Scouting America
Winnebago Council

2026 Scouts BSA Resident Camp
Ingawanis Adventure Base

INGAWANIS ADVENTURE BASE

Leader's Guide To:
Policies, Procedures & Program

BSA
A NATIONALLY ACCREDITED CAMP

Ingawanis Adventure Base
Winnebago Council, Scouting America
2026 Scouts BSA Resident Camp
Leader's Guide to Policies, Procedures, & Program

Dear Troop Leader,

We are SO excited for Summer 2026 at Ingawanis Adventure Base! This summer we hope to give your Troop an experience that allows you to find something for everyone from your newest Scouts who will be taking our renowned Trail to First Class to some cool new stuff for your older Scouts to do and try out.

Ingawanis Adventure Base is your home camp and we want to make sure that you get everything that you want out of it. That is why we are coming up with some fun, new programming for all of you! Because we are putting in the extra effort to pump out what we are hearing you want, we want as many people in attendance this summer to let us know if you like the new changes we are bringing about.

This year will be a mix of new and old faces; something that we are very excited about and will allow us to make some new changes and try out some new things. We have a brand new Program Director, Sarah Estus, who is hot off of WoodBadge training and ready to implement some awesome program! Sarah has a degree in teaching and is very excited to get working with our staff to ensure we live up to our name as "World's Best Staff". We have a brand new COPE Director, Aaron Foth, who is a firm believer in the COPE program and the benefits it has to offer each Scout with developing themselves interpersonally as well as in a team development dynamic. Returning favorites include our Shooting Sports Director, Matt Hennig, and Aquatics Director, Darrin Siefken.

With our Dream Team of Directors in place and gearing up for warm weather already, we want to get your unit signed up to come have a great week with us this June! Summer Camp is all about making memories that are going to last these kids (and you!) a lifetime. Lessons learned, knowledge gained, fun adventures had, and best friends made; that's what you can count on from us this summer at Ingawanis and we are looking forward to sharing it with you.

Whitney Jensen
Camp Director
Ingawanis Adventure Base

Sunday

1:00-3:00pm Check in
1:00-5:00pm Camp Tour & Swim Checks
5:45pm Camp Expectations @ Parade Field
6:00pm Dinner in Dining Hall
7:00pm First Years Welcome Root Beer Floats!
7:00pm Adult Leader's Meeting
7:50pm Worship Service
8:15pm Flag Ceremony & Opening Campfire
(Spreading of the Ashes)
10:30pm Taps—Lights Out

Monday

6:00-7:00am Polar Bear/Mile Swim
7:00am Reveille
7:45am Flag Ceremony & Breakfast
8:30am SPL Meeting
9:00am-11:30pm Daily Program Block A
12:00pm Lunch
1:00pm-1:30pm Troop Time/FOB
1:30pm-4:00pm Daily Program Block B
4:15pm-5:15pm Buddy Adventures
5:30pm Prepare for Dinner
5:45pm Flag Ceremony & Dinner
6:30pm Alumni Ice Cream
7:00pm Adult Leader Meeting
7:30pm Troop & Staff Build Gateway Arch
10:30pm Taps—Lights Out

Tuesday

6:00-7:00amPolar Bear/Mile Swim
7:00am Reveille
7:45am Flag Ceremony & Breakfast
8:30am SPL Meeting
9:00am-11:30pm Daily Program Block C
12:00pm Lunch
1:00pm-1:30pm Troop Time/FOB
1:30pm-4:00pm Daily Program Block D
4:30pm Parent's Night Arrival Time
5:00pm Flag Ceremony & Parent's Night Dinner
6:00-7:30pm Range/Tower Open
8:30pm OA Call Out Ceremony
10:30pm Taps—Lights Out

Wednesday

6:00-7:00am Polar Bear/Mile Swim
7:00am Reveille/Meal Pick Up @ Commissary
7:45am Campsite Flags (optional) & Breakfast
8:30am SPL Meeting
9:00am-12:00pm Wednesday AM Programs
12:00pm Lunch @ Scoutcraft
1:00pm-1:30pm Troop Time/FOB
2:00pm-5:00pm Wednesday PM Programs
5:00-5:45pm Meal Pick Up @Commissary/Prep
6:00pm Campsite Flags (optional) & Dinner
7:00pm Geek Hour
7:00pm Adult Leader Meeting
7:15pm OA Ceremonies
8:30pm Parade Field Movie
10:30pm Taps—Lights Out

Thursday

6:00-7:00am Polar Bear/Mile Swim
7:00am Reveille
7:45am Flag Ceremony & Breakfast
8:30am SPL Meeting
9:00am-11:30pm Daily Program Block A
12:00pm Lunch
1:00pm-1:30pm Troop Time/FOB
1:30pm-4:00pm Daily Program Block B
4:15pm-5:15pm Buddy Adventures
5:00 pm Prepare for Dinner
5:45pm Flag Ceremony & Dinner
& Leader Appreciation Dinner
7:00pm Quest for the Critters of Ingawanis
7:00pm Adult Leader Meeting
8:30pm Astronomy MB Stargazing
10:30pm Taps—Lights Out

Scouting America
Winnebago Council

Friday

6:00-7:00am Polar Bear/Mile Swim
7:00am Reveille
7:45am Flag Ceremony & Breakfast
8:30am SPL Meeting
9:00am-11:30pm Daily Program Block C
12:00pm Lunch
1:00pm-1:30pm Troop Time/FOB
1:30pm-4:00pm Daily Program Block D
4:15pm-5:15pm Buddy Adventures & Mile Swim
5:30pm Prepare for Dinner
5:45pm Flag Ceremony & Dinner
8:00pm Closing Campfire
10:30pm Taps—Lights Out

Saturday

6:00-7:00am Camp Packup
7:00am Reveille
7:45am Flags/Continental Breakfast

Page 1 of 4	About MB	Block Offered	Expectations
Archery	**Archery** is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.	Block A, B, C, or D	Qualifying takes dedication; expect to spend time practicing during open shooting
Art	**Art** concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.	Block D	
Astronomy	In **Astronomy** , Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers, shooting stars; the moon, planets, and stars.	Buddy Adventure M, Th	MB completion will require individual work
Bird Study	**Bird Study** focuses on some of the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders (ornithologists).	Block C	
Bugling	**Bugling** What would summer camp be without the bugle sounding "Reveille" in the morning and "Taps" in the evening? Camp and the bugle go together. The ability to read music is not necessary, because the tunes are familiar and can be played by ear.	AM & PM revelry	
Camping	**Camping** is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.	Block C	**Eagle**
Canoeing	**Canoeing** was a primary method of travel for explorers and settlers for several centuries. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.	Block A	blue swimmer
Chess	**Chess** is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to international tournaments.	Buddy Adventure M W Th F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Climbing	**Climbing** is not a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.	Block A	
COPE low/high	**COPE low/high** stands for Challenging Outdoor Personal Experience. Scouts will learn games to work on teamwork skills and to test their skills at the same time.	Block C	16+ Must be comfortable with heights
Cycling	**Cycling MOUNTAIN BIKE option;** Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.	Block B AND D, Buddy Adventure	**Eagle*** Merit Badge will not be completed during Buddy Adventure.
Electricity	**Electricity** plays a significant role in the economy and how energy consumption impacts our daily lives. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. This is an excellent opportunity to learn how to read an electric meter and determine their household's energy costs.	Block B	
Environmental Science	In **Environmental Science**, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.	Block B	**Eagle***

Page 2 of 4	About MB	Block Offered	Expectations
Farm Mechanics	**Farm Mechanics:** From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder—this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.	Block C	
First Aid	**First Aid:** Caring for injured or ill persons until they can receive professional medical care is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.	Block B	**Eagle**
Fishing	**Fishing** is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.	Block A	
Game Design	**Game Design:** Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.	Buddy Adventure M W Th F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Geocaching	**Geocaching:** The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit.	Buddy Adventure M, Th	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Disc Golf	**Disc Golf** is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."	Buddy Adventure M W Th F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Home Repair	**Home Repair:** Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.	Block D	
Indian Lore	**Indian Lore:** Far different from the stereotypes or common images that are portrayed on film, television, and in books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.	Buddy Adventure M, Th	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Journalism	**Journalism:** One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.	Block A	
Kayaking	**Kayaking** has become one of the fastest-growing paddlesports in the US. An estimated nine million Americans enjoy this sport. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddle sports such as tour/sea and whitewater kayaking.	Block C	blue swimmer
Leatherwork	**Leatherwork** explores leather's history and its endless uses. Scouts will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.	Block B or D	

