
- Be registered with Scouting America prior to camp, with the exception for Cub Scout parents/legal guardians listed above.

This applies to any adults (age 18+) who are staying overnight and any adults who may not be staying overnight but are considered part of the unit’s supervision ratio.

The policies above do not apply to short term visitors, such as a parent attending family campfire.

Units that rotate leaders during the session can fill a leader-space with more than one person staying different parts of the session. For example, one leader might stay the first night and another the second or third. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay only \$125 (for Cubs session) or \$165 (for Webelos/AOL session). However, we will only provide one patch for the space.

## LEADERS IN CAMP

No later than two weeks before camp, we will let you know your campsite assignment. We will do our best to accommodate any unit who identified needing electricity. If needed, please bring a 100-foot cord for CPAP machines. Electrical connections in campsites are for medical use only, and using these outlets to power coffee pots, charge cell phones, tablets, laptops, etc. is not permitted.

## CORRESPONDENCE

All resident camp correspondence and registration materials should be sent to the Council Office. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to the May 31st deadline. Email service is available 24 hours a day for your convenience.

## MEDICAL FORMS

All Scouts and leaders attending camp must have a current Scouting America Annual Health & Medical Report completed. This form is available online, and Parts A, B, and C (including a doctor's signature) are required. Please make copies for your pack or pick them up at the Susquehanna Council Service Center. Please use the most current version of each form. ***Older versions of the medical forms cannot be accepted.*** Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The pack's medical forms will be kept on file with the Health Officer for the session. They will be returned to the pack representative at the end of the session. Even if a leader is arriving late in the session, all efforts should be made to have that person's health history with the pack during check-in, so that the health officer can review the forms, even before the leader arrives. If a Scout or leader is arriving late to resident camp, and they were not able to give the health forms to the leader before camp, then they will need to give these forms to the Health Officer upon arrival in camp. Please keep a copy of each Scout's physical for the unit's records.

## TRANSPORTATION & PARKING

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer – whether it is covered or uncovered – is against the policy of Scouting America, as well as poor judgment. Vehicles are not to be parked in the campsite during the session. Packs are encouraged to leave a trailer in the campsite to store gear, though one vehicle per unit will be allotted in the event a pack does not have a trailer. To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the Campmaster building during the session of camp, except those being used in campsites for storage purposes. These vehicles are not to be driven around camp, except when approved by the Camp Director. Pack vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and pack equipment. While driving in camp, please use four-way flashers and observe the camp speed limit of 10 miles per hour or less. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in without permission of the Resident Camp Director.



# SCOUT PACKING LIST

## WHAT TO BRING

We recommend that you check the forecast before packing to make sure that you are prepared for the week and make changes to the list as necessary.

Each campsite has tents, drinking water, picnic tables, flagpoles, bulletin boards, and access to a latrine.

- Medical Form (Parts A/B/C)
- Prescribed Medications
- Field Uniform
- Sneakers/Hiking Shoes (2 pairs)
- Socks & Underwear (for a week)
- T-shirts (5-7)
- Long Sleeve Shirt (1)
- Shorts (5-7)
- Long pants or jeans (2-3)
- Sweatshirt or Jacket (1)
- Swimsuit
- Towel
- Water Shoes (for lake)
- Sleeping Bag
- Pillow
- Hat
- Watch
- Sunglasses & Sunscreen
- Non-aerosol Insect Repellent
- Flashlight and Batteries
- Water Bottle
- Camping Chair (optional)
- Fishing Gear (optional)
- Tent (for Arrow of Light Scouts for outpost)
- Notebook, pencil or pen
- Personal Hygiene Items (toothbrush, toothpaste, soap, shampoo, deodorant, brush)
- Spending Money
- Small Backpack or Daypack
- Personal First Aid Kit



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# WHAT TO DO WHEN YOU GET TO CAMP

## ARRIVAL

Pack representatives will receive an email in late May to sign-up for an arrival time. We ask that packs plan to have all participants arrive at camp before this scheduled time.

## CHECK-IN

The first thing the pack should do at the scheduled time is report to meet their assigned pack guide in the parking lot. This pack guide will bring the entire unit to the check-in station to complete check-in and then proceed to medical re-check.

The pack representative should bring the following items to check-in:

- A completed roster reflecting the names of the Tiger, Wolf, Bear, Webelos and Arrow of Light Scouts
- Copy of signed Hold Harmless Agreements for Range Activities for each Scout (can be found at <https://susquehannascouting.org/camping/camp-karoondinha/resident-camp/>)

The pack representative should bring the following items to medical re-check:

- All medical forms (Parts A, B, and C)
- Medications, if needed, with original label (prescription meds must have Scout's name printed on the label)

**Everyone – youth and adult – must have a current health form (Parts A, B, and C). A buddy tag will be issued for each person with a health form.**



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# THE CHECK-IN PROCESS AT A GLANCE

## ARRIVAL TO CAMP

The pack representative will receive an email in late May to sign-up for an arrival time. The entire pack should plan to arrive at camp before this time and report to the front gate to begin the check-in process.

## PACK GUIDE

Once at the front gate, you will meet with your pack guide. This guide will help direct you through the check-in process and will lead you on a camp tour.

## CHECK-IN

The pack guide will first lead your pack to check-in. This will include roster verification, and ensuring additional paperwork such as Range Activities permission forms, and additional adult registration paperwork is turned in. You will also pick up armbands, schedules, and any other information from camp here.

## CAMP TOUR & PACK PHOTOGRAPH

The pack's photograph will be taken at the Camp Karoondinha sign at the entrance before beginning the registration process. On Saturday, each unit will be lead on a camp tour by their pack guide. There are a couple of required stops on the camp tour – the Aquatics area (for swim checks) and the Dining Hall (where you will learn about the waiter system).

## SATURDAY NIGHT CAMPFIRE

Your pack will meet the resident camp staff at the opening campfire. Scouts and leaders should wear their Field Uniform shirt (commonly referred to as Class A's).



