



**Welcome to Eerie Emerson! We are pleased you will be joining us on this fun haunted day!**

CALIFORNIA INLAND EMPIRE COUNCIL CAMP EMERSON -EERIE EMERSON COVID-19 ACTION PLAN

The California Inland Empire Council has taken into consideration many of the scenarios that may impact the operation and delivery of the programs at Camp Emerson. Continued discussions at, the local and National Council level, are regularly addressing potential areas of concern with operating outdoor camp programs concerning the health and safety of our campers.

We intend to run and operate Eerie Emerson practicing all guidelines issued by the County of Riverside Health Department. To ensure the safety of all campers attending Camp Emerson, the following are guidelines that the California Inland Empire Council may consider and may not be limited to:

## **CIEC Guidelines:**

- Health screening upon arrival to camp with temperature checks to all participants by our Camp medic
- Staggered arrival and departure times assigned to groups attending camp.
- Upon arrival, groups will be given a name and asked to stage by the group for opening Flags
- Increased sanitation of all facilities to include, restrooms, and program areas.
- The practice of social distancing in addition to masks per CIEC COVID-19 plan as directed by the Riverside County Health Department.
- All meals will be prepacked and delivered by staff to program areas
- Meals will be eaten at picnic tables placed in the program area (Must stay in assigned group)
- Concentric Circles for program delivery using groups of 14 -Minimum 2 adults per group
- Program rotation set to encourage one -way traffic in camp except for when it cannot be avoided
- All buildings not in use are locked with no access
- Any medical issues should be reported to our staff – Medic will come to you.

## **Prohibited Items:**

The following items are not permitted on camp property. Please do not bring with you.

- Pets
- Fireworks,
- Alcohol
- Charcoal grills
- No weapons of any kind
- Drugs
- Smoking is not permitted on the camp property

## **Registration:**

- Register in groups of 14
- If not registered in a group of 14 you will be assigned to a group
- Your group name and information will be sent to you before the event
- Your group Arrival time will be assigned via email before the event
- You will receive a map and rotation schedule via email before camp
- An email will go out after you register asking for your box lunch choice
- Once you have registered you will receive the following:
  1. Group Assignment
  2. Check-in Time (specific to your group) ○ Required participation forms

## **CHECK-IN/ ARRIVAL:**

Arrival times are by Group

- Bats – Pumpkins -Black Cats – Arrival is 9:00 AM
- Candy -Skeletons – Ghosts Arrival is 9:30 AM
  - When you arrive park in your designated area
  - **DO NOT EXIT YOUR VEHICLE UNTIL A HEALTH CHECK HAS BEEN PERFORMED**
  - **Once the health check has been done you will be directed to your group's designated area for form collection and gathering activity.**
  - Please have your Forms ready individually – Forms include:
    1. Release of Liability waiver for every participant
    2. Supplemental Medical Permission Form (REQUIRED FOR VULNERABLE CLASSES AND THOSE OVER 60 YEARS)
    3. Medical Forms A & B for Youth, Scouts, and Adults

**(Please make sure each person has their forms per car do not make a binder for the unit or any folders )**

**Lunch:** Prepackaged box lunches will be brought to you in your program area during the time allotted for lunch.

Please do not leave the program area during the lunch break.

Please bring enough water to drink for the day

Trash will be collected in your area by a staffer.

**Please use the following link for meal choices:**

<https://www.cognitofrms.com/MTRDistrict/EerieEMeals>

### **Group Guides/Staffer:**

Each group will consist of the following when possible:

- 11 youth 2 adults and 1 Staffer (Eerie guide) assigned to them from arrival to departure at camp (we understand groups may not fit this exact model, please note that no matter the group makeup, there will be at least 2 adults and 1 Eerie guide.

Our Eerie Guides will perform the following duties:

- Assist in keeping participants in cars until health check performed
- Keep groups in staging areas while waiting to enter the program area
- Eerie Guides will escort groups to all program area and stay with them
- Eerie Guides will be the instructors for each program area
- Eerie Guides will remind groups of their assigned restrooms
- Ensure mask compliance and social distancing
- Eerie Guides will eat lunch with their assigned group
- Eerie Guides will carry program supplies needed for each rotation that will be used only with that specific group

### **PROGRAM:**

To promote social distancing, the program activities will take place utilizing the entirety of Camp. Areas will include but are not limited to the following:

- Meadow
- Gilwell Field
- Lake area
- Ranges

Please see the attached map, program explanation, and event schedule for clearer instructions.

Groups will travel one directionally when possible and stay together in a set program area

Staging areas outside each program area have been established and are listed on the Rotation Information page. Please do not approach an area in use, your Eerie Guide will advise your group to move to the program area when appropriate.

We have planned the following program activities:

- Carnival games
- Candy Chute
- Crafts
- BB Guns \*\* **Not Day Camp Make-Up**
- Archery \*\* **Not Day Camp Make-Up**
- STEM
- Costume Contest

### **Costume Contest:**

We will have a contest to award best costume 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards in the group.

### **Hidden Bingo Contest:**

Scouts will have an opportunity to find the hidden Halloween Bingo signs in camp (no contact needed, all visual). Before you depart camp show your bingo card for a prize.

### **Should you have any questions, please contact:**

Crystal Pastorian at [crystal.pastorian@gmail.com](mailto:crystal.pastorian@gmail.com) (951)225-5676

Anastasia Leveck at [Anastasialeveck@gmail.com](mailto:Anastasialeveck@gmail.com) (909)821-0291

Staff Advisor Patrick Willard [Patrick.Willard@scouting.org](mailto:Patrick.Willard@scouting.org)



Map Courtesy of  
 Steve "Glowworm" Kersey  
 revised 0910 06

53155 Idyllbrook Drive Idyllwild CA



## **EERIE EMERSON ROTATION INFORMATION**

- Each program area will have it's own staging/waiting area where your group will wait patiently for the previous group to finish the activity
- Eerie Emerson program areas will operate in concentric circles, each program group should remain with that group for the entirety of the Event.
- Movement within the Eerie Emerson program areas will be **ONE** directional to avoid close contact with other groups and follow social distancing guidelines
- Cleaning and sanitizing of each program area will occur in between rotations prior to another group entering the program area
- Each Program Group will have the opportunity to visit each program area

### **Event #1:**

Carnival Station 1

**Staging Area:**

Wagon Wheel

**Program Area:**

Meadow by Nature Lodge  
Fence

### **Event #4:**

Carnival Station 2

**Staging Area:**

Gaga Pit Area

**Program Area:**

Gilwell Feild

### **Event #7:**

Craft Station 2

**Staging Area:**

Left side of Road before ODS

**Program Area:**

Outdoor Skills (ODS)

### **Event #2:**

Costume Contest

**Staging Area:**

Right of Tahquitz Rock

**Program Area:**

Tahquitz Bowl

### **Event #5:**

Craft Station 1

**Staging Area:**

Boyce Lodge (Front of Lodge)

**Program Area:**

Boyce Lodge Patio (Behind Lodge)

### **Event #8:**

Shooting Sports

**Staging Area:**

Below Ranges (Roped Area)

**Program Area:**

Ranges

### **Event #3:**

Candy Chute

**Staging Area:**

Below Main Lodge (along slope)

**Program Area:**

Base of Stair Case

### **Event #6:**

Carnival Station 3

**Staging Area:**

Polaris

**Program Area:**

Entrance of Lake (left side)

### **Event #9:**

STEM Activity

**Staging Area:**

Forge

**Program Area:**

Lake House