Page 3 of 4	About MB	Block Offered	Expectations
Lifesaving	**Lifesaving :** No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.	Block A or C	**Eagle*** blue swimmer
Mammal Study	**Mammal Study:** A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.	Block D	
Motorboating	**Motorboating:**. Scouts learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities.	Buddy Adventure M W Th F	Merit Badge will not be completed. blue swimmer and accompanied by 18+
Moviemaking	**Moviemaking** is a way to tell stories visually through the art and science of motion picture photography.	Block D	
Multisport	**Multisport** is a racing competition that includes any combination of running, biking, or swimming. Scouts active in one of these sports, gain a fun opportunity to expand into another fitness area and enjoy the benefits of cross-training. Scouts proficient in two sports can discover new ways to combine their skills, which offers both immediate and long-term benefits for well-being, personal growth, and athletic endeavors.	Block D	
Nature	**Nature:** There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.	Block A	
Orienteering	**Orienteering**, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.	Buddy Adventure Th, F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Photography	Beyond capturing family memories, **Photography** offers a chance to be creative. Many photographers use it to express their creativity, using lighting, composition, depth, color, and content to make their photographs more than snapshots. Good photographs tell about a person, news event, a product, place, scientific breakthrough, an endangered animal, or a time in history.	Block B	
Pioneering	**Pioneering:** The knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars, is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.	Block A	
Plumbing	**Plumbing**, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.	Block D	
Pottery	**Pottery** provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.	Block B	
Programming	The **Programming** merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun.	Block C	

Page 4 of 4	About MB	Block Offered	Expectations
Rifle Shooting	The **Rifle Shooting** merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.	Block B or D	Qualifying takes dedication, expect to spend time practicing during open shooting 13+
Robotics	**Robotics** lets Scouts build their own working robot. Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build, program and test your own robot.	Block C	
Rowing	**Rowing** is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.	Buddy Adventure M W Th F	Merit Badge will not be completed . blue swimmer or buddy
Scouting Heritage	Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge. Scouts will learn about the life and times of Lord Baden-Powell, discover how Scouting grew in the United States, and understand how Scouting's programs have developed and adapted over time.	Buddy Adventure Tu, F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Shotgun Shooting	The **Shotgun Shooting** Merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities. Learning to shoot is like mastering any other skill — it takes study and practice.	Block A	Qualifying takes dedication, expect to spend time practicing during open shooting 13+
Space Exploration	**Space Exploration:** Discover the why and how we explore space. Learn about current and historic space systems along with how they work. Design a future station to survive on other worlds. Gain hands-on experience in building and launching model rockets. Finish your studies learning about the careers that make space exploration possible.	Buddy Adventure Tu, F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
Swimming	**Swimming** is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.	Block B or D	**Eagle**
Trail to First Class	**Trail to First Class:** Learn many of the scouting skills from Scout to First Class every morning for the week of summer camp.	BOTH Block A AND C	
Welding	**Welding** is the process of joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities.	Block A	
Wilderness Survival	**Wilderness Survival:** In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.	Block D	
Wood Carving	As with any art, **Wood Carving** involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.	Block A or C	Must have Totin' Chip

Monday and Thursday Classes

To reduce travel and ensure Scouts have buddies when hiking around camp, we are trying block schedules for 2026.

Each block is 2.5 hours in either the morning or the afternoon of BOTH days, for a total of 5 class hours. Scouts choose one class from each column on the M&Th list AND the Tu&F list to pick their classes for summer camp.

The exceptions: T1 Scouts will attend all AM blocks, Cycling will attend all PM blocks to complete the requirements.

Bugling is not a class, but Buglers get to call the AM and PM revelry to complete their 10 calls.

The Buddy Adventures are a taste of the Merit Badges, but if Scouts want to attend both sessions and work on their own, they could earn the MBs associated with the Buddy Adventures.

Monday & Thursday	9-11:30AM BOCK A	1:30-4PM BLOCK B	4:15-5:15pM Buddy Adventure
Shooting Sports	Archery Block A	Archery Block B	Open Archery
	Shotgun Shooting (13+)	Rifle Shooting (13+)	Open Shotgun (13+)
	—————	—————	Open Rifle (13+)
Aquatics	Lifesaving (blue swimmer)	Swimming	—————
Waterfront	Canoeing (blue swimmer)	—————	M/Th Open Motorboating (blue
	—————	—————	M/Th Open Rowing (blue swimmer or blue buddy)
			M/Th Open Canoe (blue
			M/Th Open Kayak (blue
Around Base Adventure	—————	Cycling MOUNTAIN BIKE option	M/Th Open Cycling
	—————	—————	Geocaching
Ecology/Waterfront	Fishing	—————	—————
Ecology	Nature	Environmental Science*	Astronomy
Scoutcraft	Trail to First Class ALL AM BLOCKS	—————	—————
	Pioneering	First Aid	—————
STEM	Journalism	Photography	Game Design
Skill/Trade/Career	Welding	Electricity	—————
COPE	Climbing	—————	Open Climb
Handicraft	Wood Carving	Pottery	—————
	—————	Leatherwork	—————
History	—————	—————	Indian Lore
Hobby	—————	—————	Disc Golf
			Chess
			Bugling daily AM & PM Revelry (Sunday check in with Bugling counselor)

Tuesday and Friday Classes

To reduce travel and ensure Scouts have buddies when hiking around camp, we are trying block schedules for 2026.

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Tuesday & Friday	9-11:30AM BLOCK C	1:30-4PM BLOCK D	4:15-5:15PM Buddy Adventure
Shooting Sports	Archery Block C	Archery Block D	Open Archery
	—————	Rifle Shooting (13+)	Open Shotgun (13+)
	—————	—————	Open Rifle (13+)
Aquatics	Lifesaving (blue swimmer)	Swimming	—————
Waterfront	Kayaking (blue swimmer)	—————	Fri Open Motorboating (blue
	—————	—————	Fri Open Rowing (blue swimmer or blue buddy)
			Fri Open Canoe (blue swimmer
			Fri Open Kayak (blue swimmer)
Around Base Adventure	—————	Cycling MOUNTAIN BIKE option	Fri Open Cycling
	—————	Multisport	Orienteering
Ecology	Bird Study	Mammal Study	Space Exploration
Scoutcraft	Trail to First Class ALL am BLOCKS	—————	—————
	Camping	Wilderness Survival	—————
STEM	Programming or Robotics	Moviemaking	Game Design
Skill/Trade/Career	Farm Mechanics	Home Repair or Plumbing	—————
COPE	COPE low/high (16+)	—————	Open COPE games (maybe in the shade)
Handicraft	Wood Carving	Art	—————
	—————	Leatherwork	—————
History	—————	—————	Scouting Heritage
Hobby	—————	—————	Disc Golf
	—————	—————	Chess
			Bugling daily AM & PM Revelry (Sunday check in with Bugling counselor)

Baden Powell Award: The Baden Powell Award is a sofishticated award that honors the founder of Scouting. As Baden Powell had high expectations for Scouting, we at Ingawanis follow the same philosophy. To earn this furmidable award, it is necessary to meet the challenges set forth by our Program Director. Forms will be in your check-in packet.

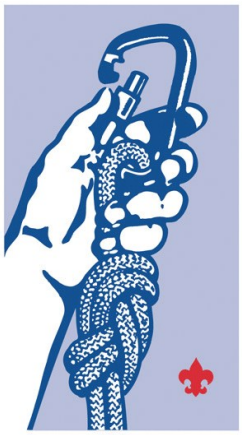
Trail to First Class (T1): This class is aimed at giving first year Scouts the full summer camp eggsperience. They will walk away with the diffurrent skills necessary to complete many requirements through First Class, no probllama. Trail to First Class will run daily in the mornings. Scoutmasters will receive a T1 report showing what their Scouts accomplished during this oppurrtunity.

SAC-N-FOX LODGE

ORDER OF THE ARROW

The Order of the Arrow is Scouting's Honor Society, and the Sac-N-Fox Lodge has many events planned for the week. Be sure to ask any OA member about how to become eligible to join the Order of the Arrow.