## CAMP TOUR

Upon arrival on Friday, packs will be taken right to their campsite. The pack guide and the unit leader will take an inventory of all equipment in the campsite. If any equipment is damaged or missing, the pack guide will note it and report it. The pack guide will also report the number of tents in the site to ensure that each person has a place to sleep. On Saturday morning, the pack guide will return to take the pack on a tour of camp, pointing out camp landmarks and the various program areas. There are a couple of required stops, such as the Aquatics area, and the Dining Hall. Even if the unit has communicated and cleared completing swim checks prior to camp with the Aquatics Director, they still must visit the Aquatics area for safety procedures.

## PACK PHOTOGRAPHS

Before entering camp, the pack will organize for a group photograph. Scouts and leaders should be in their Field uniforms whenever possible for their pack photograph. It is a good idea to have the pack arrive at camp already dressed to help save time and keep the check-in process moving. These 8-by-10-inch photographs will be available for purchase in the Trading Post for \$10.

## LEADERS MEETING

A meeting of key leaders will be held directly after lunch on Saturday. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the session. Also, an opportunity will be provided to answer questions. In addition, a leaders' meeting will be held each afternoon after lunch. At this meeting, pack representatives will get the opportunity to ask questions, and get updates on any special events going on in camp.

## QUARTERMASTER

In addition to what is in the campsite, the camp provides equipment through the camp Quartermaster. The Quartermaster is located behind the Trading Post. Items such as tools and cleaning agents, and toilet paper are available for check-out. All tools and unused cleaning products must be returned – clean and in good condition – before the pack checks out. Packs are welcome to bring their own items (as listed above) from home.

## TENTS

Generally speaking, all packs will be housed in standard two-person wall tents. These tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters have four bunk beds. If your pack wants to bring its own tent to camp, this is permitted but not encouraged.

Two-deep leadership rules still apply, and adults cannot stay in tents with Scouts. The only possible exception to this is when a parent stays in the tent with their child. If your pack chooses to bring a portion of its own tents, please be sure that you communicate this to the Resident Camp Director at least a week before the start of the pack's arrival at camp, as space for these tents can become a consideration. Camp tents should not be moved for any reason.

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## UNIFORM

The official Cub Scout Field uniform shirt is recommended for wear by both youth and adults while in camp. This uniform – commonly referred to as Class A uniform – is encouraged to be worn to breakfast, supper, campfires and Sunday’s Scouts’ Own service. The Activity Uniform – commonly referred to as the Class B uniform – consists of a Scouting t-shirt (whenever possible) and may be worn at all other times during camp.

Since the Field Uniform is worn so much, here are a few tips to help it stay fresh longer:

- Don’t wear it at times when it does not have to be worn; change clothes after breakfast and supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won’t get lost.
- It is a good idea to have several pairs of socks and undergarments to avoid wearing the same pair all session.

## DINING HALL

With everyone visiting three times a day, the Dining Hall is the most popular place in camp. Before each meal, packs line up in formation on the parade ground outside of the Dining Hall. A member of the staff will take roll call of the packs, lead grace, and at the morning and evening meals, lead the flag ceremony. Scouts and leaders should wear their Field uniform to breakfast to raise the colors and at supper to retire the colors. Scouts and Leaders will be divided into two lines and enter the dining hall in an orderly fashion and proceed to their assigned tables. Note that each pack will eat at the same table(s) during their stay at camp. After the meal, the Program Director usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the Dining Hall Steward. The waiter system is used in the Dining Hall for setting the tables and cleaning up after meals. It is important to stop at the Dining Hall during the camp tour for a demonstration of how the waiter system works. Some people have special dietary needs. We will work the best we can in accommodating these needs with the food that we have available. Dietary supplements should be brought from home for specific dietary requirements. Before every meal, a member of the Camp Karoondinha staff will lead the camp in giving thanks. The Camp K Grace is often said. It is recommended that Scouts learn this, so they will be able to join in.

Resident Camp Daily Schedule	
7:00 AM	Reveille
7:45 AM	Waiter’s Call/AM Flags
8:00 AM	Breakfast
9:00 AM	AM Activities Sessions
12:15 PM	Waiter’s Call/Assembly
12:30 PM	Lunch
1:00 PM	Siesta
2:00 PM	PM Activities Sessions
5:00 PM	Pack Free Time
5:45 PM	Waiter’s Call/PM Flags
6:00 PM	Dinner
7:30 PM	Evening Program
10:00 PM	TAPS/Lights Out

Camp K Grace
Mighty Scoutmaster, Make our bodies strong, Our minds sharp, And our hearts open.  Bless this food and the hands that prepared it, Bless this day and the time that we have together, And bless Karoondinha, our home forever.  Amen

## SHOWER FACILITIES

Individual, single stall showering facilities are available in two locations around camp. The main Shower House is located between Harris Cabin and Bear Campsite. The other Shower House is located across the road from White Buffalo and Dan Beard Campsites. Campsite showers are the responsibility of the pack(s) to help keep clean. These showers are considered unisex.

## SCOUTS' OWN SERVICE

The Scouts' Own service is a short fellowship service held during Sunday evening program. The Scouts' Own service is held at the Chapel, located down the path from the Welcome Center. Everyone is encouraged to attend. Camp staff will conduct the Scouts' Own service with assistance from a visiting chaplain. Scouts and/or packs may volunteer to assist with the service during the session. Scouts who may be working on a religious award are especially encouraged to do so. A collection for the World Friendship Fund will be taken during the service.

## CAMPFIRES

Campfires bring out the spirit and fun of camp. We have two campfires planned for resident camp. The first night (Saturday) will feature a grand opening campfire. It will kick off the session with an exciting beginning. Songs, cheers, stunts, and the chance to meet the camp staff will be just a few of the treats in store. On Monday night, we will have a closing campfire and say goodbye to the Cub Scouts. Awards and many neat activities are also planned for this campfire. All campfires will start at 7:45 pm and should conclude around 9:00 pm.

