

2012
Captain John Smith Experience
PARTICIPANT'S GUIDE



PIPSICO SCOUT RESERVATION
TIDEWATER COUNCIL, BSA

COUNCIL OFFICE:

1032 Heatherwood Drive, Virginia Beach, VA 23455

Phone: 757-497-2688 Fax: 757-473-3305

E-mail: wparker@PipsicoBSA.com

www.PipsicoBSA.com



Table of Contents

Welcome Letter-	3
Program Overview-	4
Your Week at Camp-	5
Other Notes	6
Organization-.....	7
Weeks of Operation for Captain John Smith, 2012-	8
Fees, Requirements, & Refund Policy-	8
Fee Schedule:	8
Requirements:.....	8
Refund Policy:	9
Our Location-.....	9
Getting to the James River Adventure Base at Pipsico Scout Reservation:	10
Planning and Preparation-	11
What to Bring:.....	11
Sunday Check In:	12
Saturday Check Out:.....	13
Captain John Smith Experience Policies:	14
Mail:	14
Telephones:	14
Attire:	14
Buddy System:	15
Provisional Campers:	15
Lost and Found:	15
Trading Post:.....	15
Unit Leaders:.....	16
Valuables:	16
Vehicles:	16
Prohibited Items:.....	17
Discipline:	17
Medical Information-	18
Medical Forms and Physical Examinations:	18
Medications:.....	18
Emergency Medical Treatment:	19
Emergency Procedures-.....	19
Photo Release Information-	20
Appendix Table of Contents	21



Welcome Letter-

Dear Captain John Smith Experience Participant and/ or Unit Leader:

We are pleased to offer the Captain John Smith Experience as part of the James River High Adventure Base at Pipsico Scout Reservation. This program, to which we made significant modifications, is designed to approximate the adventures and experiences of the Jamestown colonists. This guide will help you understand and prepare for your adventure on The Captain John Smith Experience.

The emphasis for The Captain John Smith Experience is to instill in youth teamwork, leadership skills, survival skills, and most of all, show them a fun-filled week on and close to the James River. While participating in this program you will be challenged with learning many new and exciting skills that only a few have ever had the opportunity to learn. Both the new skills and existing knowledge will be applied through the historical context of the experience of Jamestown settlers. Participants will learn how to meet and complete many challenges and will be able to come home with many new skills, friends, and memories.

Please take note that many of the luxuries of residence camp will not be available to the participants. Participants will be expected to actively engage in all aspects of the program and work cooperatively to achieve the best experience possible.

If you are looking for something other than the normal toil and trouble of earning merit badges while sitting under a shelter, then come out for an adventure of a lifetime! You will be responsible for building shelter, obtaining food, cooking, and cleaning and many other tasks.

Our trained and knowable staff is here to assist and guide you through the fun and challenging adventures that await you on The Captain John Smith Experience.

If you have any comments, concerns, or questions, please let us know! We certainly look forward to seeing you this summer.

Sincerely,

Evan Sommerfeld

Director, Pipsico Scout Reservation



Program Overview-

This program is designed to provide older Boy Scouts and Venture Scouts with the opportunity to experience a full week of learning about the experiences of the early Jamestown settlers through hands-on activities. Participating in the program involves sacrificing many of the comforts of normal summer camp experiences, but this will be replaced by an unparalleled opportunity to familiarize yourself with the challenges of early colonists in Virginia.

Sunday after check in will consist of staff introductions along with an introduction to the basic program elements and restrictions. Participants will spend the night in the residence camp with the rest of their unit or (if provisional campers) will be lodged with another unit for the night.

Monday morning, after breakfast, participants will report to the parking lot outside of the Burton Center in Camp Lions. The group will leave to visit Jamestown Settlement on Monday. The program will conclude Friday night so the participants can attend campfire. At the Friday night campfire, participants will be given special introduction and given the opportunity to perform a skit outlying their week and the adventures they had.

The activities during the week will be designed to develop and apply some of the essential survival skills needed by the early colonists. These include, but are not limited to, locating the colony, building shelter, military training, interacting with native peoples, and cooking.