PROJECT COPE



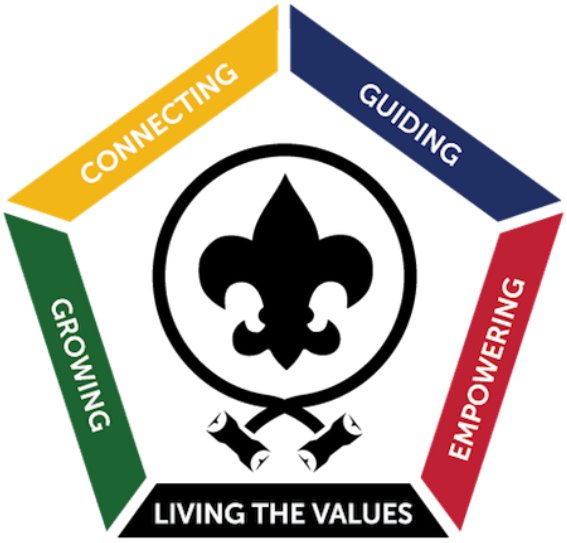
CLIP INTO ADVENTURE

We have a new COPE Director this year, who will help with this opportunity for Scouts to apesolutely achieve things they never thought pawsible in themselves. They will learn to work together as a team to accomplish different tasks, all while having fun with a porpoise.

Recommended for 2nd year and older campers; Must be 13+ and comfortable with heights.

Adult Leader Training: Once again, Adult Leaders will have the pawportunity to take the Introduction to Outdoor Leadership Skills (IOLS) training. On Monday, Tuesday, and Thursday afternoon from 1pm to 4pm, Leaders will learn about outdoor skills to bring back to their Troop. Adults must attend all sessions in order for ewe to complete the training.

Scout Leader Coffee Patrol: A “Merit Badge” fit for a Scoutmaster! Open to all adult leaders in camp this badge will dolphinitely test your scout knowledge and squills, give service to camp, and take on toadally new training like Nap on Safely.



Woodbadge: We wanted to take a moment of your time to give a mention to the Woodbadge Leadership Training Opportunity offfured in the fall. This is a wonderful chance to learn how to effectively work with and teach your Scouts the leadership skills they need to succeed and become tail-ented future leaders. The deadline for early bird registration is June MORE DETAILS AND A REGISTRATION

Polar Bear Swim: Monday through Friday from 6:00-7:00 AM the pool will be open for those Scouts and adult leaders who otterly love taking an early dip. This is a just for fun program, but it is refurreshing and unfrogettable!

Open swim is also during Monday, Tuesday, Thursday, and Friday afternoons from 4:15-5:15PM.

Scouts wishing to practice for the mile swim on Friday are welcome to practice at any of these times. Practice is strongly encouraged for the mile swim.

During free time on the afternoons of Monday, Thursday, and Friday from 4:15-5:14PM mountain bikes and helmets (required) will be available for rental at the waterfront. Shoes are required (no sandals or crocks) as well as instructions prior to riding.

Open Boating - Monday, Thursday, and Friday from 4:15-5:15PM at the Waterfront canoes, kayaks, fishing kayaks, and rowboats are available. Other times beyond this hour in the afternoons for watercraft will be available by appointment.

Motorboats are also available but must be run by adults 18 yrs and older that are experienced or with Iowa DNR Boating Education Certificate. Scouts may operate with adult as listed for this toadally exciting experience!

SUNDAY

Interfaith Worship Service: Ingawanis will have a nondenominational Chapel Service available at 7:50pm on Sunday at the Chapel. All are pawsitively welcome.

Opening Campfire: Sunday evening, we will have our pawsome opening campfire! Our staff will have a variety of fun skits and purrfectly timed run-ons to start our week of Scout camp. We invite scouts to start thinking of skits to share at our unfurgettable closing campfire at the end of the week.

If your Scouts or Leaders are in the Order of the Arrow, don't forget to wear your sashes for the Spreading of the Ashes.

Root Beer Floats with the Staff: After dinner all first year campers to Ingawanis are invited to join the Camp Staff in the Dining Hall for purrfect Root Beer Floats. Make sure to enter any dietary restrictions on your registration for all Scouts with dietary needs, and we will be sure to accommodate for any Scouts who cannot have dairy. You simply moose join us!

MONDAY

Alumni Ice Cream Social: After dinner on Monday night join the staff in the Dining Hall for Ice Cream sponsored by Ingawanis Adventure Base's fetching Staff Alumni. Make sure to enter any dietary restrictions on your registration for all Scouts with dietary needs, and we will be sure to accommodate for any Scouts who cannot have dairy. We know that you will just go crazy a-bat this pawportunity!

After filling your furocious apeatite for ice cream, head back to your campsite with your staff guide to work on the gateway into your campsite. Don't fur-get to bring supplies to work on your Gateway: poles, staffs, staves, long sticks, rope, twine, lights, your Troop or Patrol flag, etc. The Gateway prize will be awarded to the Troop with the most pawsome design and use of Scout craft and Pioneering abilities. Your gateway must be completed by Thursday evening.

TUESDAY

Tuesday night we corgily invite families to join us for pupper, meet the furmidable Staff, to see some of our purrfect program areas, and witness the impawsible owlportunities that your Scouts are experiencing.

Families may bring a sack lunch or purchase dinner tickets at the Trading Post for $10.

SAC-N-FOX LODGE

ORDER OF THE ARROW

Tuesday evening, the Order of the Arrow Callout Ceremony will occur promptly at 8:30pm. Be ready and waiting at the gateway entrance to your campsite by 7:45 for the beginning of the ceremony procession. Be sure to sign up any Scouts or Leaders eligible for their Ordeal or Brotherhood.

After dinner, families can head to the South End of camp and get a chance to check out the climbing tower at COPE, shoot bows and arrows at the Archery Range, and for one night only, shoot Black Powder Rifles at the Rifle Range.

WEDNESDAY

On Wednesday, flags (optional), breakfast, and dinner will all be in your campsites; ran and prepared by your troop or patrols. Please plan ahead to retrieve your meal totes from the commissary prior to mealtimes. Lunch will be served at the middle Scoutcraft shelter at noon by the Trail to First Class Scouts.

Be sure to swing by the Trading Post to get one of the many items available for purchase to create your own unfurgetible branding. Custom Ingawanis branding will be done at one of the Outdoor Skills Shelters on the South End.

While at the Trading Post, pick up an official Ingawanis T-Shirt. There will be an opposumtunity to tie dye white Ingawanis t-shirts on Wednesday near the dining hall.

Head to the South End of camp after breakfast to join staff at the climbing tower. Try out some of the seemingly impawssible activities that the Scouts in COPE and Climbing have been meowstering all week.

Or seize the meowment to check out the events going on at the ranges: Wednesday morning Scouts might be able to shoot paintballs at Targets in the rifle range!

Or test your skills with Tomahawks.

WEDNESDAY cont.

Scouts and Scouters can sign up for a Kayak Float Wednesday morning or a Canoe Float Wednesday aftermeown. You must sign up online before camp starts to ensure we have transportation lined up. Scouts must be a blue swimmer for Kayak. For Canoe, Scouts need to be a blue swimmer or have a blue swimmer buddy.

Snorkeling and Scuba Diving: Wednesday we will offer the ottertunity to try snorkeling or scuba diving at the pool. Scouts must be at least 11, or a blue swimmer for scuba diving. They need to sign up during registration. They might earn the Snorkeling or Scuba activity award. But the Merit Badges will not be completed.

The Ingawanis Disc Golf Course has added tee boxes! Play a round and work on your Golf Merit Badge.

Wednesday Night Geek Hour: Bring your Magic Cards, D&D, Cribbage Boards, board games, and card games to the Dining Hall at 7pm. We have a supply of other games as well. This will be a great felineship oppurrtunity to interact with Scouts from other units, test your skills against the Chess Merit Badge class, and make new friends. Ingawanis Adventure Base and Winnebago Council are not responsible for any lost, stolen, or damaged items from home.

Wednesday night the Ordeal and Brotherhood Induction ceremonies will take place at the Induction Ring.

All OA members are encouraged to join us for the fellowship.