## ADVANCEMENT IN CAMP

Many resident camp activities will be programmed around the Cub Scouts program. Scouts may bring their rank books (Tiger, Wolf, Bear, Webelos and Arrow of Light Handbooks) to camp. During camp sessions, leaders should make notes on the activities their Scouts complete. This can be recorded in their handbooks each evening to assure Scouts receive credit toward electives. A document outlining what each den will complete while at camp is included in this guide and will also be handed out at Monday evening's campfire.

## TRADING POST

The Trading Post – located near the entrance to camp – stocks a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meals and during camp wide activities. It is a popular place for Scouts and leaders to get a snack and relax. Visa and Mastercard are accepted.

Trading Post Hours	
Friday	6 PM – 8 PM
Saturday	9 AM – 12 PM 1 PM – 5:30 PM 7 PM – 9 PM
Sunday	9 AM – 12 PM 1 PM – 5:30 PM After Chapel – 9 PM
Monday	9 AM – 12 PM 1 PM – 7:30 PM
Tuesday & Wednesday	9 AM – 12 PM 1 PM – 5:30 PM 7 PM – 9 PM
Thursday	9 AM – 11 AM

## FISHING

Fishing is a popular activity with many Scouts at Camp Karoondinha. Please bring your own equipment for out of session fishing. You may not fish off the dock and on the southern bank of the lake for the safety of our boating program. Fishing can take place on the north, east and west banks of Faylor Lake. The fishing program at Camp Karoondinha is strictly a catch-and-release program.

## LOST & FOUND

Lost and found areas are located at the Trading Post and Dining Hall. If you lose something during the session, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area. At the end of resident camp, all lost and found items will be boxed and stored until summer camp ends. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and pack number.

## POSTAL MAIL & MESSAGES

Scouts may receive mail at camp. Please be sure to include the Scout's pack number on all mail; this will make it much easier to route the mail to the proper recipient. Also include a return address on all mail in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the day the pack checks into camp. For such a short session as resident camp, it is recommended that parents mail their letters about five days before the Scout arrives. A letter or postcard can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured.

**Mail Example:** Scout's Name  
Unit #, Campsite Name  
Camp Karoondinha  
225 Thomas Dam Road  
Millmont, PA 17845

## VISITORS

Visitors should park in the parking lot, check-in at the Campmaster building, and then walk to the campsite area. If desired and adequate space is available, visitors may eat in the Dining Hall with advanced notice to the camp. Visitors may purchase tickets for their meal from the Trading Post as they enter camp. The meal price \$14.00 for breakfast, \$16.00 for lunch, and \$18.00 for dinner, and the meals are served on a regular schedule. Seating space can be a concern for visitors as packs have assigned seating, so visitors should be prepared to be at the back of the line and expect to sit in an area apart from the pack as space allows. Visitors at any time should check in and out at the Campmaster building. There are no facilities at Camp Karoondinha to allow visitors to stay overnight.

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## SAFETY

While we want every Scout to have a fun and exciting stay at resident camp, safety is the top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Camp Karoondinha has an emergency alarm system. This system will be explained at the leaders' meeting on the first day you are in camp, and a test of the system will be conducted on the first day.

Under no circumstances shall equipment or devices with flames of any kind be used in any tent or adirondack. Flashlights or battery-powered lanterns – which do not pose the threat of fire or asphyxiation – are the only acceptable light for use in tents.

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is to be used only by adults. Lanterns or stoves may be used in campsites, under adult supervision. Empty propane cylinders should be taken home with the pack and not placed in fireplaces or trash cans, as they may explode when heated.

## IN CASE OF ACCIDENT OR EMERGENCY

Camp Karoondinha has a Health Lodge that is open 24 hours a day and is manned by staff members trained in handling minor accidents and illnesses. In addition, Camp Karoondinha has a working arrangement with physicians in the area for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If a trip to a hospital is required, we ask that one of the Scout's leaders, along with another adult, drive the Scout to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries. At the medical re-check, the camp reserves the right to refuse admittance to any Scout or leader who, in the opinion of the Camp Director and Health Officer, has any physical or medical problem that could present a hazard to themselves or others. If a Scout or leader has any special medication, it may be kept in the Health Lodge. For the safety of all camp, all medications must be kept locked up in the campsite. Only certain medications may be turned in to the health lodge at medical re-check, in which case, they will be maintained and distributed through the Health Lodge. If the unit leader is handling medications in the campsite, you must supply an appropriate, lockable container and medications must remain under the control and supervision of an adult. The only exceptions to these rules are for emergency medications, such as asthma inhalers or EpiPens. Other situations and circumstances should be brought to the attention of the Health Officer at medical re-check. Under no circumstances should medication be kept in locked vehicles. Most medications must be stored at, or near, room temperature, or according to manufacturer's recommendations. The extreme temperatures in vehicles may alter the beneficial effects of the medication.

## THE BUDDY SYSTEM

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency.

The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Of note:

- The adult unit leadership oversees and approves buddies.
- Buddies are two and can also be three to prevent youth members from being alone.
- A buddy pair cannot be mixed gender, where appropriate a third youth must be added (for a buddy group of 3).
- Youth siblings of the same gender may serve as buddies regardless of age with permission from their parents or legal guardians.

Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting. When exceptional circumstances warrant, a parent or legal guardian may serve as a buddy for their child's Scouting activities, but youth buddies meeting the above criteria, if available, are always preferred.