Two staff members will be living with the participants during the week. Moreover, three other staff members will assist with the program throughout the week. All staff are highly trained and knowledgeable about both general scouting skills and the specialized knowledge covered in this program. The event will also be supported by the James River Adventure Base at Pipsico Scout Reservation, where the participants will camp Sunday and Friday nights as well as eat Monday breakfast. Much of the ingredients for food provided to the participants will come through the base.

Participants will prepare all meals at their selected colony location, unless otherwise noted in the Typical Schedule section of this guide.

Every week the participants have new and fun filled experiences with Captain John Smith Experience. Participants are guaranteed to come home with knowledge and memories that will last a lifetime!



Don't forget, if you or your youth enjoyed this program, ask about our other exciting programs at the James River High Adventure Base. Go to <http://www.pipsicobsa.com> for more information.

Your Week at Camp-

To follow is a rough summary of a weekly schedule for the Captain John Smith Experience. Note that this schedule is subject to change depending on weather and other outside factors. Participant's actions will also directly affect how much they get to experience.

Sunday-

- Check-in
- Staff introductions and basic program outline instruction

Monday-

- Tour of Jamestown
- Special afternoon experience (shhh.... It's a secret)

Tuesday-

- Survival day
- Night Astronomy Instruction

Wednesday-

- Interaction with Native Americans
- A day in the life of a colonial Settler

Thursday-

- How to survive off natural resources in the "New World"

Friday-

- Sustain life and colonization in the "New World"
- Special day long experience that you will share with the entire camp. (shhh.... It's also a secret)

Saturday-

- Check-out
- Lots of sleep while on the car ride home



Other Notes

- The menu for this program is very different from any other summer resident camp food menu. If you have special dietary needs you must let us know a week prior to your arrival.
- Sunday night and Friday night will be the only nights that participants will be in "Base Camp" with the remainder of their unit. The rest of the time they will be in the outpost camp.
- During the week we will be exploring the waters and areas along the James and Chickahominy Rivers. Participants must expect to get wet during their visit and be able to pass a BSA swim test.
- **Every day during the Captain John Smith Experience our staff will work with the participants to refine their skills in the target area of study. This is not a merit badge program, however, work on merit badges and advancement requirements will occur naturally during the program. If participants would like to go above and beyond, and earn specific merit badges, they must discuss this with the staff on Sunday evening to ensure that their intentions are known. A list of merit badge requirements that will be completed and options for completing others will be available on Sunday evening at the introduction meeting. The opportunities are limitless for the experiences and activities that you will participate in while at Pipsico!**

**Please also check at <http://www.pipsicobsa.com> for updates about program changes as well as new programs and activities.



Organization-

Each week the Captain John Smith Experience Participants will be introduced to each other during the Sunday night introduction meeting. The participants will be experiencing the program throughout the week together as a group. Through the week however, participants will be expected to split up to accomplish the overall goals assigned to the group. When this occurs, the buddy system is strongly enforced and expected of all participants. Also in effect, since the Captain John Smith Experience is open to, youth, adults, and male and female Venturers; are youth protection policies.

Supervision over all the week will be provided primarily by staff. Adults provided by the unit are not required. Units sending four or more youth to this program are strongly encouraged to send 1 adult to participate in the program for the best experience. Due to the high energy and fun pack schedule, participants are expected to obey all staff requests during the week.



Weeks of Operation for Captain John Smith, 2012-

Week 1 (June 24th - June 30th)

Week 2 (July 1st - July 7th)

Week 3 (July 8th - July 14th)

Week 4 (July 15th - July 21st)

Fees, Requirements, & Refund Policy-

The Camp John Smit Experience is \$275 if paid in accordance with the fee schedule listed below. Accounts not paid in full by March 31, 2012, are subject to a \$25 late fee per registration.

Reservations made after March 31, 2012, will be \$300. Reservations after March 31, 2012, require a \$100 deposit and for the account to be paid in full in 60 days or the slot and monies will be forfeited.

Fee Schedule:

- \$50 due upon registration
- \$50 due by December 17, 2011
- \$50 due by January 28, 2012
- \$50 due by February 25, 2012
- Final \$75 due by March 31, 2012

All payments must arrive by the date stated or the late fee will be applied to the registration price. These fees are valid for the 2012 season only.