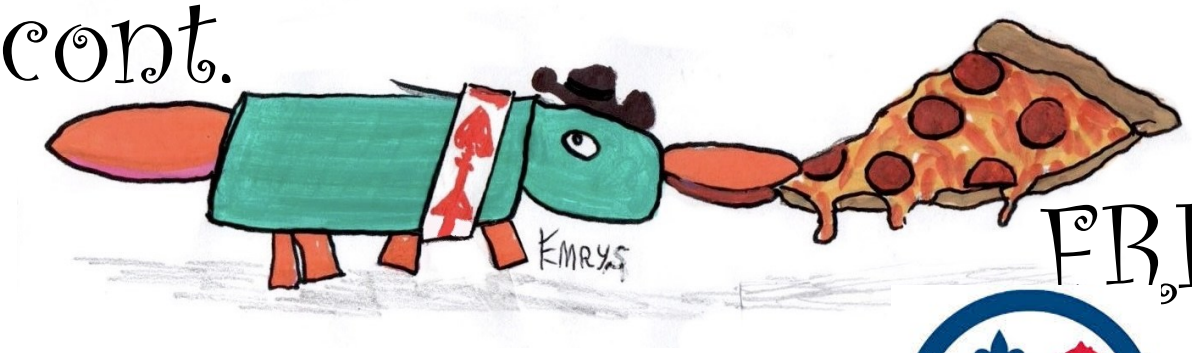
THURSDAY

As it heats up in the afternoon on Thursday during free swim, gather your best three-Scout Battleship team, sign up in advance, at the pool. Then battle other patrols in the Pool to earn the battleship. The competition is bound to be ribbeting.

Leader's Appreciation Supper: Thursday evening, we invite the leaders who have stayed in camp all week to an appreciation dinner. This event takes place at the Picnic Shelter across the road from the Dining Hall. This is a chance for adults to take a meowment and share their thoughts about how the week has been going. There is no additional charge for the leaders because we want to take this oppurrtunity to thank you for all you do for your Scouts and for bringing them to Ingawanis Adventure Base.

Quest for the Staff: On Thursday night, Scouts will have fun and unlock the mystery of the Quest for the Staff. They will solve meowsteries using clues and puzzles to lead them to a staff waiting with a clue to the next part of the mystery. If they can answer trivia questions about Scouting, Ingawanis Adventure Base, and the Staff, they earn the clue to the next part of their Quest.

THURSDAY cont.



Thursday night, after the Quest, the OA Pizzas will be delivered for those who are fawned of pizza and preordered them. Talk to the OA Coordinator on Sunday to place your orders and find out how you can make this year impawssible to beat, and unferretgetable!

Astronomy Merit Badge Scouts will work on their Merit Badge with a Star Study on Thursday Night. All are welcome to come gaze at the stars and learn about otter space!

FRIDAY

Mile Swim: The Mile Swim Award is given to those Scouts who can swim a mile in one attempt. Scouts have the op-purr-tunity to begin the practice program at 6:00AM on Monday morning. This award no longer requires practice sessions to complete, but practice is encouraged for safety and risk management purposes.

The Mile Swim test will be on Friday beginning at 4pm.

Closing Campfire: The closing campfire relies on the performances of the Scouts and Scoutmasters in each Troop. Troops should plan on coming to camp prepared with one song or skit for the closing campfire. Add the Scouting spirit in camp, plan and practice at your Troop meetings before camp. We will be looking for 2 Scouts to help the staff emcee the campfire (This can be a great way to fill Communication Merit Badge requirement 8).

2026 Scouts BSA Resident Camp Dates:

Week 1: June 21-27

CAMP FEES	In Council	Out of Council	Adult Leader		Additional
Deadlines			Youth Registered	Free Adults	Leader Fee
Before March 28, 2025	$350	$350	5-9	1	$135
After March 28, 2025*	$390	$390	10-14	2	
			15+	3	

*Newly registered Scouts in Spring 2026 will receive the early rate **if payment schedules are met.**

Getting Registered for Camp
Online registration will be at www.winnebagobsa.org. Scouts BSA Resident Camp is tent camping only. **Campsites must be reserved through the Scout Office.** To reserve an entire campsite, your unit size must be at least 80% of the campsite's capacity.

Registrations must be made by units, not by individual Scouts. A $50 non-refundable deposit is required per Scout registered on or before March 28, 2026, to secure the early bird discount pricing. Registrations made after March 27, 2026, will pay the full rate. 50% of the required camp fee is due by April 10, 2026. All remaining balances are due in full by May 15, 2026. **If payments are not made on time you will lose the early bird discount and fees will revert to full rate.** All refunds are subject to the Winnebago Council, Scouting America's Refund Policy. The full policy can be found at www.winnebagocouncil.org and a shortened version is listed in this guide.

If the need arises, leaders may substitute Scouts later to avoid losing the camp deposit. **No refunds may be issued if a Scout drops.**

Payment Schedule
50% of total fees due by April 11, 2026. 100% total fees due by May 9, 2026.

Council Refund Policy
Units canceling a reservation 30 days prior to the date of the event, regardless of original payment type, will be issued credit in their unit account of fees paid minus a 15% charge and $50 non-refundable deposit. Requests for refund must be received in writing 30 days prior to the deadline or no refund will be issued. If an emergency occurs that is out of your control, notify the Council Service Center immediately. A refund request will be considered, the 15% charge will apply, and the $50 deposit is still nonrefundable.

Full Time Leaders
Full time leaders are adults who will be staying the entire week of camp. They are the only adults eligible for the Free Leader Discount. They must be BSA Registered and current on YPT. The cost is $135 for full time leaders.

Part Time Leaders

Part Time Leaders are leaders who cannot attend the full week of camp but will be attending some of the week or multiple days within the week. These leaders must still be Scouting America registered and current on Youth Protection Training. The cost for Part Time Leaders is $25 per day.

Both incoming and exiting leaders must check-in/check-out at the Director's Lodge prior to coming/going. If the leader will be on site for longer than 72 hours, parts A, B and C of the health form must be taken to the Health Lodge and a swim check must be performed.

While we have opened this option, Two Deep Leadership is still required at all times! Part Time Leaders are not Day Visitors! Day Visitors will only be staying at the camp for a portion of the day and must check in at the Director's Lodge. They must purchase their meal tickets at the Trading Post and check-out before leaving camp. Part Time Leaders will be camping with the Unit for a portion of the week. **Part Time Leaders are NOT applicable for the free leader discount.**

Visitors

Adults not registered and paid as Camp Leaders and who are not staying overnight are considered visitors at camp. They must pay for the meals they consume; meal tickets are available at the Trading Post.

Visitor & Parent Check In: ALL visitors and parents MUST check in with the Camp Director to inform her of their presence on camp as it is the camp's liability when they are on site. Breaching this procedure could cause for grounds of immediate dismissal from property. All visitors will be issued a wristband to identify them as such with Camp Staff, etc.

Visitor meal fees: breakfast-$5.00, lunch-$8.00, dinner-$10.00; may vary based on what day the visit. Please arrange meal payment/headcount with the Camp Director or Trading Post upon arrival.

There are no overnight accommodations for Visitors, even in your unit's campsite.

Provisional Camper

A provisional camper is an excellent way for youth to attend camp while their unit is not. Scouts attending as a provisional camper will be paired with a unit so they can participate in all Troop activities as well as their own individual skill classes. Contact the Scout Office to register for this option.

Health, Safety, and Medical Records

Every Scout and Leader attending Ingawanis Adventure Base must submit the Scouting America's Annual Health and Medical Record Parts A, B, and C when staying at camp for the week. Make sure the forms for everyone are complete and **CONTAIN NECSSARY SIGNATURES** before arriving at camp. Campers without a properly completed medical form will not be permitted to take the swim test. They will be permitted to stay on camp property while they obtain the properly completed medical form from their parents or they can visit a local medical facility that can handle the medical check-up at the Scout's or Leader's expense. Scouts or leaders without completed health forms after 72 hours will be asked to leave. Scouts, leaders or parents arriving during the week must report to the Camp Health Officer for a medical re-check and submission of medical records. Scouts, leaders or parents staying in camp for fewer than 72 hours only need to complete Parts A and B of the medical record.

Health, Safety, and Medical Records: https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Medication

Bring ALL medications to health check-in. **All medications must be in the original containers, marked with the Scout's name, Troop number, and the original medication information. Only enough medication for the doses that will be administered for the week should be included in each container.** Each Scout with medication should have a Routine Drug Administration Form. All prescription drugs are kept in locked storage at all times, whether in the Health Lodge (if needing refrigeration) or in your campsite under the direction of the Health Officer. The Health Officer is the key administrator of the camper's medications, the unit leader is still responsible to ensure the camper follows the prescribed schedule. If medications are administered in the campsite, the unit leader must keep a log of dispensed medications. A standardized form is available in the Health Lodge. It is the unit leader's responsibility to remind Scouts to take their medication on time. Use of any non-prescription or over-the-counter drugs must also be disclosed to the Health Officer. Inhalers, bee sting kits or similar emergency items will be inspected at check-in but may be held by the Scout.

