

Camp Sugarbush

6515 Route 88
Kinsman, OH 44428

We're so excited to have you here at Camp Sugarbush!

Founded in 1956, Camp Sugarbush encompasses nearly 200 acres of natural space. This camp features a dining hall and activity center, a swimming pool with shower house, low ropes course, year-round indoor archery range, astronomy building, and canoeing programs add to the beauty and excitement of this site.

There's a lot to "unpack" so let's begin with some reminders:

- **Camp gates open at 7am and close at 9pm.** Special arrangements can be made with Camp Coaches. (Gate code was included with your final site permit.)
- All camp visitors should be listed on a Day Pass or Site Permit, **as approved by council before** their visit. Make sure they check-in with the camp coach at Woodchuck cabin. If no Camp Coach is available, leave your permit in the drop box in front of the cabin.
- Per local fire code, only **one** vehicle can be parked at each camp site. Camper drop off and pick up should be at the parking lot. Advise others not to drive to cabins or the program center, unless special accommodation is made in advance.
- **The posted speed limit throughout camp is 5 mph.**
- Smoking is never permitted in the presence of girls or in any camp buildings. Beginning January 1, 2026, all GSNEO properties are smoke free.
- Fires are permitted only at your reserved site with your O.E.-Trained Volunteer present. Never leave a fire or stove unattended.
- No hunting, firearms, alcohol, or drugs permitted. No pets allowed.
- Your camp survey will be sent via email in the week you return from your campout. Your feedback helps us to keep camping great for our Girl Scouts!

Information in this binder is also available in an online version available at gsneo.org.

Section 1: In case of Emergency!

Section 2: General Rules and Information

Section 3: Staying Connected at Camp

Section 4: Getting Outdoors

Section 5: Outdoor Essentials Reminders

Section 6: Activities at Camp

Section 7: Camp Songs

Section 8: Camp Games and More

Section 9: Camp Sugarbush History

Section 10: Camp Sugarbush Map and Sites

Section 11: Camp Checkout Sheet



In Case of Emergency

Emergency Action Plan Steps

1. Give First Aid treatment.
2. Call for help: 9-1-1 (police/fire/EMS - if on GSNEO camp property, also contact Camp Coach or Manager).
3. Move non-injured people away from scene.
4. In the event of motor vehicle accident, serious accident, or fatality - always notify police. Unless victim is in immediate danger, do not allow the disturbance of the victim or surroundings until first responders arrive.
5. Call emergency contact(s) of injured.
6. Speak only to police or other first responders. Do not contact, make statements to, or discuss with media or post about the incident on social media.
7. Do not discuss the incident with media/witnesses, release names, place blame, or accept liability.
8. Share insurance information with the other party. Do not sign any accident report, except for police.
9. Keep a record of the order of events, treatments, calls, etc.
10. Report incident to GSNEO: 800-852-4474. If incident occurs after hours, call 330-472-2389.
11. Complete [Incident/Accident Report Form](#).

Girl Scouts of North East Ohio
 One Girl Scout Way
 Macedonia, OH 44056
customer-care@gsneo.org

Revised 2023

Emergency numbers and unit info are posted next to building/site phones.
Poison Control Center: 800.222.1222

Camp Sugarbush AED Locations:
 Shady Nook - Bathroom
 The Lodge

NON-EMERGENCIES:

Property Maintenance issues:
 Contact Camp Coach or Property Manager.

Questions on camping, supplies, activities:
 Contact Camp Coach

WEATHER

Understanding alerts: The National Weather Service (NWS) issues severe weather watches, warnings, and advisories to alert the public when dangerous weather conditions are expected.

- **Watch:** there is the potential or conditions exist for a dangerous weather event.
- **Warning:** dangerous weather is imminent. Take immediate action to protect life and property.
- **Advisory:** conditions less serious than a warning are imminent. These may cause significant disruption. If caution is not exercised, could lead to a life or property threatening situation.



In Case of Emergency

WIND:

- **Wind Advisory: Use caution hiking.** Sustained winds expected between 31 and 39 mph for an hour+, or any instantaneous wind gust between 46 mph and 57 mph expected.
- **High Wind Warning: Trails are closed.** Sustained winds (not of storm origin) predicted to reach 40+ mph for at least one hour, or any gust of wind is expected to be 58+ mph.

SEVERE WEATHER:

At first sign of impending storm (thunderheads, darkening skies, lightning, thunder, increasing wind) seek nearest enclosed shelter (listed below). Do not stand in open-air shelters.

- Always take attendance at designated shelter to make sure all attendees are present.
- Close all windows and doors.
- Be calm and reassure the participants.
- Listen to a radio/phone app for storm location, severity, and emergency instructions.
- If you're caught by a storm outside and shelter is not available, seek cover in places like:
 - Depression in the ground or deep valley
 - A dense wooded area
- If you are in a field or open area, squat down with only the balls of your feet touching the ground, hands on knees, and your head between your knees. Be small. If you are in the woods, move away from the tallest trees.
 - **Do not** lean against a tree or stand under isolated trees.
 - **Do not** stand near wire fence or overhead wires.
 - **Do not** engage in water sports; do not stand in or near puddles/water.

Tornado Watch: *Conditions are favorable for a tornado to form.*

- Identify the nearest shelter (listed below) and prepare to act if a storm develops.
- Do not stand in or near water. Stop water activities at the first sign of changing skies.

Tornado Warning: *A tornado has been spotted.*

- Move participants to shelter immediately. Such areas include:
 - Storm shelters and basements (listed below).
 - Interior corridors and hallways.
 - Reinforced concrete buildings.
- If caught outside, lie flat in a ditch, ravine, culvert, or under a bridge. Protect your head!
- Avoid cars and parked vehicles, tents, and indoor areas near windows.
- Instruct participants to lay flat under a heavy piece of furniture and/or mattress, heavy blanket, or towels to protect them from flying objects.

CAMP SUGARBUSH STORM SHELTERS:

Shady Nook - Bathroom
Pool House - Inner rooms
The Lodge - Dining Hall



General Rules and Information

The following are prohibited on GSNEO and camp property:

- Hunting
- Firearms
- Alcohol
- Drugs
- Pets
- Smoking (effective Jan. 1, 2026)

Smoking

All GSNEO properties are smoke-free as of January 1, 2026. Smoking, use of other tobacco products, electronic cigarettes, and vaping are not permitted on Girl Scouts of North East Ohio properties, whether in or around buildings, grounds, or camp properties. This includes inside personal vehicles in any GSNEO property parking lot. Anyone wishing to smoke or use other tobacco products, including electronic cigarettes or vaporizers, must do so outside the perimeter of the properties. Smoking, use of tobacco products, electronic cigarettes, and vaping are never acceptable in the presence of youth members during Girl Scout activities, regardless of your location.

Troops/groups will be assessed a \$100 cleaning fee for infractions on Girl Scout properties.

Cabin safety

For the safety of all campers, it is important that nothing is placed or hung in front of cabin doors (on either side). You may need to exit quickly in an emergency, or emergency personnel may need to enter easily.

Fires

Fires are allowed only at your reserved site and in the presence of your Outdoor Essentials-trained volunteer. **Do not leave fires, indoor or outdoor, unattended.** Be sure the stove/oven is turned off, and any small appliances are off and unplugged, when you've completed cooking. More info on fire safety available in the Outdoor Essentials Reminders section.

Electricity

Like at home, the electricity occasionally goes out during severe weather. Good thing you brought your flashlight! If the power goes out unexpectedly, or for an extended period, please report the issue to the Camp Coach or Property Manager.

Heating

Heating systems will be kept at a low setting during your stay to conserve fuel. Remember to "think green". Cabin thermostats are preset at 72 degrees. PLEASE DO NOT ADJUST THERMOSTAT. Generally, heat will be turned on to cabins in mid-October and off again in mid-April, typically in conjunction with the closure of our seasonal sites.

Cooking stoves should never be used to supplement the furnace as a source of heat!