Requirements:

All Scout Participants must be 14 as January 1st, 2012, have an Annual Medical Form with parts A, B, & C completed. They must also pass BSA swim test after arriving at Camp Lions. All adult participants must pay the \$275 fee, complete the Annual Health and Medical Record parts A, B, & C, and pass the BSA swim test. There is a maximum of 28 participants per week. If a participant is unable to pass the swim test, they will be sent home at their own cost or given the option to participate in regular Boy Scout Camp program if space is available. Female participants are not required to bring a female leader, but it is encouraged.



Refund Policy:

It is important to note that when you make a reservation for the James River Adventure Base, your reservation guarantees you a spot in the Captain John Smith Experience (assuming the week requested has not already filled up). Once you reserve a slot you will be expected to pay for the entire balance of that slot.

Refunds for Captain John Smith Experience of all but \$100 of fees paid will only be given under the following circumstances:

- Death in the immediate family of the Scout
- Severe illness or injury on the part of the Scout (doctor's letter required)

Our Location-

The James River Adventure Base at Pipsico Scout Reservation; is located in Spring Grove, Virginia, approximately midway between Norfolk and Richmond. It is about 25 miles off Interstate 295 from Hopewell, Virginia.

Our camp is centrally located to a host of attractions. The first permanent English settlement at Jamestown is a short distance via the nearby ferry. Many fascinating historical sites from the first 250 years of American history are within easy driving distance (an hour or so). Among these are Colonial Williamsburg, restored colonial plantations, the Revolutionary War battlefield at Yorktown, and Civil War battlefields around Richmond and Petersburg.

For those who want more modern adventure, local amusement parks include Busch Gardens and Water Country USA. A moderate drive from camp brings visitors to the Naval base in Norfolk, the NASA Langley Research Center, the Atlantic Ocean beaches and boardwalk at Virginia Beach, and much more.

If you are coming from outside the local area, we would be glad to have you as our guests in Camp Rotary for a few extra days so you can add some of these world-class attractions to your summer camp experience. With advance notice, we can provide breakfast, dinner, and box lunches on the days you are in Camp Rotary for a nominal cost.

