

Weboree Emergency Action Procedure

This procedure explains what to do in the case of an emergency in camp.

This procedure is specific to the Weboree and to Camp No-Be Bo Sco.

A. Fire in Camp

If there is a fire in Camp, the Ranger will be automatically in charge of the incident. No Scout or Scouter shall attempt to call 911 from their personal phone. If the fire is contained to a small area, send someone to the program building or to any staffed area with a radio. The staff will be notified along with the Camp Masters, and will be dispatched to the scene to assess and start extinguishment. If a larger fire occurs, the Camp siren will sound as a long continuous wail, and all Scouts and Scouters shall immediately report to the "A" field. Please line up in the formation that you were in at the start of the event and all Scout Leaders should take a head count of their scouts and adult scouters to make sure that everyone is accounted for. The Local Fire Dept, along with the Forest Fire Service will be notified. A staff member will be staged at the Camp entrance to greet the incoming emergency vehicles, and lead them to the scene of the fire. No Scouts or Scouters should attempt to put the fire out, unless they are properly trained. If the weather prevents the assembly in the "A" Field, all Scouts and Scouters shall report to the Dining Hall, and sit together as units.

B. Medical Emergency

If there should be a medical emergency, whether life threatening or not, no Scout or Scouter shall attempt to call 911 from their personal phone. Contact a Staff member immediately, who will in turn reach out for the Camp Health Officer. If the emergency is life threatening, the Administration Building will call for an ambulance and or paramedics. A staff member will be staged at the Camp entrance to greet the incoming emergency vehicles, and lead them to the scene of the emergency. *If you are trained in first aid, please attempt to administer assistance until the Health Officer or EMS Staff arrives at the scene of the emergency.* It is important to clear the road of all vehicles so that emergency apparatus may get through. If the medical emergency is not life threatening, an adult leader may take the injured party to the local hospital, but must first check out with the administration building before leaving the Camp. It is important that all Scouts and Scouters with pre-existing medical conditions, inform the administration staff upon registration. This information will only be shared with the Camp Health Officer. If the medical emergency is severe enough, there might be a need to land a helicopter in Camp. The designated landing zone for a helicopter is the "A" Field. If a helicopter must land in Camp, All Scouts and Scouters will be instructed to stay away from this area until the helicopter takes off again.

C. Lost Camper

If it is determined that a camper might be lost, the Camp Siren will Sound, and all Scouts and Scouters shall assemble at the "A" Field in the unit formation that they were in at the beginning of the event. A head count shall be taken by the unit leader. Meanwhile, the staff shall begin a camp-wide search to find the lost camper. If a Scout is separated from his group during the day, this does not constitute a lost Camper. Please instruct your Scouts, that if they get separated from their group, they should go to the closest station and tell the staff what has happened. The Staff Member will get in touch with the Administrative Building and we will find out where he belongs, and escort him there.

D. Inclement Weather

If the weather is bad enough, such as a hurricane, tornado, hail or bad storm, the Ranger will call for a Camp wide emergency, and all Scouts and Scouters shall assemble in the Dining Hall. Further instruction will be given at that time.