General Rules and Information

Refrigeration

Warm or room temperature items take time to cool in the refrigerator, particularly when items are large, dense, or when there are many items. Cold air needs room to circulate around the food, so if you fill/overfill the fridge, it slows that cooling further.

Latrines

Keep doors and lids closed at all times. Detailed instructions on cleaning latrines can be found in the Outdoor Essentials Reminders section under “Latrine & Hand Wash”.

Garbage/Recycling

Garbage must be compacted and put into a securely fastened garbage bag. Garbage bags must be deposited inside the dumpster located just outside Low Lodge.

Getting Around Camp Property

While at camp, your primary mode of transportation at camp should be self-powered, whether walking, or using a wheelchair. Camp roads were not built for traffic and should be used for camp maintenance, emergency, and delivery purposes only. **Vehicles on camp roads present a safety risk for all at camp.**

Cars in Camp

Speed limit on camp roads is 5 MPH. One car may be used to take supplies to the site and may make more than one trip if necessary. All other cars must park in the main parking lot. The State Fire Department mandates that only one vehicle may remain at your site during your stay. Girls should walk to sites and carry something, even if it is just their pillow. Make “packing-in supplies” fun for girls and provide them a learning experience in responsibility and cooperation. Wagon carts are available to transport gear from the parking lot to your reserved site.

In the event of a sick child, the leader or other licensed adult may use the emergency vehicle to bring the child to the parking lot. Parents may pick up their child from the parking lot. If it is after hours and the gate is closed, the leader should notify the camp coach that a parent is expected. Camp coaches can open/close gate or the leader/adult can use the birdhouse to open gate to let parent in and to close gate once parent leaves.

Cars Stuck

If your vehicle gets stuck or has mechanical issues, please look under **Area Info** for a local tow truck or roadside service. Please inform GSNEO Camp Coaches or the Property Manager if the service will be coming on to camp property. Services are at the individual’s expense.

Camp roads are plowed in the event of **heavy** snowfall, and local roads are monitored and maintained by either the town or the county.



General Rules and Information

Bikes at Camp

General Rules:

1. All activities must follow Girl Scout Safety Activity Checkpoints.
2. Helmets must always be worn while biking.
3. Bikes must stay on the main roads. No Mountain Biking on hiking trails.
4. Bikes are to be kept at camp sites when not in use.

Golf Cart Policy

Golf carts are not available for general use at Girl Scouts of North East Ohio camp properties. Permission may be granted by the Camp Property Manager in these instances:

- Mobility issue of members/attendees where traveling camp roads is not possible because of persons' ability/injury/ailment.
- Volunteers are staffing large council-sponsored special events (for movement of materials/set-up, operations of event, and clean-up activities).
- In the case of a true medical emergency.

Occasionally, permission has been granted by council for volunteers to bring their own insured golf carts related to their special event needs. That permission comes from our CEO, is granted on a case-by-case basis, and can be considered by contacting customercare@gsneo.org at least two weeks prior to your campout. If you are renting the golf cart, you will be responsible for accepting delivery and return of the unit.

If permission for any of the above has been granted:

- Operator must be an eligible, approved volunteer of GSNEO who is a licensed and insured driver without driving restriction by GSNEO or any governing authorities.
- All travel must be low-speed and is limited to camp roads only – no trails or off-road usage is permitted. (regardless of if its yours or its ours)

ATVs are never permitted at camp.



General Rules and Information

The Buddy System

The buddy system is easy and helps protect the group, so use it wisely and frequently!

Cadettes and older may explore camp in groups of 4 without an adult (and within limits), but Juniors and younger need accompaniment/to be kept within line of sight. Group leadership is still responsible for knowing the whereabouts of each troop member, but everyone shares the responsibility.

- Divide the group is divided into teams of two (or three if there is an uneven number). Each person is responsible for staying with her buddy always, warning her buddy of danger, giving her buddy immediate assistance if it is safe to do so, and even calling for/going for help when the situation warrants it.
- Establish where the adults can be found and where to seek help, if needed.
- Periodically call for buddy checks: Give a signal and each person finds their buddy, clasps their hand, and holds it up. Spot any unattached persons and can count the number of buddy teams to be sure none are missing.

Friendship

“Make new friends...” There is no better place than camp to meet new girls. Share a flag ceremony, a campfire, a new recipe, or a song-- be friendly! Be considerate of other groups' rights, especially at bedtime. Never be involved in stunts and pranks involving other troops or groups without first getting the permission from the people in charge.

Other Reminders:

- All Girl Scout ceremonies with candles must be used outdoors. Candles with wicks are prohibited indoors.
- For health, fire, and safety, please do not move or jump on the beds.
- Do not send children to the Camp Coach or Property Manager without an adult.
- The county Sheriff/local police department routinely patrol camps on the weekends.
- GSNEO is not responsible for lost, stolen, or otherwise destroyed personal property or money



Staying Connected at Camp

Camp Coaches

A warm welcome awaits you at Camp Sugarbush. Camp Coaches are experienced, trained volunteers onsite to assist for weekends. When they're not visiting groups around camp to say hello and offer help, you can usually find them at Woodchuck. Your group received a call ahead of your campout with contact info for your Coaches.

Camp Coaches are there to:

- Welcome visitors
- Assist with your check-in and check out
- Answer questions (Girl Scout, camping, or property-related) during your stay

Every troop is different: some prefer outdoor activities like hiking and cooking, while others like indoor crafts or badge work. Camp Coaches are knowledgeable about various aspects of Girl Scouting and outdoor program. They can answer questions, provide activity suggestions, resources, and materials, or even help with housekeeping concerns. And, they are happy to be invited to songs and s'mores by the campfire!

If Camp Coaches aren't on property for your stay, you can contact the Property Manager directly for true emergencies or urgent maintenance issues:

Doug Shaulis (330) 604-3329

If you need to reach GSNEO staff for an emergency outside of business hours, contact our after-hours emergency phone line at 330-472-2389.

Phones/Internet

Name of wi-fi: Sugarbush

Password: 345a543bcd345

Phones at the sites are for emergencies and volunteer communication. Please discourage girls from using or playing with phones.

Main Phone

Number 330-227-6407

Dining Lodge	950	Woodchuck	954
Pool House	951	Maintenance Building	955
Shady Nook	952	Raccoon Roost	956
Ranger's House	953	Observatory	957



Staying Connected at Camp

Area Info

For internet search use zip code 44428

Shopping/Groceries:

Kinsman IGA – Shenango Wildlife Area, 8281 Willimasfield Kinsman Rd, Kinsman, OH 44428 (5.6 Miles)

Sparkle Market – 169 South High St Cortland, OH 44410 (9.9 Miles)

Dollar General – 8513 Main St, Kinsman, OH 44428 (6.2 Miles)

Marathon Gas – 8509 Main St, Kinsman, OH 44428 (6.2 Miles)

Walmart – 2016 Millennium Blvd Cortland, OH 44410 (15.8 Miles)

Ace Hardware – 8598 Main St Kinsman, OH 44428 (6.4 Miles)

Pymattuning Lake Flea Market - 6352 Marvin Rd., Andover, OH 44003 (15.1 Miles)
(440)293-7757

Eat Out or Pickup:

Dairy Oasis – 8266 Main St, Kinsman, OH 44428 (SEASONAL) (5.6 Miles)

Pizza Joes – 222 W Main St Cortland, OH 44410 (10.0 Miles)

Brothers Restaurant – 144 South High St Cortland, OH 44410 (DELIVERY) (9.8 Miles)

Times Square – 8078 Main St Kinsman, OH 44428 (5.2 Miles)

Car Trouble:

Burrell Co. – 8211 Main St. Kinsman, OH 44428 (5.5 Miles)

Medical:

Trumbull Memorial Hospital – 1350 E Market St, Warren, OH 44483 (19.0 Miles)

UPMC Horizon (General Hospital) – 110 N Main St, Greensville, PA 16125 (12.1 Miles)

Johnston Fire Dept. - 4424 Greenville Rd., Farmdale, Ohio 44417 (4.1 Miles)

Burghill Vernon Fire Dept. - 6915 OH-88, Kinsman, Ohio 44428 (1.2 Miles)

Leave No Trace



Getting Outdoors

1. **Plan ahead** so you leave nothing behind. Get to know the area you'll visit. Repackage and store food in reusable containers.
2. **Travel and camp on durable surfaces.** Walk only on existing trails and camp on surfaces that are already impacted or are durable enough to withstand repeated trampling.
3. **Dispose of waste properly:** Carry out what you carry in—never dump anything on a campsite or into a water source.
4. **Leave nature as you find it.** Don't collect or take anything from the outdoors.
5. **Minimize campfire impacts:** Instead of using firewood and building campfires, pack a lightweight cooking stove and lantern.
6. **Respect wildlife** by checking them out at a distance. Never approach, feed, or follow them.
7. **Be considerate of other visitors.** Remember you're not alone in the wilderness. Keep your voices down and let nature be the loudest sounds you hear.