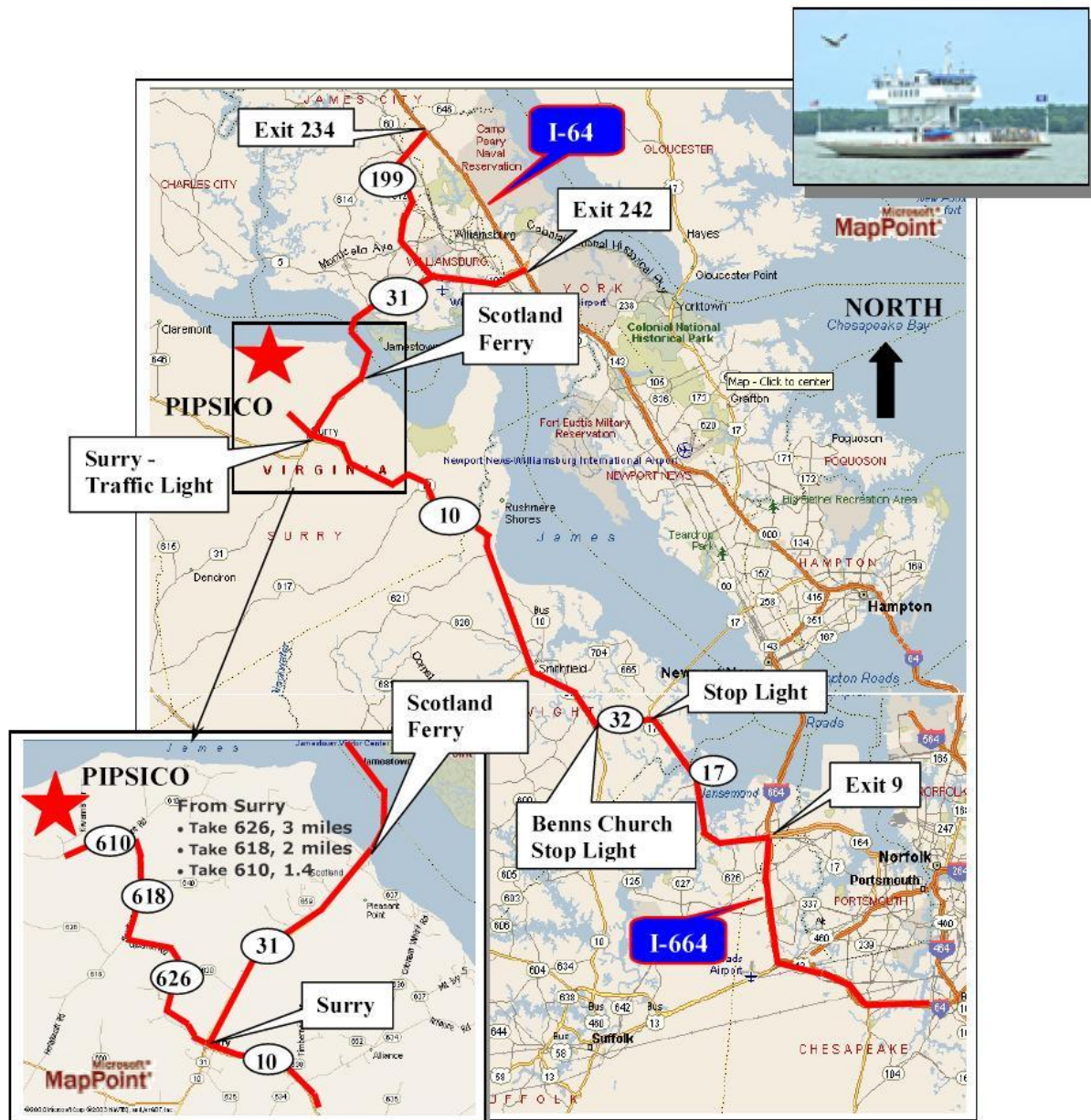




Getting to the James River Adventure Base at Pipsico Scout Reservation:

Take a drive in the country or a ride on a ferry. Which ever route you and your Scouts choose, you are sure to enjoy the trip. From South Hampton Roads, the most direct route is illustrated below. However, some may prefer taking Route 460 to Route 10 North.

For those coming from the Peninsula or interested in something different, the Jamestown- Scotland Ferry is the way to go. However you arrive, traveling to Pipsico will provide a history rich and scenic journey.





Planning and Preparation-

What to Bring:

Required Items-

1. Backpack or duffle bag
2. Toiletry kit (including towel)
3. Wool blankets or a sleeping bag with a blanket to hide it.
4. Normal Clothing needed for 6 days plus*:
 - 1 Bathing Suits
 - 2 pairs of Shoes- **NO flip-flops.** Moccasins, boat shoes or tennis shoes are OK. All might be exposed to water. A pair of hiking boots is suggested but not required.
 - Hat
 - Sunglasses with strap
5. Pocket knife preferably with a belt and belt holder
6. Sunscreen, insect repellent and lip balm w/ sunscreen
7. Rain Gear
8. Pair of Leather gloves

Suggested Items-

1. No cash money required; however, each individual will be allowed and is encouraged to carry money for personal expenditures. The youth will have access to the camp trading post as well as the facilities and shops at Jamestown. (A suggested amount of \$50.00)
2. Camera
3. Personal flag or unit flag to fly at their camp**



* You will be given a Special Captain John Smith Experience t-shirt for use however; you should bring other light colored shirts with you for daily use. Also, please take note that space for transportation to the activity site is limited. Please pack only those items you know you will use while on the cruise.

** Units that are sending several participants the Captain John Smith Experience can create a flag that can be flown during the week.

DO NOT BRING- Cell Phones, Radios, CD players, iPods, firearms, sheath knives, or any other scouting restricted items.



Sunday Check In:

Please plan on arriving between 1:15 and 3:15 PM on Sunday afternoon of your scheduled camp week. If you arrive early, please park and wait in the parking lot of Camp Lions. Registration will be conducted at the Burton Center which is main administration building inside of Camp Lions at Pipsico Scout Reservation. If you plan to arrive late, please notify us in advance so special arrangements can be made. If you are delayed on the way to camp, let us know at (757) 294-3912.