Routine Drug Administration Form: https://www.scouting.org/health-and-safety/forms/

Troop Leadership and Youth Protection

The safety and well-being of our Scouts is our number one priority. Staff and leaders are responsible to ensure the physical and emotional safety of the Scouts in our care.

The following requirements ensure the safety of our youth campers. All adult leaders and staff are expected to follow these requirements:

1. ***All adults attending must be BSA registered and current YPT trained.***

2. ***Two deep leadership is required at all times***. (At least one leader 21 years of age or older, and a second of at least 18 years of age or older.) Should a situation arise where a Troop will be without the mandatory two leaders, the Camp Director should be immediately notified of this situation and a course of action will be determined by her.

3. ***No one-on-one contact***. All conferences or meetings with youth should be done in plain sight or with another adult or staff member present.

4. ***Respect privacy***. Separate shower facilities are provided for youth (under 18) and adults (18 and older). Adults may only enter youth areas as required for health and safety reasons.

5. ***Separate accommodations***. Youth may not share any quarters with an adult. Male and female leaders may not share a tent unless they are married. Male and female Scouts may not share tents under any circumstance. Separate tents must be used for male and female campers.

The release of minors. If a parent/legal guardian needs to pick up their Scout during their week at camp the Camp Director should be notified immediately. The parent/legal guardian and the Scout must go, in-person, to the Director's Lodge to sign-out using the camp Sign-In/Sign-Out book. The camp administration will ask for documentation to prove the identity of the person picking up the minor.

Checking In – Checking Out

Check-In Procedures

1. Check-in will begin at 1:00 PM on Sunday. Troops are checked-in every 15 mins and will continue until 3:00 PM. Your Troop must sign up for a check-in time through the Scout Office prior to arrival at camp. Troops will not be checked-in earlier than their given time. **AN EVENING MEAL WILL BE SERVED; please plan to indicate how many plan to eat upon check in. If you would rather eat in your own campsite you are more than welcome to do so!**

2. **For the safety of all Scouts no vehicles will be allowed in camp after check in. Upon check in each Troop will be allowed one vehicle pulling one trailer to go in, drop their trailer, and then will take their vehicle to the parking lot by the front entrance to park for the remainder of the week. The Camp Director will handle vehicle exceptions on a case by case basis BEFORE arrival at camp.**

3. **Upon your arrival at camp, there will be a Camp Staff representative at the front gate to assist with Troop Trailer Movement and serving as a guide for directions and questions.** Once your entire Troop is at camp, the Scoutmaster and SPL should report to the Director's Lodge at your designated time. **ALL PAYMENTS NEED TO BE HANDLED ON OR BEFORE SUNDAY MORNING BEFORE CHECK-IN.** Contact the Council Service Center, Monday, Tuesday, Thursday, or Friday, 8:30 am to 5:30 pm for assistance.

4. Your Campsite Guide and SPL will lead their Troop through the check-in process and to your campsite.

5. Immediately after dropping off your gear, your Campsite Guide and SPL will escort you to the pool for your swim test. Each adult and camper will get a wrist band indicating their swimming level. This band is also an acceptable way to identify that you belong on camp for the rest of the week. Adults and campers not wearing a wrist band will not be permitted in the pool. After the test, you may unpack and set-up camp. **Please note the last swim test takes place at 4:30 PM.** Also note that you can bring a Swimming Classification Record signed off to bypass this process. You will still need to go down to the pool to receive wristbands.

Please meet on the Parade Field at 5:45 PM in your Field Uniform for flags, expectations, all camp game, and welcome campfire.

Saturday Arrivals

Any Troop needing to arrive prior to 1:00 PM on Sunday must arrange with the Camp Director and Council Office two weeks prior to arrival. In-Council Troops arriving early will be subject to an early check-in fee of $50 per Troop. Out-of-Council Troops may check-in early with no fee, contact the Camp Director for details. Check-in at the Director's Lodge to confirm your campsite assignment prior to entering the camp. The program and administration areas are closed, and no meals or medical coverage are provided.

Check-Out Procedures (A formal Check Out List will be given to SPLs at camp)

1. Please plan to be checked out of Camp NO LATER THAN 10:00 AM on Saturday.
2. The Quartermaster will open after breakfast to receive any equipment issued to your Troop. Lost or broken equipment will be charged to your Troop accordingly. The Quartermaster closes at 10:00 AM, so please check-out early.
3. Your SPL will receive a check-out list. Please return CLEAN food baskets to the commissary at this time if they weren't already turned in on Wednesday.
4. Clean-up your campsite. Please leave it better than you found it. Remember to dismantle any camp craft projects and clean out fire pit of ashes. A member of the administration staff will give you a final campsite inspection before you leave your campsite.
5. Once out of your site, make sure to visit the Health Lodge to pick-up Troop medical forms and unused medications.
6. The final stop is the Director's Lodge to hand in your camp appraisal form.
7. Sign-up for next year! Get your campsite early! A board will be available at the Director's Lodge to reserve your campsite for 2026. Campsite reservations are $50 and give you early access to your preferred site! If your contingent does not fill 80% of the campsite's capacity, you are still subject to sharing the campsite in 2026.

Dining Hall
The Ingawanis Dining Hall is a great place to gather for a meal and fellowship. Meals will be served family style for breakfast, lunch, and dinner. There will be enough tables set up for the amount of campers being hosted during the week. **Don't be afraid to make new friends!** The Dining Hall procedures and job assignments will be covered during Sunday orientation. Everyone will be encouraged to eat in the Dining Hall in order to improve comradery amongst all campers. While Self-Sufficiency is still an option, please discuss with the Camp Director before your arrival at camp to ensure that we are not going to be wasting food throughout the week. Campers will be served lunch at the Outdoor Skills Instruction pavilion on Wednesday and will be provided food to cook in-campsite for breakfast and lunch that will be available for pickup at the Commissary. ***No camper, adult leader, or Scout is permitted in the kitchen without the permission and direction of the Head Cook and/or Camp Director.***

Menu
The menu for the summer will be released on May 15, 2026. Please inspect the menu for special dietary needs for your Scouts and inform the Camp Director before June 2nd so we may make accommodations. If no dietary restrictions are communicated by June 1, 2026, we may not be able to accommodate these needs. Due to our limited ability to accommodate specific dietary needs, the Winnebago Council reserves the right to ask guests with food allergies to bring their own food to ensure a safe and comfortable experience for everyone. You may also communicate these during online registration. **EVEN IF YOUR UNIT DECIDES TO BE SELF SUFFICIENT, IT IS EXTREMELY IMPORTANT THAT YOU NOTE SCOUTS' FOOD ALLERGIES UPON REGISTRATION AS WE WILL BE PROVIDING MEALS REGARDLESS OF YOUR SELF SUFFICIENCY.**

Wednesday Meals
In the spirit of Patrol cooking, Troops will be cooking breakfast and dinner in their campsites with lunch being offered at the Outdoor Skills Instruction pavilion. The meals for Wednesday will be prepped and put in milk crates by the kitchen and available for pick up at the Commissary located on the back of the Dining Hall (by the loading dock on the west side of the building). All cooking items needed to prepare meals are provided by the unit. No cooking utensils are to be borrowed or removed from the kitchen. Meals will be prepared based on registered Scouts and adults in your unit and campsite. **We ask that you invite staff members to join you and extra food will be sent to accommodate them.** Any additional persons need to purchase a meal ticket and notify the Dining Hall. Please send 3-4 Scouts to retrieve your food.

Meal packages can be picked up at the following times:
Breakfast 7:00 am - 7:30 am
Lunch @ OSI (All camp including self-sufficient)
Supper 5:00 pm - 5:30 pm

Daily News and Information Updates
A daily SPL meeting will be held every morning at 8:30 a.m. and any pertinent updates will be discussed and/or handed out at the morning meeting. Adult Leader's Meeting will be held at 7:00 p.m. to address what to expect the following day and to address any concerns had during the current day.

Pre-Camp Meeting
A pre-camp meeting will be scheduled for Spring 2026, prior to your arrival for summer resident camp. You will have a chance to meet and talk with the Camp Director and key staff members. We will discuss transporting trailers, check-in process, medical checks/medications/physicals, plus other essential details for units to be properly prepared for camp. Program-specific information regarding camp will also be discussed and your questions for camp will be answered.