Natural Hazards

Tick awareness

Camp is a tick's natural habitat. Be advised: A mild winter usually allows an increased population of ticks. As troop leadership, you are responsible for making sure you, your first aider, and all adults attending camp with the girls are prepared. Helpful hints:

Avoid Direct Contact with Ticks

- Avoid wooded and bushy areas with high grass and leaf litter
- Walk in the center of trails
- When going into the woods wear long pants and shirts

Repel Ticks

- Use repellents that contain deet (30% of deet is the recommended use on children by the American Academy of Pediatrics)

Find and Remove Ticks from Your Body

- Bathe or shower as soon as possible after coming indoors to wash off and more easily find ticks that are crawling on you
- Do a full body check including arms, around ears, legs, hair/scalp, waist, etc...
- On arrival at home check gear and tumble clothes in a dryer on high heat for an hour to kill ticks



Getting Outdoors

Plant Life

Poison ivy, poison oak, and poison sumac are common poisonous plants whose oil (urushiol) causes an allergic reaction of an irritating, itchy skin rash through direct contact, transfer from clothes and shoes, or even firewood with dead poison ivy vines. It can also be airborne; contact with the smoke of burning plants can cause a rash or breathing problems. Susceptibility varies with the season and the individual. Poison ivy grows all over our woods and fields. **Wear calf-length/knee-high socks. Stay on trails.**



Poison Ivy: It has three shiny green leaves, often notched, and often there is red on the stems. It grows as a low plant and may appear as a vine, bush, or stalk-type plant. Leaves can be reddish or green in spring, green in summer, and yellow, orange, or red in fall. It may have green-ish white flowers and whitish-yellow berries. Some dead trees may have vines enough that they appear as poison ivy trees.

Poison Oak: Like poison ivy, poison oak leaves also cluster in sets of three. Its solid fuzzy green leaves are lobed or toothed with rounded tips. Most often seen in shrub form, poison oak can also grow as a vine and may have yellow-white berries.



Poison Sumac: Thrives in water, often in swampy/boggy areas as a small tree or tall shrub. Leaves can have oil-filled black or brown spots. Leaf stems contain seven to thirteen leaflets, ranging from orange in spring, to green in summer, and yellow, red, or orange in fall. May have yellowish-green flowers and whitish-green fruits hanging in loose clusters.

Symptoms & Treatment

The rash comes one to two days after contact with the plant. Symptoms range from mild to severe and include itching, redness, burning, swelling, and blisters. Self-care or over-the-counter treatment is used for most cases, but if severe, your doctor may prescribe medicine(s). If you believe you have come in contact with one of these plants:

- Remove all clothes/shoes that have touched the plant, turning inside out so you won't touch the oil on the clothes. Wash them with hot water and strong soap.
- Take a cold shower, put the rash area in cold water, or pour cold water over it. Use soap when you shower as this will often remove the oil.
- Apply rubbing alcohol or alcohol wipes to the parts of the skin that are affected.
- **Do not scratch or rub rash.** Over-the-counter antihistamines may ease itching.

Keep your hands away from your eyes, mouth, and face.



Outdoor Essentials Reminders

Latrine & Hand Wash

Each troop using the latrines is responsible for cleaning them. Here's a brief refresher:

Items you need:

1. hand wash container (filled)
2. cleaning bucket (1/4 full of water with 1/4c bleach)
3. broom
4. rope or heavy twine
5. paper towels
6. toilet paper
7. hand wash with soap
8. covered waste container (like a coffee can)

Setting Up Hand Wash:

1. A roll of paper towels on twine, cover with plastic bag, and tie between two trees. Place garbage can nearby for used towels.
2. Place several small holes at top of jug and fill with water, making sure water is not dripping from holes.
3. Place bar of biodegradable soap in netting or panty hose and tie to jug.

Latrines:

2. With a dry broom sweep cobwebs overhead, then down the walls, and the floor.
3. Use diluted bleach solution or bleach wipes to wipe down toilet seats and lids.
4. Wet broom in bleach water and sweep out each stall. Use a spray bottle filled with bleach water to spray down shower stalls and around pipes.
5. Dispose of bleach water in a non-growing area or down the drain of a sink. **DO NOT DUMP BLEACH WATER DOWN THE LATRINE** as it kills beneficial bacteria.
6. Equip each stall with toilet paper and covered waste container (large coffee cans are ideal) for sanitary products, napkins, and tampons. Remind everyone that sanitary products are **not** to be put down the latrine, only toilet paper.
7. Return cleaning products to storage area.

Encourage handwashing and sanitizing often during your outdoor experience to minimize the spreading of germs and bacteria.



Outdoor Essentials Reminders

Fire Safety

Fires must only be built in designated fire circles or fireplaces, and **must be attended by an Outdoor Essentials trained volunteer at all times.**

Dead fall is available year-round for all fires. Troops may gather tinder and kindling from fallen wood near each site or may choose to bring purchased wood.

Take these precautions to prevent injury and have an emergency plan in place when cooking or attending a fire:

- Remove hazards, flammable material, and leaves to 20 feet from fire. Make sure the area above the fire is OPEN. Keep sandy or porous rocks away from heat.
- Participants' hair should be tied back, and clothes should be close fitting.
- Have fire equipment (**bucket of water, rake and/or shovel**) in place near fire.
- Safe fire starters, like candle kisses, are covered in Outdoor Essentials. Don't use commercial fuel accelerants (like lighter fluid) to start or fuel fires.
- Do not burn plastic, foil, Styrofoam, trash.
- **Put out all campfires before leaving site.**

CLEANING AND DISPOSING OF ASH

- Check to make sure all ashes are cold.
- Remove only ashes and place into ash bucket, leave charred wood. (*Ashes can be blown away, chunks of wood cannot.*)
- Spread cold ashes on ground in adjacent wooded area. Do not place in drive, gravel, or walking paths.

BUILDING YOUR FIRE

- Properly clean before building a fire (above). Ensure area is clear of flammable materials.
- Make sure damper is open and spark screen should remain in place. (*Fireplace*)
- Follow above safety precautions, and your Outdoor Essentials training.

EXTINGUISHING YOUR FIRE

Do not add wood 3 hours prior to departure.

FIREPLACE:

- Leave Damper open. Make sure spark screen is in place.
- Never pour water into fireplace; it will crack bricks.
- Leave hot ashes and wood in the fireplace. No further extinguishing required.