At initial check-in, we will verify the number of campers with your unit, confirm paperwork is in order and assign you to a campsite. Your pre-ordered T-shirts will be given to you at this time.

Next your Camp Guide will meet you. The Camp Guide will escort you through the remaining check-in procedures:

- Your Campsite where you will drop off (but not unpack) your gear. At this time everyone will change into bathing suits. You will be given a pass that allows one vehicle at a time into the campsite. All vehicles (other than trailers) must be moved to the main parking lot by dinner on Sunday.
- OA Shelter, where you will turn in Health Record Forms with the Health and Safety Officer.
- OA Shelter where you will fill out buddy tags.
- Dining Hall for a brief orientation on mealtime procedures.
- Pool for Swim Test: **All participants (youth and adult) are required to pass the BSA Swimmer test.** Change into your swim suits and go to the pool. If a participant is unable to pass the swim test, they will be sent home at their own cost or given the option to participate in regular Boy Scout Camp if space is available.
- To the Dining Hall where you will be introduced to the Captain John Smith Experience Staff and Organized into your colonial settlement group.
- Your campsite to unpack and get settled for the night.



Saturday Check Out:

You can plan on your unit leaving camp between 8:00 and 10:30 AM on Saturday. A continental breakfast will be served between 8:00 and 9:00 AM.

If all gear and equipment **was not** returned to the proper condition on Friday (you will be told this at dinner Friday night), participants should report back to the designated area Saturday morning for a final inspection by the director. Once you have been given the final ok, you may return to your primary campsite for final checkout procedures.

One vehicle at a time may enter the campsite to load gear, no earlier than 7:30 AM. Once your gear is packed out and your campsite and latrine are clean, a staff member will inspect the campsite and release you from camp.

Once you have been checked out of your campsite and picked up your health records and medications from the Health Lodge, we will give you your 2012 The Captain John Smith Experience patches and be wished a safe trip home.



Captain John Smith Experience Policies:

Mail:

Mail can be sent to Captain John Smith Experience participants throughout the week by using the following address:

Pipsico Scout Reservation
c/o Scout's Name, Unit Number, CAPTAIN
JOHN SMITH EXPERIENCE
57 Pipsico Road
Spring Grove, VA 23881

Telephones:

A phone for outgoing calls is available at the Burton Center. An adult leader must be present for a Scout (with his buddy) to use this phone. Calls must be collect or by calling card, and must be limited to five minutes. Should anyone need to contact a camper on an important matter, the number is: **1-(757) 294-3912** This is our business phone, and cannot be tied up with personal calls, so parents will not be able to speak to their children on this line. Phone messages will be placed in the unit mailbox; emergency messages will be delivered as soon as possible. If adult leaders need to receive regular calls at camp, bring a cell phone or pager, or make arrangements to check with their office on a regular schedule.



In case of emergency while out in the activity areas, the Staff will be in contact with the Camp via cell phone and Radios.

Attire:

Class A or Class B uniforms are not required during the activity portion of the week, however, they will be needed for Friday night dinner and for the opening and closing campfires. Proper or appropriate attire must be worn at all times while in the activity area. Shorts and appropriate T-shirts (See equipment list) are recommended for most activities. Closed-toe shoes must be worn at all times, including during activities at the waterfront and on board any boats. The only exceptions are while in a shower building, inside the pools, the pool perimeter fence, or in bed.

Captain John Smith Experience participants may only wear light colored, non-marking soled shoes while aboard the boats. Bathing suits should be conservative; remember, there may be coed participants.



Buddy System:

All participants of Captain John Smith Experience should use the buddy system while at camp, in the activity area, and while visiting Jamestown. Crew leaders are required to know the whereabouts of their crewmembers at all times.

Provisional Campers:

If a Scout is unable to attend camp with his own unit, or wants to attend a second week of camp, we can arrange for him to attend camp with another unit. Fees for provisional campers are the same as for other Scouts. On occasion, we ask a unit to include a provisional camper in their unit for the week at camp. In such cases, we require that a parent or guardian meet with the unit's camp leader prior to camp or during check-in. Provisional participants will be placed in crews with other provisional crewmembers or partial crews.