## CAMP RULES & HINTS

- No riding in the back of trucks.
- Throwing things at camp, like rocks and sticks, is not permitted.
- Running in camp should be limited to the open fields and play areas. Camp Karoondinha does not have many flat or level areas on which to run. Roadways and paths are not designed for running.
- No open-toed shoes like flip flops or sandals except in the shower facility.
- The buddy system is where Scouts group together in groups of a minimum of two Scouts. These Scouts then stay together at all times when they are not in the campsite. The buddy system should be used during every meeting, outing, and camping trip. The buddy system is one of the ways to ensure that all Scouts are accounted for and is a very important Barrier to Abuse. **Please see the additional information on the buddy system on the previous page.**
- Scouts should not be sent to the campsite alone, or on any trip out of a leader's view without a buddy or a leader. Camp is a big place and Scouts often get turned around while walking a common trail, even if they have traveled that way many times before.
- Any campfire started in the campsite should be completely extinguished before leaving the site for any reason. Unattended fires in camp can be very dangerous.
- Try to keep knife use to a minimum. Open knives in crowded areas and walking with an open knife pose great dangers. Individuals who have knives should be considerate of others and use those knives safely. Sheath/fixed-blade knives are not permitted at camp.
- Please do not cut live trees, no matter how big or small they are. Walking sticks may be made from limbs or trees that are already dead and down. Please do not disfigure the trees, bushes, or shrubs.
- If you dig holes for any reason, please fill them up when you are finished. Leaving open holes in activity fields and campsite areas pose a tripping hazard.
- Please do not hang wet clothes inside your tent. Also, do not attach clothes lines to the tent, as these put stress on the tent and can cause it to fall.
- Clothes lines in campsites should be hung with colored or white cord and as high off the ground as possible to avoid Scouts or leaders walking into them. Please remove any clothes lines that you hang up before leaving camp.
- No pets are allowed in camp.
- Alcoholic beverages are not permitted in camp.
- Firearms are not allowed in camp.
- To align with Scouting America policies, adult supervision is required for Scouts to play in the Gaga Ball area. **Scouts may not play Gaga Ball if an adult is not present.**

## DISCRIMINATION POLICY

It is the policy of Camp Karoondinha to not discriminate against any person on the basis of race, color, religion, creed, age, marital status, or any other legally protected characteristic in the administration of any program. Camp Karoondinha will endeavor, as far as practically applicable, to meet the needs of the disabled under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, should contact the camp administration prior to attendance at summer camp.

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# WHEN IT'S TIME TO GO BACK

## COMING & GOING

The safety and security of every Scout is of paramount concern to all leaders and staff. To enhance our security efforts, we will require that parents, leaders, or Scouts who are checking into camp over the course of the session to register at the Campmaster building. Scouts who are leaving camp early will need to check out at the Campmaster building with our staff, while being accompanied by an adult from the pack, to authorize the departure. Pack leaders should encourage all guests and visitors to depart by 10:00 pm. If there are concerns of an individual Scout's well-being and protection, the pack representative should contact the Resident Camp Director.

## CHECK-OUT

The check-out procedure will begin on the last day of each session and should be completed before 10:30 am. Any unit with special check-out considerations should make plans through the Program Director or the Resident Camp Director. Health forms will be returned to each unit after breakfast at the Health Lodge. After breakfast, the pack will return to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment.

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# THE CHECK-OUT PROCESS AT A GLANCE

## PAPERWORK

Directly after breakfast, a leader from each pack should make their way to the Health Lodge to obtain their unit's health forms and any stored medications. Review this before you leave to make sure that it is all correct, and that it all belongs to your pack.

## CAMPSITE

Return to the campsite. Pack up all your gear and clean up the site one last time. Remember that other units will be using this site in future sessions.

## TRASH

Bag up all trash and take it to the edge of the road to be picked up.

## QUARTERMASTER

Return any borrowed equipment before you leave camp.

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# 2026 THEME: WELCOME TO THE JUNGLE

Get ready to unleash your wild side! This summer, Cub Scouts will swing into action for an unforgettable expedition in "Welcome to the Jungle" — a thrilling adventure packed with discovery, challenge, and fun around every vine-covered corner.

Scouts will be grouped into daring “animal patrols” and set off on wild jungle-themed missions that test their survival instincts, teamwork, and communication skills. From tangled trails to hidden temples and mysterious relics, Camp Karoondinha will transform into a lush, untamed world full of unexpected challenges and roaring good fun!

While navigating this jungle journey, Scouts will build critical life skills like leadership, problem-solving, and perseverance. The friendships they form under the canopy of adventure will last far beyond the campfire.

## OUR PROGRAM DESIGN

Cub Scouting is most impactful at the den level, where youth engage in adventures with peers of the same age and rank. At camp, we organize Cub Scouts into dens based on their upcoming school year rank. For example, if a Scout has just finished 2nd grade and earned their Wolf rank, they’ll register as a Bear for summer camp. Be sure to list the *upcoming* rank when registering!

## THE JUNGLE AWAITS

This year’s jungle theme immerses Scouts in a wild world where they must band together to complete themed missions, discover hidden secrets, and explore the unknown. From decoding ancient maps to navigating jungle trails, each day brings a new challenge. Prepare for monkeys, vines, and surprises around every bend — who knows what lies deep in the heart of the jungle?

## CUB SCOUT ADVANCEMENT

Even in the wild, there's room to grow! Scouts will have chances to earn requirements for a variety of rank adventures, including the *Summertime Fun* Adventure, *Swimming and Boating* electives, and the exciting *Range and Target Sports* Adventures (Archery, BB Gun, and Slingshot). Many of these are exclusive to resident camp, so don’t miss your chance to swing into action and advance! A full list of covered adventures and requirements will be provided to unit leaders at camp.

