

Camp Seeonee Camp Rules

Basic rules for Camp

1. All vehicles are to be parked in parking lot. No parking on access trails or on main grid
2. Everyone should carry his or her gear in from the parking lot. Only a vehicle with group specific gear and food is to use service trail to appropriate village.
3. No snowmobiles, motorbikes, or ATV allowed at camp.
4. Youth are the responsibility of the adults in charge and must have supervision at all times.
5. Fires in designated campfire areas only. Campfire areas must be left tidy.
6. No trees are to be cut down; deadfall may be used for firewood. Fire wood is available from wood shed by main parking lot (please use responsibly).
7. Burning only appropriate wood or paper type products, NOT plastics or other products that may cause toxic gasses. Remember a lot of groups use these fire pits for cooking food by groups.
8. Toilets are drop toilet type with tank underneath and have to be pumped out, NO garbage, plastic bags, or sticks etc to be put down these toilets .
9. Do not throw/put any wood, garbage. etc into the lake.
10. **Water:** Drinking water and well water are available from pumphouse on site.
11. Practice NO TRACE CAMPING – your group/people are responsible for removal from camp of all items you brought to camp and the removal of garbage created. (there is no garbage pickup so garbage must be taken home and disposed of)

Groups/persons will be billed for any damage to buildings or facilities, garbage removal, or cleaning.

This camp is maintained by volunteer's that are involved/believe in the Scouting movement and are committed to maintaining and improving this camp for the youth of today and tomorrow.

If you encounter a problem with the facility please inform Camp Warden at his trailer on site (if he's there), or Scout Shop 1-866-535-6556 (during office hours), or e-mail the camp committee at campseeonee@shaw.ca (we need to know if something isn't working right or requires fixing).

Rules specific to Village 1 and its buildings and area.

1. All electrical devices are dangerous and are not to be used by youth. e.g. thermostats are to only be controlled by responsible adults as they can be easily damaged.
2. Some items / devices have special instructions or problem solving suggestions to aid in use.

Departure:

- sleeping cabins: floor swept & cleaned
- outhouse: toilets cleaned & disinfected
- dining hall: floors swept & clean, fridge, stove, grill, counters cleaned
- campfire and grounds: cleaned and tidy
- all materials used for pioneering, crafts, etc. removed from camp
- TURN POWER OFF main breaker in center cabin.
- Leave power on in main hall, but turn off heater breakers, make sure stove & lights are off.

Please do not play with these breakers.

When you arrive you should only have to turn the top main breaker on.

When you leave you must turn the top main breaker OFF.

If you find that a heater doesn't seem to work, that usually means someone has been playing with the heater breakers.

If the breakers are not turned on correctly, they some times look like they are on but are not, so try turning breaker off and then back on. (this has been found to be the problem every time so far).

If you wish it to be darker at night you can turn the breaker off that controls the yard light.

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Please look after the camp as volunteers who believe in the Scouting movement maintain it.