Lost and Found:

A lost-and-found bin will be maintained at the Burton Center, and by the Skipper of each boat.

Trading Post:

In addition to program materials, our Trading Post offers a variety of snacks and drinks, and a wide selection of camping supplies, Scouting materials, and special James River Adventure Base and Pipsico Scout Reservation souvenirs. Remember that the proceeds from the Trading Post support your Scouting programs! It is also stocked with James River Adventure Base apparel and souvenirs, refreshments, and other items. Please encourage your participants to bring spending money (\$50 recommended). There will also opportunities to shop at Jamestown Settlement.

Unit Leaders:

Coed units are encouraged to provide a female leader with the female participants. Units also sending four or more participants are encouraged to send an adult with their participants for the best experiences. Please contact us before arrival at camp to make arrangements for provisional participants.

Valuables:

Unfortunately, even in a scouting environment, losses occur. To ensure nothing will happen to your favorite gadgets and gizmos, leave them at home! We do not carry insurance for personal items. Also remember that we will be surrounded by a lot of water and out in unsheltered areas frequently, please make sure items that can not get wet are secured properly.

Vehicles:

While camp is in session, all Scouts, leaders, and visitors are prohibited from driving past the gate in front of the Health Lodge. One vehicle will be allowed into your campsite during check-in to drop off unit gear; as soon as it is unloaded, it must be promptly moved to the Burton Center parking lot.





Prohibited Items:

The following items and actions are strictly prohibited while at Camp Lions and while participating in Captain John Smith Experience and are a cause for immediate dismissal:

- Alcohol
- Tobacco - The use of tobacco in any form is strictly prohibited for youth participants. Adults who smoke must do so out of sight of any youth members. Smoking is prohibited while on the boats.
- Illegal Drugs
- Fireworks
- Sheath Knives
- Firearms of any kind
- Theft
- Actions that knowingly endanger another participant or staff.
- Intentionally damaging property belonging to another person or Captain John Smith Experience.

Discipline:

All participants are expected to live up to the principles and values of the Scout Oath and Law and/or the Venturing Code.

- Discipline of Scouts while at camp is the responsibility of unit leaders. If Scouts are disruptive or refuse to comply with camp rules, we will refer the matter to the unit leaders for resolution. If problems recur, we may require the Scout to be sent home.
- In the event that a unit leader is not present during the cruise the skipper will be responsible for enforcing rules and disciplining those crewmembers who break them.
- If the camp administration believes that further disciplinary action is required of any crewmember, they will intervene. Chartered partners of the participant's home unit and/or a Council representative will be contacted for serious infractions.
- Any participant who steals, vandalizes, or intentionally places another participant, staff member, or other person in danger will immediately be sent home. The administration reserves the right to take further action themselves if necessary, including sending the entire crew home within 24 hours.
- Hazing or any other such activities are not allowed at any time during The Captain John Smith Experience.

Medical Information-

Medical Forms and Physical Examinations:

All Captain John Smith Experience participants, both youth and adults, must have a completed and signed Annual BSA Health and Medical Record, parts A, B, & C. (This form is included at the back of this booklet)

Youth participant medical forms must be signed by a parent and include the parent's medical insurance information (a copy of insurance card). Participants without a properly completed Annual BSA Health and Medical Record, will not be admitted to the program.

Medications:

All prescription drugs are kept and administered by the unit. It is to be kept in a secured location out of the reach of the children. If medication requires refrigeration, it can be checked in with the Health Officer during check-in. Please provide a list of medication, dosage and to whom you are administering medication to when you check in with the Health Officer.

By law, medications must be in a container with a typed label from the pharmacy. Medications will be given only in accordance with the label. Handwritten changes will not be accepted.



If no leader from the unit is participating in The Captain John Smith Experience, then the staff will also dispense medication throughout the time spent at the outpost. Participants suffering from asthma may keep their medication with them, but must inform the staff that they have it.



Emergency Medical Treatment:

Camp Lions has a health officer on duty 24 hours a day. If a medical situation occurs while at the outpost, procedures are in place that will ensure the safety and health of everyone participating. The staff are trained in First Aid with appropriate supplies at the site for many typical injuries. Cell phones and radios will be on hand to call ahead if medical services are required.