**The jungle is calling... are you ready to answer?**



## EXAMPLE SCHEDULE

FRIDAY								
6:00 PM	Check-in Begins							
7:30 PM	Check-in Ends							
10:00 PM	Lights Out (Campsite)							
SATURDAY								
7:00 AM	Reville							
7:45 AM	Morning Flags (Parade Field)							
8:00 AM	Breakfast (Dining Hall)							
9:00 AM	Camp Tours/Swim Tests							
12:20 PM	Assembly (Parade Field)							
12:30 PM	Lunch (Dining Hall)							
1:00 PM	Siesta							
2:00 PM	COPE/GAMES	FISHING	POOL	HANDICRAFT	STEAM	NATURE	SCOUT SKILLS	BB RANGE
3:35 PM	NATURE	COPE/GAMES	SLINGSHOT	POOL	HANDICRAFT	STEAM	FISHING	SCOUT SKILLS
5:45 PM	Evening Flags (Parade Field)							
6:00 PM	Dinner (Dining Hall)							
7:30 PM	Opening Campfire (Thunderbird)							
10:00 PM	Lights Out (Campsite)							
	Tigers	Wolves	Bears 1	Bears 2	Webelos 1	Webelos 2	AOL 1	AOL 2
SUNDAY								
7:00 AM	Reville							
7:45 AM	Morning Flags (Parade Field)							
8:00 AM	Breakfast (Dining Hall)							
9:00 AM	STEAM	NATURE	ARCHERY	SLINGSHOT	POOL	HANDICRAFT	COPE/GAMES	FISHING
10:35 AM	HANDICRAFT	STEAM	BB RANGE	ARCHERY	SLINGSHOT	POOL	NATURE	COPE/GAMES
12:20 PM	Assembly (Parade Field)							
12:30 PM	Lunch (Dining Hall)							
1:00 PM	Siesta							
2:00 PM	POOL	HANDICRAFT	SCOUT SKILLS	BB RANGE	ARCHERY	SLINGSHOT	STEAM	NATURE
3:35 PM	SLINGSHOT	POOL	FISHING	SCOUT SKILLS	BB RANGE	ARCHERY	HANDICRAFT	STEAM
5:45 PM	Evening Flags (Parade Field)							
6:00 PM	Dinner (Dining Hall)							
7:15 PM	Scout's Own Service (Chapel)							
7:45 PM	Tie-Dye Activity (Handicraft)							
10:00 PM	Lights Out (Campsite)							
MONDAY								
7:00 AM	Reville							
7:45 AM	Morning Flags (Parade Field)							
8:00 AM	Breakfast (Dining Hall)							
9:00 AM	SCOUT SKILLS	SLINGSHOT	WATERFRONT	FISHING	COPE/GAMES	BB RANGE	ARCHERY	HANDICRAFT
10:35 AM	BB RANGE	SCOUT SKILLS	NATURE	WATERFRONT	FISHING	COPE/GAMES	SLINGSHOT	ARCHERY
12:20 PM	Assembly (Parade Field)							
12:30 PM	Lunch (Dining Hall)							
1:00 PM	Siesta							
2:00 PM	ARCHERY	BB RANGE	STEAM	NATURE	SCOUT SKILLS	FISHING	POOL	SLINGSHOT
3:35 PM	FISHING	ARCHERY	HANDICRAFT	STEAM	NATURE	SCOUT SKILLS	BB RANGE	POOL
5:45 PM	Evening Flags (Parade Field)							
6:00 PM	Dinner (Dining Hall)							
7:30 PM	Closing Campfire (Thunderbird)							
10:00 PM	Lights Out (Campsite)							

	Tigers	Wolves	Bears 1	Bears 2	Webelos 1	Webelos 2	AOL 1	AOL 2
<b>TUESDAY</b>								
7:00 AM	Reville							
7:45 AM	Morning Flags (Parade Field)							
8:00 AM	Breakfast (Dining Hall)							
9:00 AM					WATERFRONT	SLINGSHOT	STEAM	ARCHERY
10:35 AM					SLINGSHOT	WATERFRONT	ARCHERY	STEAM
12:20 PM	Assembly (Parade Field)							
12:30 PM	Lunch (Dining Hall)							
1:00 PM	Siesta							
2:00 PM					STEAM	ARCHERY	WATERFRONT	SLINGSHOT
3:35 PM					ARCHERY	STEAM	SLINGSHOT	WATERFRONT
5:45 PM	Evening Flags (Parade Field)							
6:00 PM	Dinner (Dining Hall)							
7:30 PM	Evening Program (TBD)							
10:00 PM	Lights Out (Campsite)							
<b>WEDNESDAY</b>								
7:00 AM	Reville							
7:45 AM	Morning Flags (Parade Field)							
8:00 AM	Breakfast (Dining Hall)							
9:00 AM					POOL	ESCAPE ROOM	NATURE	BB RANGE
10:35 AM					ESCAPE ROOM	POOL	BB RANGE	NATURE
12:20 PM	Assembly (Parade Field)							
12:30 PM	Lunch (Dining Hall)							
1:00 PM	Siesta							
2:00 PM					NATURE	BB RANGE	POOL	ESCAPE ROOM
3:35 PM					BB RANGE	NATURE	ESCAPE ROOM	POOL
5:45 PM	Evening Flags (Parade Field)							
6:00 PM	Dinner (Dining Hall)							
7:30 PM	Evening Program (TBD)/AOL Outpost							
10:00 PM	Lights Out (Campsite)							
<b>THURSDAY</b>								
7:00 AM	Reville							
7:45 AM	Morning Flags (Parade Field)							
8:00 AM	Breakfast (Dining Hall)							
9:00 AM	Dismissal							




## ALL THE STUFF TO DO WHILE AT CAMP

### TIGER, WOLF, BEAR, WEBELOS, AND ARROW OF LIGHT ADVANCEMENT

While the goal of resident camp is to make camp FUN for all Scouts, they will have fun while receiving credit toward electives completed while at resident camp. A document outlining what each den completed while at camp is included on the next two pages.

Scouts at camp are grouped by pack and put into dens by rank for the purpose of walking from area to area and providing age-appropriate activities to each den.

