Camp Rules

1. Leaders of a group or an event must have a complete list of participants.
2. Permission to use property must be booked in advance.
3. No Trees to be cut, damaged or removed,
4. Fires to be in designated areas only.
5. All Groups must have fire extinguisher or buckets of water and sand at fire site.
6. NO FIRE to be left unattended.
7. Kybos to left clean and tidy. Kybos to be limed.
8. Any items borrowed (picnic tables etc.) must be returned to original site.
9. Garbage must be removed and camp left in as good or better condition.
10. Camping is allowed on camp property only.
11. Adjacent Mica Mines property can be used for programming.
12. Storage sheds are for the use of the camp, not to store your program items.
13. Camping for members of Scouts Canada only.
14. Any non Scout group must sign waiver and present proof of liability insurance.
15. Well is for drinking water and is tested 3-4 times per year.
16. No playing with the pump please.
17. Boundary Markers must not be moved, removed or tampered with.

Emergency Procedures

- **Continuous blowing** with indicate a need to **EVACUATE** the area.
- **Three Blasts intermittently** will indicate an **EMERGENCY**.

Evacuation Procedure

1. Leaders will ensure that all youth and adults are accounted for.
2. Leaders will proceed with the youth to the camp road where they will be given instructions by the leader in charge as to which route to use for evacuation.
   A. Camp road to Camp Gate.
   B. Emergency exit by the play field. At cottage road turn left.
3. Assemble in groups.

Emergency Procedure

One leader or adult to go immediately to administration area for instructions from the leader in charge. Other leaders and adults to ensure that all youth and adults are accounted for. Once the leader at the administration area has been briefed as to the emergency, they will act as directed by the person in charge.

Missing Person Search

Teams of 2 leaders and 6 youth will be formed. First team formed will search area where missing person was last seen, other teams will search area according to map that is on the wall in storage unite #1. Notify O.P.P. as soon as it is evident that the missing person is not in the immediate area as it is critical for a successful search to be done as soon as possible.