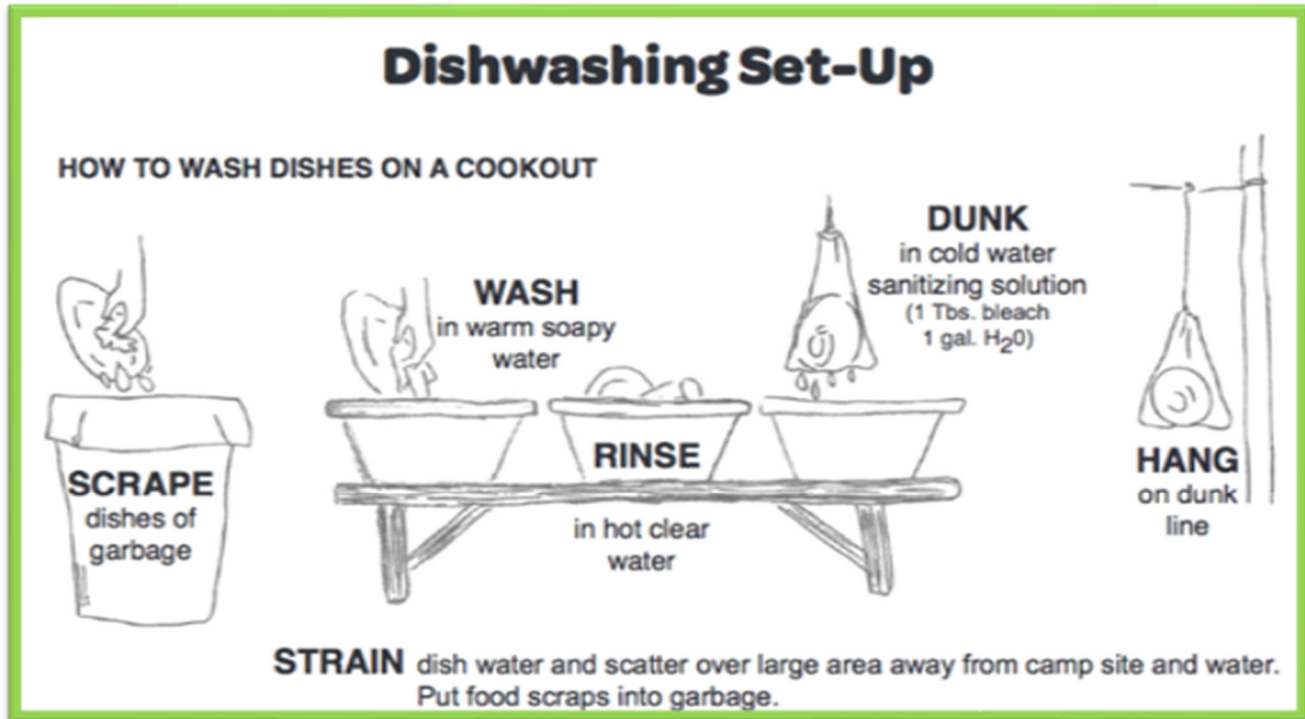
FIRE CIRCLE:

- Sprinkle ashes and charred wood with water, stir, and sprinkle again. Repeat until extinguished and all is cool to the touch.



Outdoor Essentials Reminders

Dishwashing Setup



Cast Iron

- For Dutch Ovens: To make cleanup easier, line the pot with foil prior to cooking.
- **No Soap.** Wash with warm water while the cast iron is still warm.
- Stuck-on foods: rub with coarse salt and plastic mesh scrubber, coarse sponge, or crumpled foil ball. No coarse salt? Add warm water and bring to a boil.
- After cleaning and rinsing, allow to air dry. Remember to re-season the cast iron with heat and oil to protect from rust.
- For storage, remember to keep the lid slightly open so air can circulate into it.

Cast Iron Don'ts

1. **Never** allow cast iron to sit in water or leave water in it. It will rust!
2. **Never use soap on cast iron.**
3. Do not place an empty pan or Dutch oven over a hot fire. It will crack or warp.
4. Do not rush the heating – you will burn food or damage the pan/oven.
5. Never put cold liquid into a hot cast iron pan or oven - they will crack.!



Outdoor Essentials Reminders

Propane Safety

Propane fuel is compressed fuel in heavy steel cylinders. It is inexpensive and readily available. Double burner stoves using propane for fuel are reliable, durable, cook quickly, and do not require priming. Propane is the most widely used fuel but is highly volatile and explosive. It must be stored properly. **Read label on cylinder before using.**

1. **Never use indoors**
2. Keep hair tied back
3. Keep all open fires (campfires, candles) and matches away from propane/stove
4. Keep fire extinguisher handy
5. Make sure the stove is stable and away from traffic
6. Restrict the number of people around the stove
7. Store extra cooking fuel away from the cooking flame
8. Dispose of pressurized cans properly (at a hazardous waste facility)
9. Never place in fire, direct sunlight, or leave in high heat
10. Do not lean over the stove from the back
11. Teach girls/others cooking safety

Propane stoves

Propane stoves are easy to use. The propane comes in bottles that are screwed into the stove; it will not spill. To start the stove, you will turn on the gas and light the burner. There are propane stoves with built in electronic starters. Follow these general instructions:



1. Open lid and position “wind baffles” (sides)
2. Close all burner valves firmly
3. Close “regulator valve” (if it is adjustable)
4. Screw regulator onto stove if it is not permanently attached - Hand tighten only.
5. Remove cap from propane cylinder, screw onto regulator - Hand tighten only
6. Turn regulator on (if adjustable). Check for leaks by spraying with a small amount of soapy water. If there is a leak, the soap will bubble. Tighten your connection and repeat steps.
7. Hold lighted match near burner and open burner valve. **DO NOT TURN ON THE VALVE BEFORE LIGHTING THE MATCH!** Flame can be adjusted with burner valve.
8. To Store: Extinguish flame by turning off burner valve. Let the stove cool.
9. Turn off regulator valve (if adjustable). Remove propane cylinder and replace cap.
10. Label cylinder as used. Close baffles and fold lid down.



Outdoor Essentials Reminders

Knife Safety

- Maintain a “safety circle”
- Never touch the blade. Always hold knife by the handle and keep a firm grip.
- Pass the knife handle first when handing to someone else.
- Do not throw your knife.
- Before walking or running, put your knife down and put it away.
- Knives should not be used to deface or disfigure property, plants, or animals.

Knives are not toys and should not be shown, waved, or thrown in jest or in a threatening manner.

Bow Saw Safety



Bow saws have a curved metal frame that holds their blades in place.

1. Saw teeth are needle-sharp. Treat every saw with the same respect you give your pocketknife/kitchen knife.
2. Bow saw blades can be protected with a sheath made from a garden hose. Please be sure to recover the blade when not in use.
3. When using a bow saw, brace the wood to be cut against a solid support. Use long, smooth strokes that let the weight of the saw pull the blade into the wood.
4. Be sure to wear gloves to prevent injury (bring your own gloves).

Do not cut wood that isn't already completely on the ground.



Outdoor Essentials Reminders

Cleaning and Garbage

Your group is responsible for bringing their own: hand soap, dish soap, sponges, dish towels, toilet paper, paper towels, disinfecting cleaner/Clorox wipes, sanitizing tabs for dishes, firewood, matches.

Mops, brooms, some cleaning supplies, and 1-2 trashbags will be available at cabin sites. Cleaning supplies are not stocked weekly, so availability may differ.

Disposing of Garbage

- Garbage containers are to be lined with plastic bags.
- For any lidded garbage cans, make sure lids are tightly in place.
- Sort and rinse items that can be recycled.
- Do not burn or bury any garbage.
- All trash and food residue is to be placed in garbage bags, securely fastened, and deposited in the dumpster by Low Lodge before departure.
- Dispose of wastewater at least 200 feet from a water source.

Checkout Kapers

Your troop/group is responsible for leaving your site better than you found it. Refer to the Check Out Sheet at the end of the binder/document. It is to be completed and turned in either to your Camp Coaches or left in the mailbox at Whippoorwill at the end of your campout. Observe fire and sanitation procedures carefully at your site. If a site is not left in good condition, expect a phone call to return and remedy the problem. **Follow the “Leave No Trace” principals - Do not leave graffiti, crafts, trash, or food in the cabins.**



Activities at Camp

ON YOUR OWN ACTIVITIES

Hiking

Camp Sugarbush has two main trails, and several sites connecting trails.