The cost of medical treatment away from camp will be billed to the camper's primary insurance carrier. Registered Tidewater Council units are covered by supplemental insurance, which covers certain deductibles and other expenses for injuries and illnesses incurred at camp. Parents must make arrangements for treatment of pre-existing conditions. Tidewater Council's policy does not cover out-of-council units; those units need to submit a certificate of insurance from their home council or unit prior to arriving at camp. We recommend that this be done when making your final camp fee payment.

Emergency Procedures-

Missing Participant/ Lost Person:

As soon as it is suspected that a person is missing, report the incident to the Skipper. Upon notification, the Skipper will:

- Check the Sign-in/Sign-out roster.
- Staff members will search all public and program areas.
- Staff members will inspect the water around the boat.
- If the person is not found, the Camp Director will be notified and will call the crewmember's home. If the individual is not home, the Camp Director will:
 - Contact the local authorities.
 - Take a crew by crew roll call.
 - Organize a lost person search with local authorities.
 - Contact the Scout Executive or his representative.

Serious or Fatal Accident:

The staff member on scene will notify the Camp Director and then:

The Camp Director will notify the local Rescue Squad

The Camp Director will notify the Scout Executive and the Participant's parents

All other programs will continue their normal activities.

The Camp director will gather all information and complete the BSA Accident Forms

Only the Scout Executive or his representative will respond to questions from the press or other authorities.