Garbage
Please recycle all possible materials including cans for deposit (i.e. soda cans) in a separate receptacle. Burn paper/cardboard products when able. All other garbage will be picked up at dedicated trash pickup points at 8:00 PM each evening; please make sure that plastic bins provided are completely void of any trash and that trash bags are set by the service road for ease of pickup. You will not be permitted to leave camp property until your trash bin is fully cleaned out; this will be checked out by the Camp Director or a delegate appointed by the Camp Director.

Camp Mail
During each summer camp session, we will provide outgoing mail services. Located in the Director's Lodge will be an outgoing mailbox which will be sent out each day. Incoming mail will be sorted upon arrival at camp and will be delivered to the SPL of the unit before flags each evening.

Camp mailing address:

Scout's Name
Unit Number & Campsite
Ingawanis Adventure Base
2482 Grand Avenue
Waverly, Iowa 50677-9035

Telephone
The Telephone number at camp is 319-352-5880 and is reserved for emergencies and camp business; this telephone is not usually monitored depending on the time/activity of the day. Additionally, the Camp Director, Whitney Jensen, can be reached on her cell phone by call or text at 641-750-3132. If you need to contact someone at camp, please leave a message to return your call. The camp is large, it may take some time to locate the person you are trying to reach. **Leaders must be present if Scouts make outgoing calls.**

Homesick Campers
Occasionally, Scouts may become homesick and want to leave camp. As you encounter such problems, please remember that the Ingawanis Adventure Base Staff includes members trained to deal with this exact situation. Please do not allow any Scout to leave camp early without discussing the situation with the camp leadership. They will deploy the staff to try and keep your Scout at camp!

Lost and Found
Campers are responsible for their personal possessions. Lost and Found items may be returned and retrieved at the Trading Post. Ingawanis Adventure Base and the Winnebago Council are not responsible for lost or stolen items. Each Troop is responsible for bringing their own tents. Any lost items will be moved to the Scout Office at the end of the camp season. It is recommended that Scouts write their names on personal items, this will help return any lost items to the correct Scout.

Trading Post
The Ingawanis Adventure Base Trading Post is open daily with hours posted around camp. The Trading Post is closed during meals. The Trading Post is stocked with supplies for Merit Badge work, craft projects, patches, T-shirts, hats, and other Camp/Scouting merchandise. It also has snacks and drinks. Scouts and parents should plan on having some spending money for camp gear and snacks. The average camper spends $10 per day. An adult leader from your Troop may serve as a "banker" during the week, allowing youth to check money in and out to better monitor what is being spent.

Discipline
While most discipline is the responsibility of the unit leadership, the Camp Director reserves the right to dismiss adults, youth, patrols and/or units from Ingawanis Adventure Base for violation of camp policies or those of the Boy Scouts of America.

Latrines
To minimize odors in the campsite latrines, please ensure that the toilet lids and doors stay closed when not in use. This allows the venting system to work properly. Cleaning supplies for daily cleaning can also be obtained from the Quartermaster. Please do not permit your Scouts to place trash or foreign objects, such as soda cans and sticks, in the latrines.

Camp Policies

At Ingawanis Adventure Base the Scout Oath and Law are guiding principles. We expect each leader to provide guidance within the pack to follow the principles and the policies of Winnebago Council, and Scouting America.

Please review all In-Camp Policies:

Flag Ceremonies: The flag is raised promptly at 7:45 am every morning and retired at 5:45 pm every day. All units are expected to attend/conduct these ceremonies out of respect for our camp, country, and flag.

Uniforms: All campers are expected to be in uniform during the day. The Field uniform (Class A) is to be worn to all evening flag ceremonies, vespers, campfires, and dinner. Your Unit Activity uniform (or Class B) is acceptable to be worn at all other times.

Shoes: Per BSA policy, closed toe shoes must be worn at all times except when showering, sleeping or swimming. Our camp has many rocks that are eager to cause foot injuries.

Latrines:
To minimize odors in the campsite latrines, please ensure that the doors stay closed when not in use. This will allow the venting system to work properly. Cleaning supplies for daily cleaning can also be obtained from the Quartermaster. Please do not permit your Scouts to place trash or foreign objects, such as soda cans and sticks, in the latrines. Please do not wash dishes in the washstand. Please do not dispense of anything but human waste in the latrines.

***First Aid*:** All illnesses and injuries must be reported to the Health Officer for treatment; we will log all information in the First Aid logbook. All medications must be checked-in at the Health Office for locked storage and distribution. Any Scouts who have medications for asthma or anaphylaxis should always carry their inhalers or epinephrine but are required to bring a second set to the Health Lodge for emergencies.

Vehicles:. **Vehicles are not permitted in camp** with the exception of the singular vehicle that will go in and drop your unit's trailer during check in and go back in to pick it up at the end of your stay. All vehicles must be parked in the front parking lot. The Camp Director will handle exceptions on a case by case basis **BEFORE** arrival at camp. Vehicle access will be granted on a case by case basis and will only be considered with the accompaniment of a doctor's note. In the case a leader is granted vehicle access on camp, this does not mean that the leader is allowed to drive Scouts around camp. If you are granted a pass and are observed driving Scouts around camp, your privileges will be revoked immediately on the spot.

Restricted Areas: The shooting ranges, waterfront, and climbing areas are off-limits except during program times when supervised by the Camp Staff. Campers and leaders also should not enter or pass through campsites other than their own without permission. As such, permission should be obtained before entering any restricted areas.

***Leaving Camp*:** All campers and leaders must stop by the Director's Lodge before leaving camp to sign-out and complete necessary documentation. Unit leaders must arrange two-deep coverage with the Camp Director before leaving.

Alcoholic Beverages & Illegal Drugs: Alcoholic beverages and illegal drugs are not permitted in camp. Possession or use on camp property will be cause for removal.

***Smoking and Tobacco*:** Smoking is prohibited except in areas explicitly designated by the Camp Director. The goal of this policy is to keep smoking away from Scouts. This includes E-Cigarettes, vaporizers, cigars, cigarettes, and nicotine delivery systems, etc. **NO SMOKING IN CAMPSITES OR CABINS!**

***Knives*:** Sheath knives are not to be carried by campers or leaders. Knives that are being carried on camp must have a blade of 5 inches or less.

***Wristbands**:* Every paid Scout, leader, parent or staff will be given a wrist band. This wristband must be worn at all times and helps staff ensure the safety of the campers. Parents or leaders visiting camp must check in with the Camp Director to receive their bands. Visitor wrist bands must be worn at all times. If wristband is lost, Scouts and leaders will need to obtain a new one from the Camp Director. Blue or Red/White Swimmer wrist bands are an acceptable form of identification.

***Fireworks*:** Per BSA policy, possession or use of fireworks in camp is prohibited and is cause for removal.

***Fuels*:** Flammable liquids are generally prohibited from use in camp. This includes fire-starting liquids and gels. Units planning to use liquid fuel for lanterns and stoves should contact the Camp Director in advance for safety purposes. Store chemical fuels in their original containers or in containers designed for immediate use. Securely store any spare fuel away from sources of ignition, buildings, and tents.

***Cutting Trees*:** No living or standing dead trees, including saplings, are to be cut unless specific permission from the Camp Director or Camp Caretaker are given. Should your unit need more firewood, you can venture into the woods to find anything that is laying on the ground to buck up and use. Please make sure that you have a proper ax yard set up in your campsite in order to make certain everyone is safe. No unit is allowed to take fire wood from the firewood boxes by each cabin. These are for CABIN RENTALS ONLY during our year-round camping season. If you are found to have taken wood from these boxes your unit will be charged for the wood.

***Camp Property*:** Individuals and units will be charged for repair or replacement of camp property damaged as a result of misuse or neglect.

***Personal Items*:** All personal gear should be clearly labeled or marked with a waterproof marker (please include Unit number). Ingawanis Adventure Base and the Winnebago Council are not responsible for lost, damaged or stolen items. We recommend that electronic equipment such as cellphones, laptops and handheld gaming systems along with other valuables be left at home.

Electronics: Electronic devices detract from the outdoor experience and are strongly discouraged. Some of these devices include AM/FM radios, televisions, cell phones, etc. Please check with the Camp Director at check-in if you have questions. *Some devices may be necessary for use in programs only (photography, bird study, etc.)*

***Lost and Found*:** Campers are responsible for their personal possessions. Lost and Found items may be returned and retrieved at the Trading Post. Ingawanis Adventure Base and the Winnebago Council are not responsible for lost, damaged or stolen items. Each Unit is responsible for bringing their own tents. Any lost items will be moved to the Scout office located at 2929 Airport Blvd, Waterloo, IA 50703 at the end of the camp season. It is strongly encouraged that Scout's or parents write the Scout's name and unit number on personal items to assist in returning them to the rightful owner.