Woodland Trail (20 minutes, .25 miles)

This trail runs from Shadynook to Woodland, and will take you along the ridge above Mill Creek, by Green Cathedral amphitheater, and past Rockledge.

Loop Trail (45 minutes, 1.125 miles)

This trail can be started from any point and allows you to see all of the sites, buildings, and activity areas in camp.

Connecting Trails (20 minutes, .2 miles) are several shorter trails connecting the Lodge, Greentrees, and Savannah. There's lots to see all around: maples, oaks, sassafras, deer, turkey, bald eagles, geese, doves and, so much more!

Fun Hike Ideas

- **Hold the Front:** Leader asks a question about things observed, like "What is the name of that tree?" If 1st in line answers correctly, they stay; otherwise, they go to the back of the line.
- **Nature Clue:** Cut a nickel-sized hole in a piece of paper. Have girls view natural objects like a leaf or animal track through the hole. See how many the girls identify.
- **See-It Hike:** One girl starts by naming something: "I see a bird." The next person must name something she sees that starts with the last letter of the first girl's word, "D." "I see a daisy". The next person must name what she sees that starts with "Y".
- **Rhyming Hike:** One person spots something: "I see an ant." Another rhymes, "It's sitting on a plant," then names a new object: "I see..."
- **Silent Hike:** The purpose here is to listen, which can be difficult for some of our girls. Try late at night or early in the morning when the surroundings are strange and mysterious. How about 5am? What adaptations do nocturnal animals have?
- **Shape Hike:** Find and identify the shapes (square, round, triangle, etc.) of different items like buildings, leaves, rock, and trees. Include pre-made shapes to show, like what a trapezoid looks like, to make it easier.
- **Color Hike:** Divide girls into color groups. Let groups list everything they see in their color. Which group has the longest list? Will this change through the year?
- **Green Hike:** How many shades of green can you find on your hike?



Activities at Camp

- **Observation Lotto:** Create a four-down, four-across lotto card marked with hike sights (stream, eroded land, berries, squirrel, pinecone, poison ivy, moss, bird, etc.). Have girls mark their card for items spotted. First to fill a row wins.
- **Nature Scavenger Hunt:** This hike is not collecting, but recording and describing items. Girls can work in teams to list items like: smallest or largest thing, coldest or hottest place, something with 6 legs, newest or oldest item, compound leaf, chewed leaf, something that changed the environment, something important to nature, etc.
- **Map-Making Hike:** Make a map of your group area identifying points of interest. Does your map show 'scale'?
- **Pebble Cribbage:** Start with 10 pebbles. Leader points to an object. Each person who can identify it drops a pebble. First to drop all her stones is the winner.
- **Clothing Color Hike:** Find colors in nature that match the color of the clothing the girls are wearing. Is it possible nature provided these colors?
- **Alphabet Hike:** Find objects whose names begin with the letter of the alphabet, from A to Z.

Fishing

Fishing is permitted at the lake. There is a well-maintained population of bluegill and bass.

General Rules:

1. **No fishing when watercraft are on the lake.**
2. No fishing from the dock.
3. Fishing is catch and release only.
4. All GSUSA and ACA standards must be followed.
5. All hooks must be single shank and barbless. Crimping of bards is acceptable, but no treble hooks.
6. Fish must be handled as gently as possible and be immediately returned to the water.
7. If a hook is deeply swallowed by a fish, the line should be cut rather than forcing the hook out.
8. Live bait such as earthworms, wax worms, insects, etc. is allowed, but **no minnows or leeches.**

Snowshoeing

Snowshoes are available seasonally when there is 4" of snow or more. Check with the Camp Coaches or Property Manager upon arrival for availability.

Letterboxing

Letterboxing is available at Camp Sugarbush! Letterboxing is a treasure-hunt-style outdoor activity that uses either clues or GPS coordinates to find a hidden treasure. Letterboxing helps Girl Scouts develop skills like map reading, orienteering, and puzzle solving.



Activities at Camp

If your troop is interested in finding a camp Letterbox, you can find clues and GPS locations with your friendly Camp Coach. You will need to supply your own GPS units and/or compasses. Info on Letterboxing and Geocaching at all GSNEO camp properties is available at gsneo.org.

Splash Pad

Splash Pad Safety:

- Adult supervision is required.
- Emergency phone located inside Shower House.
- Food and Drink are not permitted on splash pad.
- Pool toys are not permitted (beach balls, noodles, balls, etc.).
- Remove shoes before entering splash pad deck. Water shoes are permitted.
- No running or horseplay.
- Do not sit on water jets.
- Water is recycled and not suitable for drinking.
- Exit splash pad at first detection of lightning or thunder. The splash pad may be used again 30 minutes after the last detection of lightning or thunder.



HOURS OF OPERATION

- May: 9am-8pm
- June: 9am-9pm
- July: 9am-9pm
- August: 9am-8pm
- September: 9am-8pm

Dates of Operation: May 15th – Sept 15th

Splash pad usage:

- No pre-reregistration required. Be considerate of time spent and share the space with others.
- Before using splash pad, visually check pad area and sweep off any debris.
- Brooms are located in Shower House.
- Splash pad is activated by waving a hand in front of a sensor located on the short purple tube.
- Splash pad will shut down 16 minutes after last motion in front of a sensor.
- Maximum capacity for splash pad is 20 active participants.
- Do not use splash pad if dirty or muddy.
- The splash pad should not be used as a way to rinse off dirt or mud.
- Be considerate: please clean the splash pad and Shower House for the next troop.

