

SR²

Emergency Procedures

General Information:

- The camp has three weather radios that are monitored by the Head Ranger, Base Camp Director and Chisholm Trail Adventure Director.

General Alarm

The general emergency alarm is three blast of the camp Siren which can be heard at all campsites

1. Do not panic! Do not use cell phones. Follow instructions below.
2. If in class, scouts will remain in class. If not in class, proceed immediately to troop campsites, or stay in troop campsites.
3. Instructions will be sent via group message to Scoutmasters and SR2 Staff via Group Me Messaging system. The Scoutmaster in charge will follow the instructions given.
4. All Clear will be given over Messaging System
5. Do not respond to messages sent to you unless asked to do so as it will clog up the messaging system.

WEATHER EMERGENCIES

Alerts and Warnings

The camp rangers and management will monitor local and National Weather Service information services during periods where severe weather alert are active.

Extreme Heat and/or Humidity

The camp rangers and management will monitor NOAA's Heat Index chart to ensure campers are safe. All program areas and commissioners will be notified of the index. Physical activity will be limited as necessary. Activity uniforms will be used at all times including supper and campfire until the heat advisory is relaxed.

Small Craft Advisory

In the event of small craft advisory, the Camp Director or Ranger will notify program directors and area directors of procedures.

Thunder Storms

Camp Director will notify Aquatic Programs, Project C.O.P.E and Climbing Tower to suspend programs in the event of thunder for 30 minutes. Campers and staff will seek the nearest appropriate shelter in the event of a thunderstorm

Hail

In the event of hail, staff and campers must take cover in the best protected shelter close to their location.

High Winds

In the event of high winds or a high wind warning, staff and campers must take cover in the best protected shelter close to their location

Tornado Watch

Camp staff will be notified of tornado watches by the activation of the General Alarm

Tornado Warning

When a Tornado Warning has been issued by the National Weather Service, the Camp Siren will be activated and remain active until the threat has passed.

1. All scouts and scouters should move from the campsite and to a depression, ditch, or ravine previously selected. The depression, ditch or ravine should be at right angles to the tornados path.
2. Do not attempt to gather in the dining hall, Administration building or any other building or shelter. You will be much safer in an open ditch.
3. Do not call the local weather station except to actually report a tornado as you might be tying up important phone lines needed for an emergency.
4. If you have a radio keep it tuned to the local weather station.

Lost or Missing Persons

1. Notify camp director on where the lost scout was last seen.
2. Camp staff will do a radio check of all camp areas.
3. If boy not found, general alarm will be sounded. All scouts are to report to their troop campsite.
4. Troops will verify all boys accounted for.
5. Camp staff will perform a physical search of camp
6. Call local Sheriff's Department and ask for a lost Scout bulletin for the road, highway and local area search.

Lightning

In the event of a lightning storm or any storm accompanied by the potential of lightning, care should be taken to prevent injury, and implement actions to actively decrease the chances of being struck (for example, never stand under trees or tall structures out in the open during a storm with potential lightening.)

The Camp Director and Ranger will monitor weather issues and notify the pool, waterfront climbing and shooting sports areas to close at the first signs of approaching storms with potential lightning.

If lightning is in the area, move under a pavilion or closest indoor facility.

Fire

Know and use the camp fireguard plan and unit fireguard chart. These will be explained to you in detail at the leaders' meeting on Sunday evening. General rules for handling and reporting a fire:

1. Notify the Camp Director and Camp Ranger immediately giving the exact location of the fire.
2. Follow "Emergency Plan Flow Chart" of responsibilities
3. If Evacuation is necessary, the general alarm will be activated and All Units, will be notified to assemble at the central flag pole.

***Note: All Leaders must have their unit roster with them at the flag pole. When all Scouts/Scouters have been accounted for, camp will be led in an organized fashion to evacuation route.**

Flood/Hurricane

While the potential of high water/flooding in SR2 is remote, care should be taken when establishing campsites (Campsites with potential of flooding include Mohave, Mescalero, Wichita, Owl and Bear) A small amount of rainfall on the camp might be just the fringe of an area receiving a large downpour. Consequently, camping in low areas may be susceptible to flash flooding. Consequently, in the event of extremely wet or turbulent weather, you must observe the following guidelines:

1. Always camp on the highest ground available within the established camping area.
2. Secure all canoes, boats and equipment against possible high water.
3. At the first sign of rapidly rising water, move to the highest ground possible. If necessary leave equipment in place.
4. The Camp Director will monitor local radio stations for weather reports, and keep Troop leaders and staff members advised.

Serious Accident or Illness

1. Send someone to closest staff member who will contact Health Officer
2. Care for injured person until help arrives and you are relieved
3. Camp Director will alert local hospital
4. Camp Director or designated staffer will arrange transportation to hospital

The Camp director will do the following

1. Get the Incident Reporting Kit and gather the following information.
 - a. Who - name of subject and age
 - b. When – date and time of day.
 - c. Where - location
 - d. What - nature of accident or illness
 - e. How - if known (i.e. swimming, boating, hiking, etc.)
2. Accurate facts must be gathered immediately and forwarded to the Scout Executive.
3. Contact Authorities
4. Notify Parents
5. Contact family physician
6. Provide transportation for parents if necessary

Waterfront Drowning or Potential Drowning

The staff member in charge will immediately radio the health Officer. If you are in the waterfront area in a canoe or rowboat, follow staff member directions. **STAY AWAY FROM ANY RESCUE OPERATION UNLESS SPECIFICALLY INSTRUCTED TO PARTICIPATE BY THE STAFF MEMBER IN CHARGE.**

First Aid

The Health Lodge is located across from the Camp Office. A Medic is on-duty and responsible to handle all medical emergencies. All cases where a doctor's care is necessary will be immediately reported to the Camp Director and Program Director.

Snakebite. Venomous snakes are customary at SR2, and common sense will prevent any encounters with them.

1. Stay on designated roads and trails.
2. Stay out of high grass areas, especially around the water.
3. Look for snakes before moving large rocks or logs.
4. If a snake bite occurs:
 - a. Place a constriction band 2-3 inches above the bite: Just enough pressure to slow venomous blood. Constriction should be between wound and heart.
 - b. Calm victim; no walking or other activity.
 - c. **CALL OR GO FOR HELP**

Remember: No Cutting; No Sucking the wound; No Tourniquet

Early departure from camp

1. All person arriving at camp must check in at the Camp office and inform the camp director in accordance with Texas law.
2. Persons coming to pick up a youth must be a parent or provide a signed release form on file with the camp director and shall show their Texas Driver's License.
3. The camp Director will contact the unit leader to confirm youth is to be released.