**NOTE:** All activities are subject to change.

						
	<b>Tigers</b>		<b>Wolves</b>		<b>Bears</b>	
<b>AQUATICS: POOL</b>	Tigers in the Water 1, 2, 3, 4, 5, & 6		Paws for the Water 1, 2, 3, 4, 5, & 6		Salmon Run 1, 2, 3, 4, 5, & 6	
<b>AQUATICS: WATERFRONT</b>					Bears Afloat (If passed Swimmer's Test.) 1, 2, 3, 4, 5, 6, 7, & 8	
<b>ARCHERY</b>	Archery Tiger 1, 2, 3, 4, 5, 6, & 7		Archery Wolf 1, 2, 3, 4, 5, 6, & 7		Archery Bear 1, 2, 3, 4, 5, 6, & 7	
<b>BB</b>	BB Gun Tiger 1, 2, 3, 4, 5, 6, 7, & 8		BB Gun Wolf 1, 2, 3, 4, 5, 6, 7, & 8		BB Gun Bear 1, 2, 3, 4, 5, 6, 7, & 8	
<b>COPE/GAMES</b>	Tiger Tag 1, 2, & 3		Paws of Skill 1 & 2			
<b>FISHING</b>	Fish On 1, 2, 3, & 4		A Wolf Goes Fishing 1, 2, 3, 4, & 5		A Bear Goes Fishing 1, 2, 3, 4, 5, & 6	
<b>HANDICRAFT</b>	Good Knights 1, 2, 3, & 4	Stories in Shapes 1, 2, 3, & 4	Code of the Wolf 1, 2, 3, & 4	Finding Your Way 1, 2, 3, 4, & 5	Baloo the Builder 1, 2, 3, 4, 5, & 6	
<b>NATURE</b>	Champions for Nature Tiger 1, 2, 3, & 4		Champions for Nature Wolf 1, 2, 3, & 4		Champions for Nature Bear 1, 2, 3, 4, & 5	
<b>SCOUT SKILLS</b>	Let's Camp Tiger 1, 2, 3, 4, & 5		Let's Camp Wolf 1, 2, 3, 4, & 5		Let's Camp Bear 1, 2, 3, 4, & 5	
<b>SLINGSHOT</b>	Slingshot Tiger 1, 2, 3, 4, 5, 6, & 7		Slingshot Wolf 1, 2, 3, 4, 5, 6, & 7		Slingshot Wolf 1, 2, 3, 4, 5, 6, 7, & 8	
<b>STEAM</b>	Designed by Tiger 1, 2, 3, 4, & 5		Air of the Wolf 1, 2, 3, & 4		Forensics 1, 2, 3, 4, 5, & 6	Super Science 1, 2, 3, & 4

\* COPE/Games is NOT climbing and will be team building games ONLY!

**NOTE:** All activities are subject to change.

					
	<b>Webelos</b>		<b>Arrow of Light</b>		
<b>AQUATICS: POOL</b>	Aquanaut 1, 2, 3, 4, 5, & 6		Swimming 1, 2, 3, & 4		
<b>AQUATICS: WATERFRONT</b>	Paddle Onward (If passed Swimmer's Test.) 1, 2, 3, 4, 5, 6, 7, 8, & 9		Paddle Craft (If passed Swimmer's Test.) 1, 2, 3, 4, 5, 6, 7, 8, & 9		
<b>ARCHERY</b>	Archery Webelos 1, 2, 3, 4, 5, 6, & 7		Archery AOL 1, 2, 3, 4, 5, 6, & 7		
<b>BB</b>	BB Gun Webelos 1, 2, 3, 4, 5, 6, 7, & 8		BB Gun AOL 1, 2, 3, 4, 5, 6, 7, & 8		
<b>COPE/GAMES</b>	Unique Camp Program for Webelos Scouts		Unique Camp Program for AOL Scouts		
<b>FISHING</b>	Catch the Big One 1, 2, 3, 4, 5, 6, & 7		Fishing 1, 2, 3, 4, 5, 6, & 7		
<b>HANDICRAFT</b>	Build It 1, 2, 3, 4, & 5		Knife Safety 1, 2, 3, 4, & 5		
<b>NATURE</b>	Champions for Nature Webelos 1, 2, 3, 4, 5, & 6	Webelos Walkabout 1, 2, 3, 4, 5, 6, & 7	Champions for Nature AOL 1, 2, 3, 4, 5, & 6	Into the Wild 1, 2, 3, & 4	Into the Woods 1, 2, 3, 4, & 5
<b>SCOUT SKILLS</b>	Let's Camp Webelos 1, 2, 3, 4, 5, 6, 7, & 8		Outdoor Adventurer 1, 2, 3, 4, 5, 6, & 7		
<b>SLINGSHOT</b>	Slingshot Webelos 1, 2, 3, 4, 5, 6, 7, & 8		Slingshot AOL 1, 2, 3, 4, 5, 6, 7, & 8		
<b>STEAM</b>	Modular Design 1, 2, 3, 4, & 5		Engineer 1, 2, 3, 4, & 5		

\* COPE/Games is NOT climbing and will be team building games ONLY!

## **SATURDAY EVENING CAMPFIRE**

This campfire is put on by our camp staff as a way to introduce Scouts and leaders to our camp staff. Cub Scout resident camp is a bit different from Scouts BSA resident camp as Cub Scouts will get to interact with all summer camp staff at Camp Karoondinha as they cycle through their programming. All packs will meet at the pool at 7:30 pm to learn Aquatics safety, and from there will form a line to enter Thunderbird for the campfire.

## **SUNDAY SCOUTS' OWN SERVICE**

On Sunday evening at 7:15 pm, packs will gather at the Welcome Center and will be led by staff to our Chapel for the Scouts' Own service. This non-denominational service will be less than 30 minutes long, and will allow Scouts to do their Duty to God and practice the twelfth point of the Scout Law: being reverent. Please dress in the Field Uniform for this activity. A collection for the World Friendship Fund will be taken at this time.