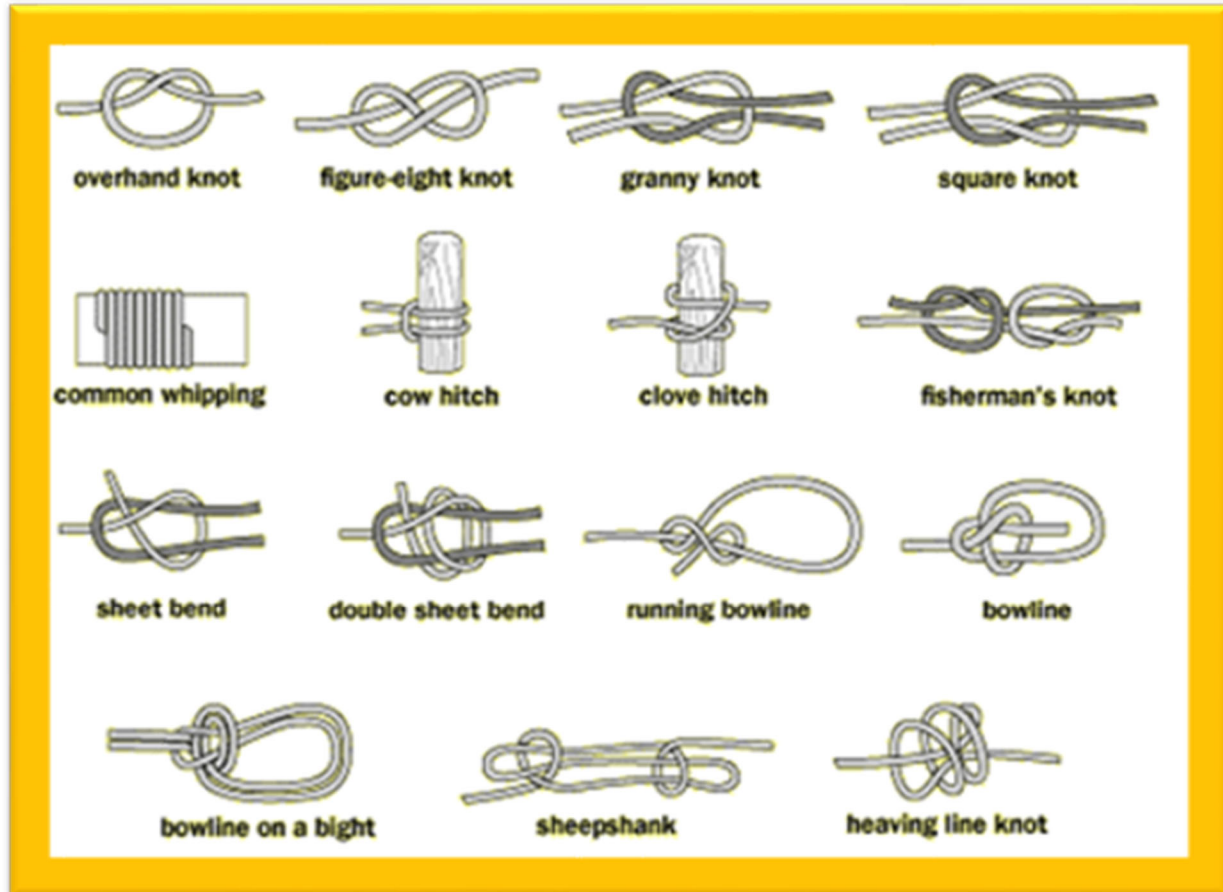
Sports Shed

An assortment of field and team building activities are located next to the pool. All activities must follow Safety Activity Checkpoints. There are: two shuffleboard courts, three types of hopscotch, one four square lot, basketball court, volleyball court, and the Ga-Ga pit.



Activities at Camp

Knot Relay



Have the patrols line up behind a starting line. A leader stands opposite each patrol and has one or two ropes, and a pole (if desired). At the Go signal, each patrol sends one scout forward. The leader gives them a randomly selected knot. The scout must successfully tie that knot before returning to their patrol. When each scout returns, the next scout is sent forward.

- Have each leader keep count of the number of knots successfully tied. Keep moving until the game period has nearly expired. The patrol with the most successfully tied knots wins.
- By running this relay for a fixed time, there is no need to adjust for different sized groups. Each scout should get the opportunity to tie 2 or 3 different knots.
- Leaders should be willing to help scouts who have problems with specific knots.



Activities at Camp

EQUIPMENT RENTAL

The following activities require advance reservation and a certified facilitator. No use of these facilities or equipment will be granted without prior approval.

All activities must follow Girl Scout Safety Activity Checkpoints.

TARGET SPORTS

- The camp coach will meet facilitator at Welcome Center. Monitor must verify instructor through photo ID and certification card.
- The renter(s) are responsible for equipment between check in and check out.
- The renter(s) are responsible for equipment set up, clean up, and proper storage.

BOATING/LAKEFRONT

- The camp coach will meet facilitator at Welcome Center. Monitor must verify instructor through photo ID and certification card.
- The renter(s) are responsible for equipment between check in and check out.
- The renter(s) are responsible for equipment set up, clean up, and proper storage.
- Canoes, Kayaks, Row Boats must be locked down.
- Boat House must be locked at conclusion of program.

POOL

- The camp coach must verify lifeguard through photo ID and certification card.
- The renter(s) are responsible for equipment between check in and check out.
- The renter(s) are responsible for equipment set up, clean up, and proper storage.

CHALLENGE COURSE

Enhance your communication and cooperation skills while having fun as a team! Choose strategies that will help your group solve physical and mental challenges on fun elements tucked in the woods at each camp. Everyone is a winner because you build a stronger team!

Dress for the weather—long pants are recommended.

- The camp coach must verify instructor through photo ID and certification card.
- The renter(s) are responsible for equipment between check in and check out.
- The renter(s) are responsible for equipment set up, clean up, and proper storage.

OBSERVATORY

Currently offered through GSNEO programs only – find them at gsneo.org/events



Camp Songs

Hermie the Wormy:

Sittin' on a fence post
Chewin' my bubble gum (chewing noise)
Playing with my yo-yo (woo-woo)
And along came Hermie the Wormy
And he was this big (show size with fingers)
And I said Whoo - Wees
"Hermie, baby what happened?"
I ate my sister (Repeat: hand size gets bigger)
I ate my sister (Repeat: hand size gets bigger)
I ate my brother (Repeat: hand size gets bigger)
I ate my father (Repeat: Finger size is really small) I burped!

Singin' in the Rain:

(chorus) I'm singin' in the rain,
Just singin' in the rain.
What a glorious feeling, I'm (clap) happy again.

Thumbs up
Chi-chi-cha-cha
Chi-chi-cha-cha
Chi-chi-cha-cho
(chorus)
1. Elbows back
2. Knees together
3. Knees bent
4. Toes together
5. Head up
6. Tongue out
7. Sit down!

Kookaburra:

Kooka-Burra sits in the old gum tree,
Merry merry king of the bush is he.
Laugh Kooka-Burra,
laugh Kooka-Burra.
Gay your life must be.
Kooka-Burra sits
in the old gum tree,
Eating all the gumballs he can see.
Stop Kooka-Burra,
stop Kooka-Burra.
Save some gum for me.

Go Bananas:

Bananas of the World Unite
Peel bananas, peel, peel bananas
Peel bananas, peel, peel bananas
Eat bananas, eat, eat bananas
Eat bananas, eat, eat bananas
Go bananas, go, go bananas!
Go bananas, go, go bananas!

Brownie Smile Song:

I've got something in my pocket
That belongs across my face
I keep it very close to me
In a most convenient place.
I'm sure you would not guess it
If you guessed a long, long time
So, I'll take it out and put it on -
It's a great big Brownie Smile!

I Want to Linger:

M-mm- I want to linger
M-mm- a little longer
M-mm- a little longer here with you
M-mm- it's such a perfect night
M-mm- it doesn't seem quite right
M-mm- that it should be my last with you
M-mm- and come September
M-mm- and I will remember
M-mm- my camping days and friendships true
M-mm- and as the years go by
M-mm- I'll think of you and sigh
M-mm- this is goodnight and not goodbye
M-mm- I want to linger
M-mm- a little longer
M-mm- a little longer here with you.

Alphabet Grace:

(tune: "The Alphabet Song")
A-B-C-D-E-F-G
Thank you, God for feeding me.

Time to Eat:

(tune: Ain't She Sweet) Time to eat, thankful
Girl Scouts in each seat! We thank You for
your generosity-Time to eat!



Camp Songs

Girl Scout Pep Song:

Hooray for Girl Scouts
Hooray for Girl Scouts
Someone in the stands is yelling.
Hooray for Girl Scouts
1,2,3,4, who you going to yell for?
Girl scouts that's us!!!
She wears a "G" for generosity
She wears a "I" for interest too,
for interest too.
She wears a "R" for
real life sport-manship
She wears a "L" for loyalty,
for loyalty
She wears a "S" for her sincerity
She wears a "C" for courtesy
She wears a "O,U,T" for
outdoor life! outdoor life!
and that Girl Scout is me!!

Taps:

Day is done, Gone the sun,
From the lake, From the hills,
From the sky, All is well,
Safely rest, God is nigh.
Fading light, Dims the sight,
And a star gems the sky,
Gleaming bright, From afar,
Drawing nigh, Falls the night.
Thanks and praise, For our days,
Neath the sun, Neath the stars,
Neath the sky, As we go,
This we know, God is nigh.

Johnny Appleseed:

Oh, the Lord's been good to me.
So now I thank the lord
For giving me the things I need
The sun, the rain & the apple seed;
Oh, the Lord's been good to me.

Down by the Banks:

Down by the banks of the hanky panky where
the bull frogs jump
from bank to bank with an
eeps, opps,oops,opps,
eeps, opps, silly and he goes kerr-plop!!

Boom Chicka Boom:

(leader sings line, everyone repeats)

I said boom chicka-boom!

I said boom chicka-boom!

I said booma-chicka-rocka-chicka-rocka-
chicka-boom!

Uh huh! Oh yeah! One more time... as loud as
you can!