***Pets*:** Dogs and other personal pets, outside of certified service animals, should be left at home and are **NOT** allowed in camp. Exceptions may be made for staff as this is their summer residence and some pets are part of camp program areas.

Taps: Taps represents lights out, quiet policy. Please be respectful of other units and follow this policy closely.

Emergency Procedures

Emergency procedures and alarms will be addressed on Sunday evening at expectations.

When the Camp Siren sounds:
1. All campers (Scoutmasters, Scouts, and adults) and staff for the **Northern portion of the camp,** report to the Parade Field where Flags are conducted next to the Dining Hall. **South end of the camp,** report to the OSI shelters located by the Archery Range and Call-out area.
2. Adult Leaders and Area Directors check your attendance. Are any Scouts/Scoutmasters missing? If so, we need full name, Troop number, and all information possible on last whereabouts.
3. Report attendance to the staff member in charge.
4. Wait for directions.
5. If ***ALL CLEAR***

Lost Bather:
1. The siren will sound at Aquatics Director's direction.
2. All able staff will be immediately dispatched to the waterfront.
3. All Troops will assemble on the Sports Field next to Dining Hall and follow procedures as outlined when the camp siren sounds.

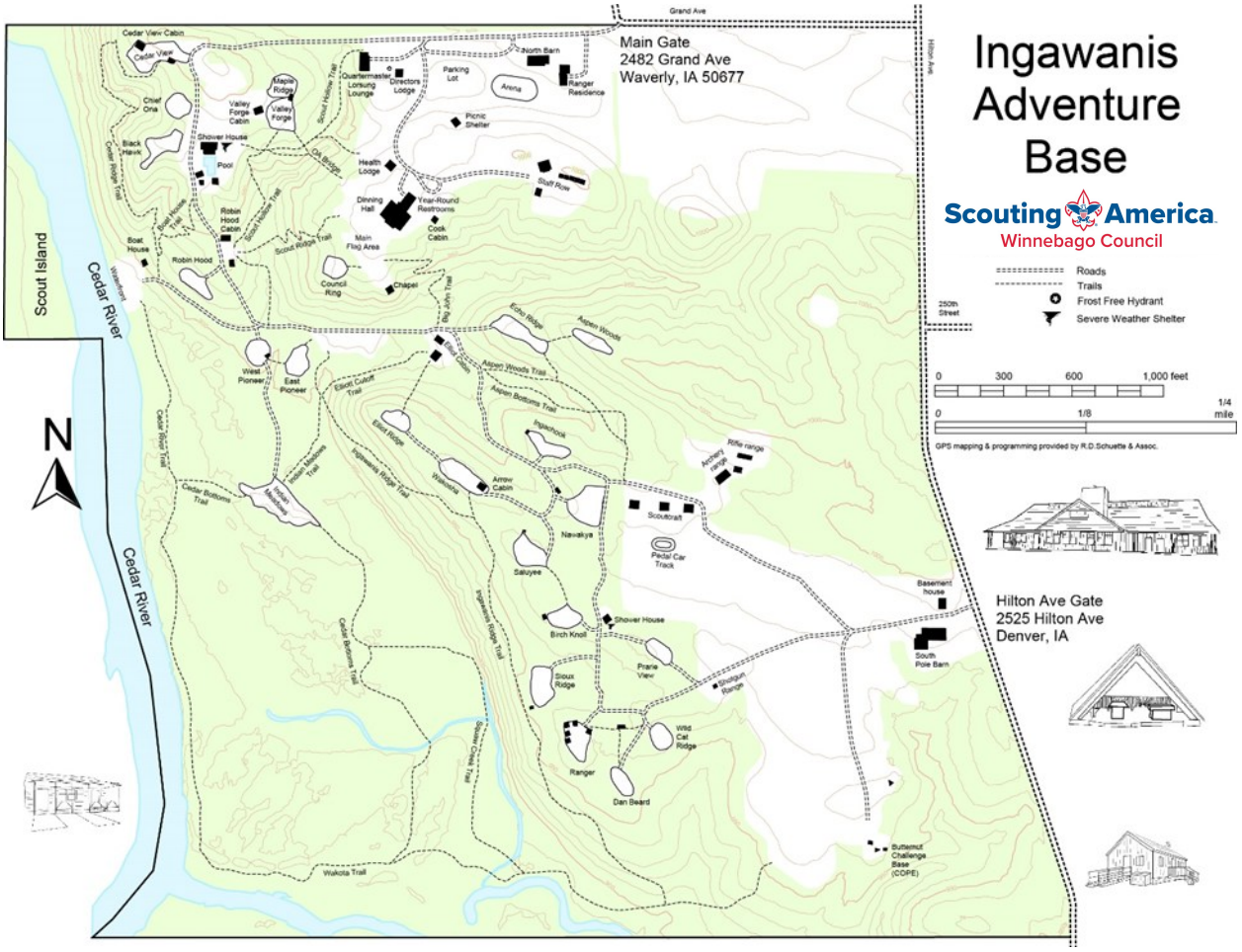
Lost Camper:
1. Immediately report any missing person to a staff member. DO NOT DELAY!
2. All Troops will assemble on the Parade Field next to Dining Hall and follow procedures as outlined when the camp siren sounds.
3. Keep together.
4. The siren will sound at Camp or Program Director's direction.
5. Staff will begin searching for the lost person immediately.
6. If necessary, the camp director will contact the Local Police and Fire Departments.

Fires:
1. Report the fire to a staff member.
2.Report to the Old Parking lot for a headcount
3. The Camp Director will notify appropriate fire agencies.
4. Staff will line the road to guide fire services to the location of the fire.
5. Do not go back for anything! Do not attempt to fight the fire!

Severe Storms (all storms including lightning, hail, and high winds):
1. If there is the potential for severe weather Troops will be notified to stay alert.
2. If weather becomes severe that shelter is needed a constant siren will sound.
3. Quickly make your way to the closest shower house.
South of camp takes shelter in the south shower house.
North of camp takes shelter in the Pool shower house.

Intrusion Policy:
1. According to BSA National Camp Standard, a policy and procedure must be in place to address possible intrusion of unauthorized persons onto the camp property.
2. In the event of a possible intrusion, notify the Camp Director immediately.
3. In order to identify campers, leaders, and visitors, everyone except for staff will be issued wristbands for identification. Wristbands must be worn at all times.

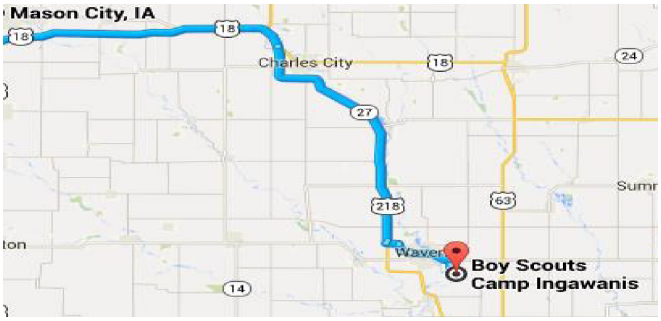
Procedures:
1. All visitors must report to the Director's Lodge to sign-in and out.
2. All visitors will wear an identification wristband.
3. If an unauthorized person is suspected, immediately report that person to the nearest program area.
4. The program area director will immediately contact the Camp Director. While waiting, the program area director will begin to take notes observing the possible intruder and relay a description of the individual.
5. The Camp Director will proceed to the area with the Camp Caretaker and another adult.
6. In the case of an emergency, the local police and sheriff will be contacted immediately. If the person in question flees, local authorities will be notified of the intrusion regardless.
7. Camp program will continue unless a camp-wide emergency is warranted. In this case, the camp siren will sound and procedures for siren sounding should be followed.
8. An assessment will be made as to the severity of the problem in collaboration with the Scout Executive and local authorities.
9. All situations of possible intrusion will warrant a "Report of Intrusion" by the Camp Director and be filed in the camp office.
10. All adult leaders should train their Scouts to follow the above procedures and report strangers/intruders to the nearest staff member/adult.
11. The Buddy System is to be followed at all times.