## **TIE-DYE ACTIVITY**

Join us for a fun tie-dye activity in Handicraft following the Scouts' Own Service on Sunday! Bring your own shirt to create a one-of-a-kind design, or pre-purchase a special camp shirt just for this event. Limited extra shirts will also be available for purchase at the Trading Post, so be sure to grab one before they're gone. Don't miss out on this colorful and creative experience —see you there!

## **MONDAY EVENING FAMILY CAMPFIRE**

This campfire is put on by the packs in attendance during that week. All packs will meet at the main entrance to Thunderbird and will be led into the campfire by camp staff. This campfire will recognize the accomplishments of the Scouts and packs during the week. This campfire is open for families to visit camp and attend along with their Scout and their pack. At the conclusion of the campfire, we will bid farewell to our young Cub Scouts (Tiger, Wolf, Bear) as they leave to go home.

## **TUESDAY CARDBOARD BOAT REGATTA**

On Tuesday, there will be a Cardboard Boat Regatta held on Faylor Lake, weather permitting. In order to participate, Scouts and/or leaders must have obtained the "Swimmer" classification during swim tests.

## **WEDNESDAY EVENING GAME NIGHT**

On Wednesday evening, we will host game night at the sports field beginning at 7:00 pm. A pick-up game of kickball, wiffleball, or ultimate frisbee will take place, as well as can jam, cornhole, board games, card games, and/or trivia.

If possible, special programs for adults will be offered on Wednesday night. Programs that were offered in the past include Leader shoots in archery and/or BB/rifle and/or adult swims.

## **WEDNESDAY EVENING AOL OUTPOST**

Upon completion of Wednesday evening's game night, Arrow of Light Scouts are encouraged to stay at the sports field for Outpost. Scouts should bring a tent, sleeping bag, pillow, flashlight, and any other things they will need to survive the night. Each unit participating in Outpost is required to provide at least one leader for supervision, however it is encouraged that parents do not share tents with Scouts as the idea of the AOL outpost is to prepare these Scouts for their transition to Scouts BSA where tenting with parents is not allowed.

## DUTY TO GOD PATCH

This exclusive Scouting America Susquehanna Council Duty to God patch is brought to you by the Council Religious Relationships Committee encourages youth and adults to learn about and participate in religious programs while at Summer Resident Camp, reinforcing the spiritual component of Scouting and promoting its values.

## CUB SCOUT YOUTH REQUIREMENTS

1. Be a resident Camper
2. Read a text from your religious book
3. Say a Prayer
4. Attend a Religious Service (this could be at your campsite or the camp Interfaith Service)

## ADULT CUB LEADER REQUIREMENTS

1. Be a resident Camper
2. Lead a Prayer to your group
3. Teach 2 or more Cubs how to pray
4. Lead your cubs in a religious service, if none are available, it can be done at your campsite.

The form listing these requirements can be obtained at camp at the Trading Post. Once you have completed the requirements and gotten the proper signature, please return the form to the trading post to purchase your Duty to God Patch for \$2 (one patch per year per person).



KAROONDINHA  
SCOUTING AMERICA SUSQUEHANNA COUNCIL

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# CARDBOARD BOAT REGATTA RULES

## MATERIALS

Cardboard, Duct Tape, Packing Tape, Hot Glue, Rope or String

## RULES

1. Only the items listed above may be used to build boats. Cardboard tubes are permitted but cannot have wood or plastic used to cap the ends. No pre-treated or waxed cardboard is permitted.
2. Design is the builder's choice. Make your boat look like a race car, a yacht, dragon, flying saucer...let your imagination reign supreme.
3. Only permanent markers can be used to decorate your boat. Use of paint, stickers, etc. will result in disqualification.
4. No wrapping in tape, however, tape may be used to reinforce the bottom of your boat.
5. You must provide your own oar and the paddle. The paddle may only be used to propel the boat. Oars may be made of any material. Rafts or flat boats which use legs for propulsion are not allowed.
6. Each participant must wear a PFD at all times when in or on the water, otherwise, the team will be disqualified.
7. Each pack may have multiple entries, however, no individual scout may be associated with more than one entry.
8. Each boat must carry at least two team members.
9. Boats may be built prior to the camp week. Boats may also be built during the camp week; however all materials must be brought with you. All boats must pass inspection prior to racing.
10. Team members in the boat must not be enclosed above the shoulders. Team members must be visible at all times while the boat is in the water.
11. Team members who start the race must finish the race without leaving the interior of the boat. If a team member exits the boat for any reason during the race, the team will be disqualified.
12. When a boat is finished the race, the team must remove the boat and any leftover cardboard debris from the water area and dispose of it at the designated trash area.
13. Teams are not allowed to sabotage anyone else's boat. Any rough housing in the water will lead to disqualification.
14. All participants must be wearing a bathing suit and shorts (no denim)
15. Team members must supply their own towels.
16. Judging will be based on time at the completion of the race or distance traveled and time the boat sinks.

## SUGGESTIONS

- Bring a supply of towels and a change of clothes, you WILL get WET!!
- Most importantly... have FUN!!!

# Table Waiter Schedule

Table waiters should report to the dining hall 15 minutes early to prepare tables. Waiters should plan to stay for up to 15 minutes after the meal.