Some Extra Verses:

Slowly: as slow and drawn out as possible

Opera: sing in an opera voice

Softer: quietly

Higher: high mousy voice

Lower: deep voice

Faster: as quick as possible

Underwater: sing with fingers dribbling
against your lips

Verses with Special Words:

Valley Girl: I said, like, boom! I said, like,
boom chicka-boom! I said, like, booma-chicka,
like, rocka-chicka, like, gag me with a
spoon! Like, uh-huh! Like, for sure!

Like, same thing...

Janitor style: I said a Broom-Pusha-Broom, I
said a Broom-Pusha-Broom, I said a Broom-
pusha-moppa-push-a-moppa-push-a-broom.

Barn-yard Style: I said a moo chicka moo I
said a moo chicka moo I said a moo chicka
bocka chicka bocka chicka moo...



Camp Games and More

In My Grandmother's Attic

The first player says, "In my grandmother's attic, I found (name something that starts with "A"). The next player says the same phrase, the object beginning with the "A," and then something that begins with a "B." Continue this way, each player reciting the previous items and adding another, all the way through the alphabet to "Z."

Group Knot

Have the campers stand in a tight circle, with their hands in the center. Then have them grab other hands at random. The puzzle is for the whole group to work together to get themselves untangled. Sometimes you'll find that the group has formed several smaller circles.

Flashlight Limbo

Just like limbo, but using a flashlight as the rope. Turn out the lights. Have someone turn on a flashlight and hold it straight. Have each player take turns going under, and as the game goes on lower the beam. The winner is the person who can go the lowest.

Village Chief

Everyone sits in a circle, and one person leaves. Select one remaining person to be the 'Village Chief' or the 'It'. Everyone else in the circle must follow the movements that the "Chief" does, like clapping, snapping, banging the ground. The person who stepped out of the circle then comes back and tries to see whose movements everyone is following, and guess who the "chief" is.

A What?

Equipment: 2 objects

The leader of the game starts by passing the first object to the person on their right (Person A) and saying, "This is a whit." Person A replies, "A What?" The leader would then clarify, "A whit." Person A then turns to the person on their right (Person B) and says, "This is a whit." Person B, "A what?" Person A, turns to Leader, and asks, "This is a What?" Leader to Person A, "A whit!" Person A to Person B, "A whit!" Person B then turns to Person C, and the game continues each time going all the way back to the leader. This game can be made harder by adding an additional object called a Watt in the opposite direction. Eventually, people are receiving and passing two words at time.

Guess Who

It is like the board game Guess Who. You divide the group into two teams sitting in neatly set up rows of chairs. One person from each team is picked to guess who the judge has in mind from the other team. (The judges must write the name down as proof.) The pickers switch off asking yes or no questions (i.e. does he wear glasses). Anyone who doesn't fit in with the answer must sit down



Camp Games and More

until the picker guesses who. That team gets a point and two new people are picked and you do it all over again.

Head Down, Thumbs Up

Two or more children, depending on the size of your group, are chosen to stand up and all the others put their heads down with their eyes closed and thumbs up. The two-left standing must then creep around and gently touch one person each on the thumb. Everyone is then told to open their eyes and then children who were touched stand up and try to guess which child touched them. If they get it right the children swop places, if not then the children have another go.



Ga-Ga Ball Pit Rules

- All players start with one hand touching the wall of the pit.
- The game begins with a referee throwing the ball into the center of the pit.
- When the ball enters the pit, the players scream “GA” for the first two bounces, and “GO” on the third bounce, after which the ball is in action.
- Once the ball is in play, any player can hit the ball with an open or closed hand.
- If a ball touches a player below the knee (even if the player hits themselves) they are out and must leave the pit. If a player is hit above the knees, the play continues.
- If a ball is caught on the fly, the player who hits the ball is out.
- If the ball goes out of the Ga-Ga pit the last player to touch the ball is eliminated.
- Using the octagon's walls to aid in jumping is legal if the player does not permanently sit on the octagon's ledge.
- Players cannot hold the ball.

If needed, a second ball can be thrown in the pit to expedite the end of the game. The last player standing is the winner of that round.



Camp Games and More

Troop Program Totes

Program totes are available for use during your visit to Camp Sugarbush – for rainy days, extra down time, or just for fun. Each themed tote contains unique resources for all age ranges that are easy to use. These are located in the hallway of the Lodge.

Please sign out only one tote at a time for your troop. Please make sure all items have been returned in the tote. There is a list of items included on the lid.

Themes:

- Birds
- Inside Games
- Lummi Sticks
- Trees
- Women of significance
- World of Friendship

Instructions:

1. Sign out the tote on the clipboard
2. Use and enjoy
3. Check all contents and return the tote
4. Sign tote back in



Camp Sugarbush History

1956:

The Warren Area Council of Girl Scouts purchased nearly 193 acres of farmland for \$15,000.00 on February 17, 1956. The acreage contained a 10-room farmhouse near the highway, garage, chicken coop, and barn. The funds for the purchase of the property were procured through a Camp Development Fund campaign which garnered donations through cookie program sales and private donations.

Preparations began to get Camp Sugarbush open for its first camp season. Previously the council leased Camp Dussel and the equipment, including tent platforms and a flagpole, were moved from Camp Dussel to Camp Sugarbush.

A new well was dug at the farmhouse by Girl Scout adult members. A terrace was added to the back porch of the farmhouse and the chicken coop renovated into a craft house by local Boy Scouts members.

July 22, 1956 – Camp Sugarbush was open for camping. Tents were pitched in the meadow on the southeast corner of camp. The first camp session did not end well, as a strong storm blew in and took down all the tents with it. Volunteers from the nearby air base came the next day and helped put the camp back together.

Pennsylvania Railroad donated brass locomotive bells to Camp Sugarbush. Indoor plumbing did not yet exist at camp. Water was carried to tents from the well, and the farmhouse and outdoor latrines were available. A camp shower was set up in a canvas enclosed platform, and the only heat source for the water was the sun.

1957-1959:

1957 - Camp session was held with the tents at the northwest corner of the meadow. The farmhouse served as camp headquarters. A well was dug near the swimming pool so campers had less distance to carry water.

A \$169,000 fundraising drive began for camp improvements.

1958 - The Lodge dining hall was completed as well as a Shadynook. In the fall, volunteers cleared 3 acres north of the meadow.

1959 - Camp Sugarbush officially claimed its name when a contest was held to name the camp. Howland Intermediate Troop 11 offered the winning name, due to the many sugar maple trees on the property.

The second phase of camp development began with the construction of the swimming pool.

1960-1961:

In late 1960, the Caretaker Log Cabin was built. A troop camp house was built west of the Caretaker's cabin in 1961. Original plans for the troop camp house called for primitive camping amenities. Plans were changed and a fireplace, stove, refrigerator, and nearby well and latrine were added.

December 1961 – Camp Sugarbush received its first American Camp Association accreditation.



Camp Sugarbush History

1962 - 1979:

1962 - The Day Camp area was first used. An Adirondack area was chosen, units erected, and road built to the area.

1964 - Camp Sugarbush saw an addition of a half-acre farm pond, allowing boating as a part of the campers' experience.

1979 - Rockledge site was converted from a standard tent site to a perma-tent unit.

1993 - 1998:

1993 - The Pool house was constructed.

1994 - The EPA sewage treatment plant was installed.

1998 - Our Savannah site was built. The traditional tent unit was replaced with Pavilitents.

2000-2020:

2000 - A new Shadynook and maintenance barn were added.

2001 - The Lodge was furnished with indoor bathrooms and showers.

2015 - A Low Ropes course was constructed.

2017 - The Astronomy building built.

2018 - Renovation of the Day Camp pavilion was done to convert it into the Indoor Shooting Sports range.