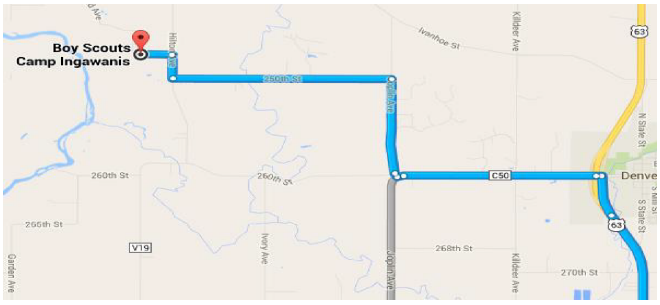
CAMP STAFF / COUNSELOR IN TRAINING PROGRAM

Camp Staff
One of the key contributors to the summer experience is the Camp Staff; these dedicated men, women, and youth spend their summer working to ensure every Troop in camp has the richest experience possible. Positions are available each season to qualified Scouts, Scouters, and skilled adults among a wide variety of administrative, program and support functions. Camp Staff positions are applied for in the fall and spring with interviews following application. Applications for Camp staff are available online at http://www.winnebagobsa.org or at the Council Service Center. Applications are also available at all roundtable meetings.

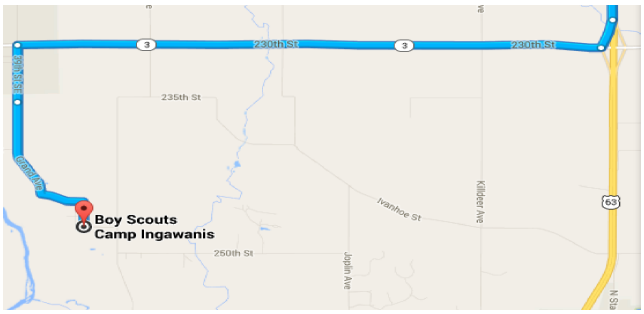
CIT (Counselor in Training— Ages 14 & 15)
This program is designed to allow CIT-1s to enjoy all the camp activities, work on merit badges during their free time, and begin to understand the service side of summer camp. CITs will be working alongside other Camp Staff to focus on general leadership skills, interpersonal interaction, introduction to problem solving, communication, camp mission/goals, and camp work projects. Some service duties CITs include, leading camp songs before meals, helping ensure the Dining Hall remains clean, projects around camp, take part in leading evening programs, and bringing positivity and energy to campers! After completing their duties CITs will be able to work on advancements, swim, canoe, have campfires, and enjoy all the rest of the classic summer camp programs!
This program runs during all weeks of the summer and has a minimum of a **one-week commitment in addition to Staff Training Week.** CITs can sign up for one or as many weeks as they want**.**



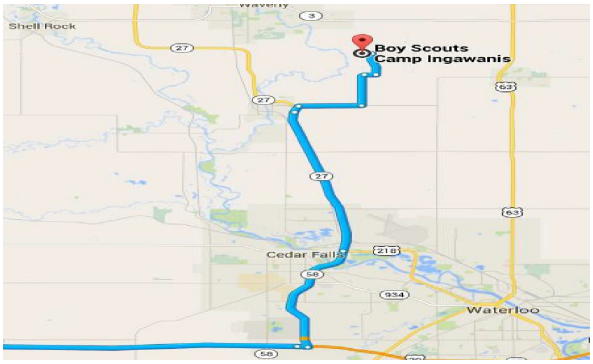
Traveling South via IA-27 S/US-18 E/US-218 S
Follow IA-27 S/US-218 S
Take the exit toward 210th St
Take W Bremer Ave to Grand Ave
Turn left onto 210th St
Continue onto 35th St NW
Merge onto 5th Ave NW
Merge onto 20th St NW
Turn left onto W Bremer Ave
Turn right onto 39th St SE
Continue onto Grand Ave
The camp will be on the right



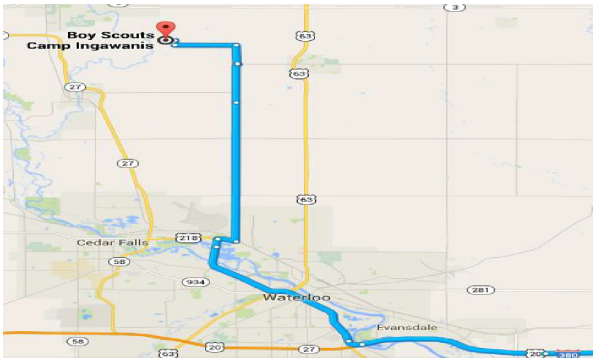
Traveling US-63 North
Turn right onto 260th St
Continue straight onto Joplin Ave
Turn left onto 250th St
Turn right onto Hilton Ave
Take the 1st left onto Grand Ave
The camp will be on the left



Traveling US-63 S
Exit onto IA-3 W/230th St
Turn left onto 39th St SE
Continue onto Grand Ave
The camp will be on the right



Traveling East on Hwy 20
Take Exit 225
Turn left onto IA-58 N
Continue onto IA-27 N
Take the exit toward 275th St
take the 1st exit onto 275th St
Turn left onto Hawthorne Ave
Continue onto 260th St
Turn left onto Hilton Ave
Turn left onto Grand Ave
The camp will be on the left



Traveling East on Hwy 20
US-20 W to Waterloo exit 185 from US-218 N
Take Wagner Rd, Joplin Ave and 250th St to Grand Ave in Washington
Turn right onto Broadway St
Take the 1st left onto Wagner Rd
Continue onto Joplin Ave
Turn left onto 260th St
Continue straight onto Joplin Ave
Turn left onto 250th St
Turn right onto Hilton Ave
Take the 1st left onto Grand Ave
The camp will be on the left

Suggested Gear List for Units and Individuals

Recommended Unit Equipment List

____ American Flag
____ Unit flag
____ Patrol flags
____ Sharpening stones* and files
____ First aid kit*
____ Lock box for money/valuables
____ Handbooks*, Merit Badge books*, etc.
____ Lantern*/flashlight
____ Conservation/project tools
____ Maps and compasses*, GPS units
____ Cots and/or mattresses/Pads
____ Small repair kit (duct tape, wire, rope, etc)
____ Black marking pens
____ Camp chairs
____ Clothes hangers (leader tents)
____ Alarm clock (leader tents)
____ Personal tents for adults, if preferred
____ Lighters or Matches
____ Extra fuel
____ Foot locker or box that can be locked
____ Padlock
____ Cookware and Utensils (for campsite cooking Wednesday evening)
____ 1 gal. ziplock plastic bags – 1 per camper (place valuables in bag and lock in box
____ Permanent marker to write names on bags
____ Hammer, shovel, saw, garden rake, garden hose (to keep your area's dust down)
____ Ice chest
____ Troop cook kit for campsite cooking Wednesday breakfast and dinner
____ Water cooler

____ Dining fly or rain tarp

Personal Equipment Recommendations

____ Complete Scout Uniform (minimum two recommended: shirt, neckerchief, pants/ shorts, socks, belt)
____ Hiking shoes
____ Tennis shoes
____ Extra shirts
____ Extra pants and shorts
____ Six pair underwear
____ Six pair socks
____ Sweater & heavy jacket
____ Swim trunks or one-piece swimming suit
____ Toilet kit (soap, comb, tooth brush, toothpaste, etc.)
____ Wash cloth
____ Towels
____ Notebook & pencils
____ Merit Badge pamphlets*
____ Day Pack
____ Water Bottle*
____ Nylon cord
____ Postcards with stamps
____ Small pillow
____ Flashlight with extra batteries
____ Scout Handbook
____ Spending money
____ Rain gear
____ Sleeping bag
____ Sleeping pad or air mattress

Other Equipment (you may wish to bring

____ Watch
____ First aid kit*
____ Insect repellent*
____ Pocket knife*
____ Camera
____ Sunscreen*
____ Sewing kit
____ Foot locker

Supplemental Forms

All the following forms can be downloaded off the Winnebago Council website at:
http://www.winnebagocouncil.org/Resources

BSA Annual Health and Medical Record*	(Required for everyone attending camp)
Provisional Scout Reservation Form**	(For Scouts who wish to attend camp without their unit)
Unit Swimming Qualification Record**	(For units completing swim checks before arriving at camp)
Routine Drug Administration Record**	(For Scouts taking medications during their week at camp)

* Form is required for each Scout/adult attending camp.

** Form is required for each Scout/adult if relevant.

Youth Protection

All Adults are required to have Current Youth Protection Training before interacting with Youth.

SYT is Available online at:

https://my.scouting.org/

Should you have any questions regarding 2026 Scouts BSA Resident Camp at Ingawanis Adventure Base, please contact the Winnebago Council Scout Office in Waterloo, Iowa, at 319-234-2867

www.winnebagocouncil.org