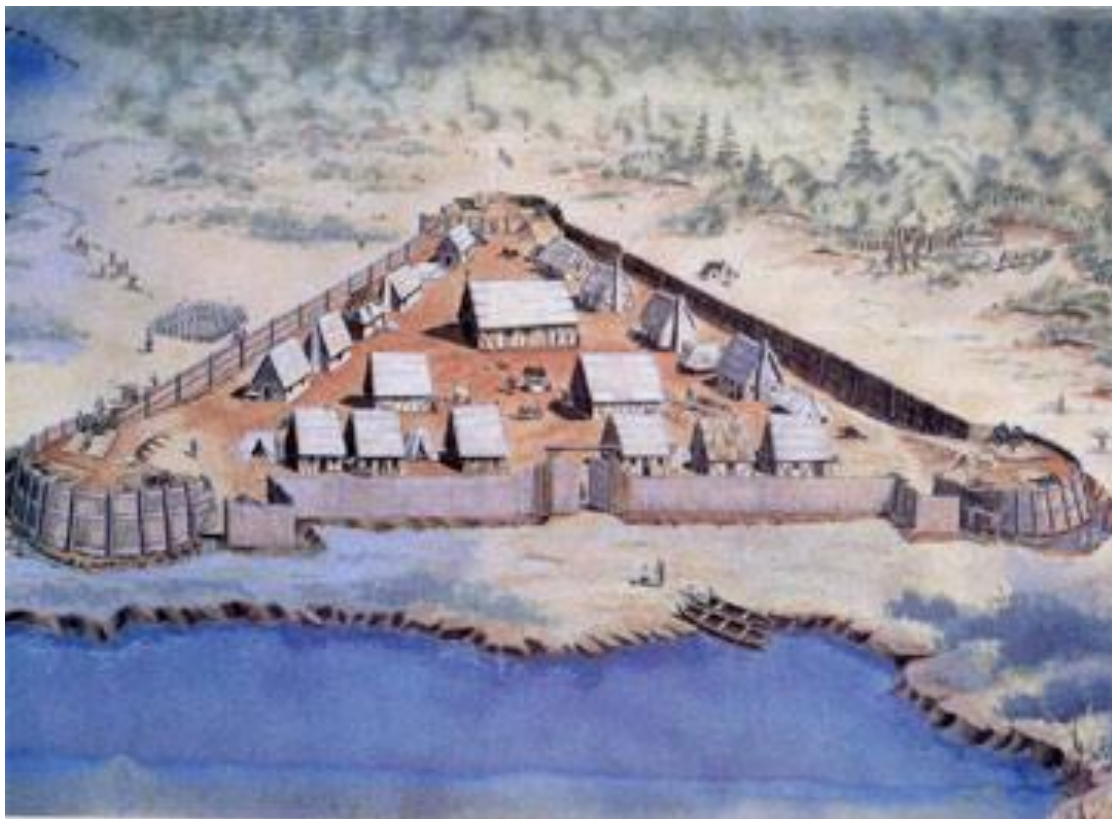
Photo Release Information-

During the course of the week photographs or video footage may be taken for promotional purposes. If a parent does not wish for their child to be photographed, you must notify the Council office prior to your unit's arrival at camp. The parent must provide a signed letter stating that their child is not to be photographed. We will depend on the unit leader to make us aware of and individuals that may not be photographed once they arrive on the property. **PLEASE SHARE THIS INFORMATION WITH PARENTS.**

*The Captain John Smith Experience staff is dedicated to provide you with the best high adventure experience of your scouting summers. Therefore, if you see any areas where we can improve, please write them down at the end-of-week evaluations. If you have any questions about this guide or program, please do not hesitate to call us at (757) 497-2688.

For more information or updates regarding this and other programs:

<http://www.PipsicoBSA.com>





Appendix Table of Contents

- A. 2012 The Captain John Smith Experience Reservation Form
- B. Annual BSA Health and Medical Record, parts A, B, &C
- C. Prescription Medication Information Form
- D. 2012 Health Info Release Form
- E. Prescription Medication Cards



REPLACE WITH

2012 The Captain John Smith
Experience Reservation Form



REPLACE WITH

Medical Form pg. 1



REPLACE WITH

Medical Form pg. 2



REPLACE WITH

Medical Form pg. 3



Prescription Medication Information Form

Unit #: _____ Council: _____ Date Attending Camp: _____

Camper's Name: _____

Name of Parent or Guardian: _____ Phone: _____

Doctor's Name: _____ Phone: _____

Medication / Strength: _____

Reason for Medication: _____

When was medication started?: _____ Temporary: ____ Permanent: ____

Side effects (reactions to food, dehydration, stress, iodine, other medications, decreased balance, motor activity, concentration, drowsiness, lethargy, etc.):

Special storage instructions:

Medication / Strength: _____

Reason for Medication: _____

When was medication started?: _____ Temporary: ____ Permanent: ____

Side effects (reactions to food, dehydration, stress, iodine, other medications, decreased balance, motor activity, concentration, drowsiness, lethargy, etc.):

Special storage instructions:



Authorization for Release of Health Information

I, _____, the parent / legal guardian of _____ (Scout), hereby authorize any doctor or hospital treating the Scout while he is at camp to discuss and release information regarding such treatment or follow-up care to any of the following representatives of the BOY SCOUTS OF AMERICA, Tidewater Council.

- **Wes Parker**, The James River Adventure Base Program Director
- Evan Sommerfeld, Resident Summer Camp Director
- Pam, Vickrey, Council Camping Secretary
- Camp Business Manager
- Camp Health and Safety Officer

The authorization will remain in effect while the scout is at summer camp and will expire no later than August 08, 2012.

Signature of Parent / Legal Guardian Date

Address: _____

City, State, Zip: _____

Phone #: _____

Please attach a copy of the front and back of your current insurance card.
Check that dates have not expired.



Prescription Medication Card

SUN MON TUES WED THURS FRI
Breakfast Lunch Dinner Evening Other: _____

Name: _____ Unit: _____
City/State: _____

Medications: _____

Parent's Signature: _____
Date: _____ Daytime Phone: _____

Prescription Medication Card

SUN MON TUES WED THURS FRI
Breakfast Lunch Dinner Evening Other: _____

Name: _____ Unit: _____
City/State: _____

Medications: _____

Parent's Signature: _____
Date: _____ Daytime Phone: _____

Prescription Medication Card

SUN MON TUES WED THURS FRI
Breakfast Lunch Dinner Evening Other: _____

Name: _____ Unit: _____
City/State: _____

Medications: _____

Parent's Signature: _____
Date: _____ Daytime Phone: _____

Prescription Medication Card

SUN MON TUES WED THURS FRI
Breakfast Lunch Dinner Evening Other: _____

Name: _____ Unit: _____
City/State: _____

Medications: _____

Parent's Signature: _____
Date: _____ Daytime Phone: _____