	<b>Breakfast</b> 8:00 AM Waiters 7:45 AM	<b>Lunch</b> 12:30 PM Waiters 12:15 PM	<b>Dinner</b> 6:00 PM Waiters 5:45 PM
<b>Saturday</b>			
<b>Sunday</b>			
<b>Monday</b>			
<b>Tuesday</b>			
<b>Wednesday</b>			
<b>Thursday</b>			

Unit: \_\_\_\_\_

# Camp Karoondinha 2026 Camp Picture Order Form



Unit Number (pack, troop or crew) \_\_\_\_\_ Name \_\_\_\_\_

Session Attended (please select one)

\_\_\_\_\_ Cub / Webelos Camp (June 27 - July 2)

\_\_\_\_\_ Scouts BSA Camp (July 5 - July 11)

Number of prints you are ordering \_\_\_\_\_ X \$10.00 = Total Amount Due \$ \_\_\_\_\_

Total Paid \$ \_\_\_\_\_

Payment Method Used \_\_\_\_\_ Cash \_\_\_\_\_ Credit Card \_\_\_\_\_ Check # \_\_\_\_\_

**In the event that your order must be mailed, please provide your full mailing address below and contact information**

Street Address \_\_\_\_\_ Apt. No. \_\_\_\_\_

City (Town) \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone Contacts ( ) \_\_\_\_\_ - \_\_\_\_\_ / ( ) \_\_\_\_\_ - \_\_\_\_\_

Emails \_\_\_\_\_ / \_\_\_\_\_

**Please provide any notes or comments to accompany your order:**

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## Guidelines for Cub Scouts and Scouts BSA Summer Camp Inspectors

The following information is for all Unit Leaders and Campsite Inspectors.

### TENTS:

- ★ Neat and orderly - tent flags should be rolled up and secured, if possible (weather permitting). Some tents will be missing ties; points will not be taken off for this reason. Flaps should not be tossed or folded back over the tent roof (should be rolled inwards).
- ★ Bedding (sleeping bags, pillows, blankets) should be in neat arrangement on the cots.
- ★ Clothing should be folded neatly on top of the bedding, hung inside the tent on a rope, or stored in packs or baggage under the cot.
- ★ Outriggers and tent poles are not clotheslines. Do not use them as such.
- ★ Litter should not be present in tents. A scout is clean!

### FIRE PROTECTION:

- ★ Fire tools should be stored near the fire ring with easy access. This makes a good pioneering project.
- ★ The campfire area should be neat and free of litter. This is outdoor camping and natural materials are all around us. Points should not be taken off if a leaf or two is around. All combustible materials should be at least 10 feet away from the fire. The fire should have a minimal amount of ashes associated with a clean campfire from the night before. A campfire can be set for the next campfire. If it has unburnt or partially burnt wood in the fire ring, it should be cold if no one is in camp.

### TROOP & PATROL EQUIPMENT:

- ★ All camping equipment should be stored away and clean.
- ★ Duty rosters need to be filled out and posted (waiter and fire guard).

### AX YARD (OPTIONAL FOR CUB SCOUTS)

- ★ The ax yard should be set up away from the campsite. It must be the full swing of an ax around all areas. It should be marked or easily recognized. Saws and axes should be stored properly.

### CAMPSITE/HEALTH/SAFETY

- ★ The first aid kit should be visible to an observer.
- ★ Washing facilities should be clean and neat.
- ★ Camp gadgets should be encouraged in the campsite. Use of lashings should be visible. Tool holders, towel racks, tables, gateways, etc. lashed from rope or twine are examples of camp gadgets.
- ★ No more than one vehicle is allowed in the campsite unless authorized by Camp Administration. Any vehicle in the campsite should have a parking pass prominently displayed on the dashboard.

### BONUS

- ★ Service projects can be done within sites (removal of rocks, spreading of stone, etc.)
- ★ Service projects for the betterment of camp as a whole are available (replace roofs, reline trails, construction projects, etc.). Please ask the Camp Commissioner or Camp Director for guidance.

## Pack Merit & Honor Awards

Pack: \_\_\_\_\_

Council: \_\_\_\_\_

The Honor Pack & Merit Pack awards recognize packs that participate fully in the camp program, follow camp rules and demonstrate the true spirit of Scouting. Please check the box for each requirement completed.

### Merit Pack

Complete the following mandatory requirements:

- The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with the tradition of Scout Spirit that is ever-present in the program.
- The Cubmaster or the in-camp designated leader attends the leader's meetings after lunch. The leader also attends the leaders' orientation meeting on Saturday.

Complete 7 of the 8 optional requirements:

- The unit completes all registration materials by the proper deadlines, including forms and payments.
- The unit has a high percentage (at least 50%) of its active membership at camp.
- Two-deep leadership – provided completely by the pack – is present in camp at all times.
- The unit maintains a minimum ratio of one leader for every eight Scouts.
- Scouts attending camp participate in the scheduled activities (daily sessions, free swims, and other activities during the camp).
- The Scouts and leaders in the pack attend breakfast, dinner, and campfires in Field uniform (unless otherwise announced).
- The pack maintains a clean table in the Dining Hall. Each pack should clean up after each meal and prevent messes during meals.
- The pack maintains a clean campsite as recorded on the daily inspection scoresheet.

### Honor Pack

In addition to completing the mandatory requirements and seven requirements in the Merit Pack section, a pack must complete **two** of the following four requirements to be an Honor Pack:

- The unit has at least one adult leader attend the pre-camp meeting held in the Spring.
- The unit performs a conservation or camp improvement project while at resident camp. This project should be approved beforehand by the Program Director and checked upon completion by a staff member.
- The pack participates in Monday evening's campfire by performing a skit, chant, cheer, or song that has been approved by the Program Director.
- The pack plans one pack or campsite activity. The activity must foster a sense of Scouting friendship between two or more packs.

Pack Leader's Signature: \_\_\_\_\_



LDG MAP COMPLIMENTS OF UNION COUNTY GIS DEPARTMENT AND LARSON DESIGN GROUP, WILLIAMSPORT, PA

1 inch = 400 feet 0 100 200 400 600 800 Feet JUNE 2023



EST. 1933

CAMP

**KAROONDINHA**  
SCOUTING AMERICA SUSQUEHANNA COUNCIL

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225 Thomas Dam Rd  
Millmont, PA 17845  
Phone: 570.922.1234

**Scouting America Susquehanna Council**  
815 Northway Rd  
Williamsport, PA 17701  
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