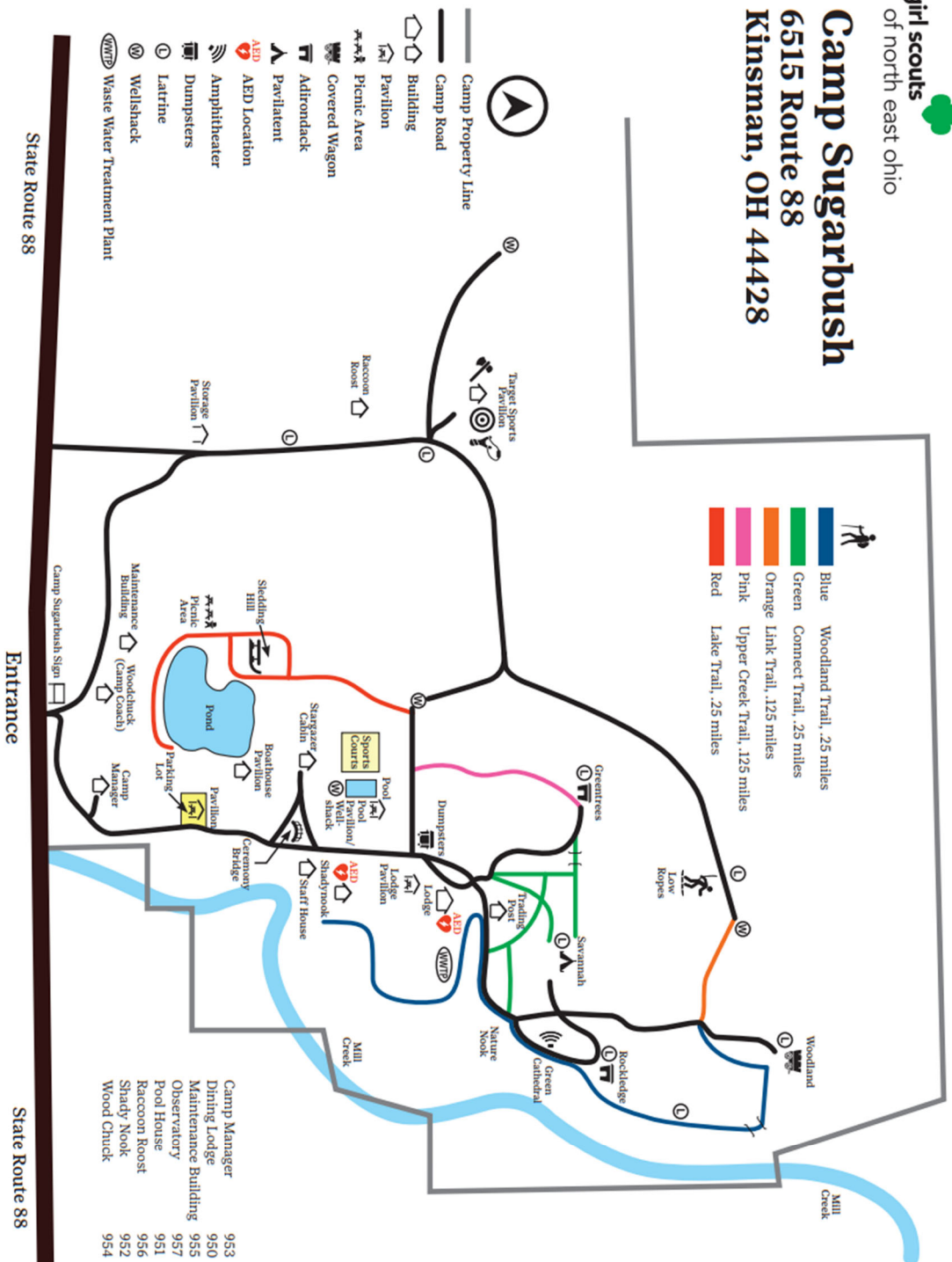
2020 - The Astronomy Building was renamed Stargazer Cabin.



girl scouts
of north east ohio

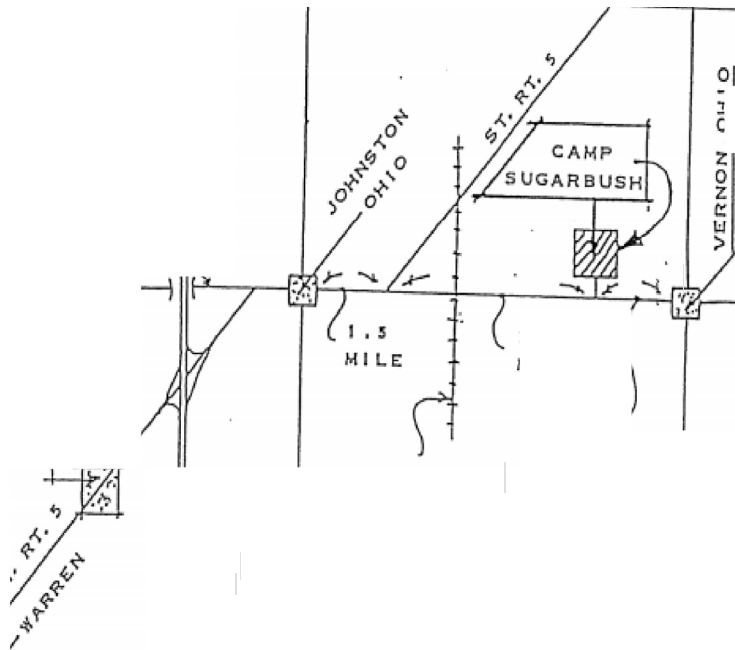
Camp Sugarbush

6515 Route 88
Kinsman, OH 44428





Camp Sugarbush Map and Sites





Camp Sugarbush Map and Sites

Greentrees



The Lodge



Rockledge



Raccoon Roost



Savannah



Shadynook



Stargazer Cabin



Woodland





Kaper Description - Buildings

Range/Stove: Clean range top and oven. Make sure all controls have been turned **OFF**.

Refrigerator: Wipe up any spills, leave no food behind. Leave turned **ON**.

Kitchen/Common Area: Clean all sinks, faucets, appliances, tables, countertops, microwaves, and coffee pots. Wipe down shelves and fronts of cabinets.

Cooking equipment and dinnerware: Clean and properly store.

Make sure each cot/bunk only has one mattress. Neatly stack mattresses in cabins without cots.

Sweep and wet mop all floors. Do not forget the bunk area!

Close and lock all windows.

Remove old newspapers and cardboard boxes from cabin, porch and/or shelters.

Final Check, including drawers and under bunks. Do not leave personal items, food/beverages, paper, or trash. **Leave nothing behind.**

Lights: Turn off all interior and exterior lighting.

Doors: Close all doors - **DO NOT LOCK.**

Kaper Description - Buildings -Tents/Adirondaks

Sweep tent platforms, adirondacks, and shelters with concrete pads.

Close tent and tie flaps down, ropes and ties secured (**No knots in ties**).

Cooking equipment and dinnerware cleaned and properly stored (if applicable).

Kaper Description - Buildings -Fireplace/ Fire Circle

Fireplace/Fire Circle is properly extinguished, ashes/coals handled per Outdoor Essentials/Camp Compass guideline.

Fire safety supplies returned to their proper location. Buckets must be empty.

Kaper Description - Buildings-Garbage & Trash

Check for litter on patios (paved areas outside), and around all entrances.



Recycle as much as possible.
Trash Cans: Empty and clean. Install a fresh liner.
All garbage/trash must be in a trash bag and taken to dumpster. Leave NOTHING behind.
Kaper Description - Buildings - Bathrooms/Latrines
Clean sinks, countertop, and hand washing area, removing splashes and soap spills. Wipe all faucets and soap dispensers. Wipe off the top and sides of hand dryers.
Sweep and mop the floor. NOTE: Wet mops should be hung on the hooks over the mop sink to drip dry in the utility room.
Empty bathroom stall sanitary trash and reline.
Empty trash cans and install a fresh liner. Take trash to dumpster.
Clean mirrors, remove water and soap spots/splashes.
Clean all bathroom stalls.
Toilets. Scrub inside bowl, wipe seats, and wipe floors behind toilets. Toilet paper dispensers, refill as needed.
Latrines: Clean with bleach water. Close lids and remove toilet paper. Pick up litter in the area.