

Outdoor Education Planning Guide



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YMCA Camp Pepin Outdoor Education Planning Guide

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About YMCA Camp Pepin

Welcome to YMCA Camp Pepin!

Many people that see Camp Pepin for the first time are amazed at its picturesque beauty. The bluffs, the lake, and the woods give this region a unique character that has attracted people to the upper Mississippi valley for years. Add to that the campers, the staff, and the rich history which are so much a part of Camp Pepin, and that is what makes this place a jewel among camps.

YMCA Camp Tradition

A part of the Red Wing Family YMCA in Minnesota, Camp Pepin has been serving the community since 1935. Summer camp at our present Deer Island location began in the 1930's when Joe Saul, the Director of the Red Wing YMCA, led a small group of youth into Wisconsin to camp along the pristine shores of Lake Pepin. Through a generous land donation, their campsite was permanently established as a place where youth and adults from Minnesota, Wisconsin, and all around the world could come to enjoy the natural beauty of this area for generations. Today, we host summer campers, school groups, churches, colleges, musical ensembles, families, and more through our year-round programs.

Beautiful and Convenient Location

Nestled among the wooded bluffs of the Mississippi River, Camp Pepin enjoys 200' of beachfront along Lake Pepin, a widening in the Mississippi. We are located between Stockholm, Wisconsin - a small village that is a favorite stop for summer visitors to the area, and Pepin, Wisconsin - the birthplace of famed author Laura Ingalls Wilder, who wrote the Little House series. While our camp is situated in a forested rural area, we are within a short drive of Red Wing, Winona, Rochester, the Twin Cities, La Crosse, and Eau Claire.

Our Mission

In keeping with the mission, vision, and core values of the YMCA, Camp Pepin strives to provide a safe natural setting with modern facilities where individuals can develop an awareness and appreciation of themselves, each other, and the environment through hands-on learning sessions, cooperative exercises, recreational activities, and small-group living situations.

Modern Facilities

Modern lakeside cabins make staying at Camp Pepin comfortable and cozy. All cabins enjoy a wonderful view of Lake Pepin and the bluffs beyond, and they are carpeted, heated, and serviced by electricity for convenience. The camp also boasts several year-round indoor meeting areas, including a Recreation Hall that is large enough to fit a full symphony orchestra! Bathrooms at camp are clean and heated, and feature individual shower units for privacy.

Family-Style Meals

Three family-style meals with a fresh salad bar at every lunch and dinner are served daily during the summer and by request during the rest of the year in our spacious Dining Hall, which looks out over camp and Lake Pepin. Our kitchen staff are food-service industry professionals who understand the importance of good nutrition and a well-balanced menu. Many special dietary requirements can be accommodated with advanced notice.

Skill Development Activities

Led by our trained staff, the skill activities and classes that we offer are age-appropriate and fun. They encourage campers and students to challenge themselves in trying something new, to work with others of varying backgrounds, and to create an "I can" attitude. By the end of each experience, many campers and students claim to have performed an activity at Camp Pepin that they have never done before, ultimately fostering in them a broader diversity of interests and a more well-rounded character. Lists of activities that Camp Pepin offers can be found under the specific program descriptions.

Four-Season Recreation

Camp Pepin's lakeside athletic field is a wonderful place to enjoy year-round field sports like volleyball, soccer, ultimate Frisbee, boot hockey, and softball. Another popular camp activity is our challenge course, complete with low-ropes and high-ropes elements, a Faith Pole, and a Climbing Tower. Downhill sledding, cross-country skiing, snowshoeing, and ice-fishing are available during the snowy seasons. Then, when the day is done, our campfire circle on the beach by the waterfront is a relaxing place to watch a sunset over the lake.

Quality Staff

Our team of camp staff is comprised of mature, enthusiastic, motivated professionals from all around the country and the world. Typically, they have been involved in courses of study or careers that are youth-oriented. After undergoing thorough background and reference checks, our staff members are selected on the basis of their values and proven abilities in working with children and adults. They also participate in an extensive training program that includes First Aid, CPR, and safety awareness sessions. Camp Pepin is proud of the high-caliber of individuals that provide the leadership for our guests each year.

A Safe Place

Our number one priority at Camp Pepin is maintaining a safe environment for everyone. We accomplish this through a variety of procedures, including staff screening, routine inspections, and national accreditation by the American Camp Association. Throughout the year, we are constantly upgrading our programs, services, and facilities in accordance with current industry standards.

Immediate Health Care

Staff certified in the most current health care procedures are always available to provide immediate medical care for injuries and illnesses. The Pepin County Rescue Squad, St. Elizabeth's Medical Center in Wabasha, MN, and Fairview Red Wing Medical Center in Red Wing, MN, are available for emergencies.

Planning Tips

- **Identify the purpose of this experience.** Think about what you would like your group to accomplish during your time at Camp Pepin.
- **Review the *Planning Guide*.** It contains the information and forms that you will need to set up your experience, as well as camp's policies and procedures.
- **Use the *Planning Guide* as a resource.** You are welcome to utilize and reproduce any of the information and forms within this guide as a tool in preparing for your visit. You may even find it handy to create your own guide for participants.
- **Try new things.** While we realize that there are certain activities that are traditional favorites, we encourage you to experiment with something you haven't done before. You may find another favorite to add to your list!
- **Allow for flexibility.** We will do everything possible to arrange your visit around your requested dates and activity schedule. Please remember, though, that sometimes there are factors beyond our control that could affect these requests. Being flexible will allow us to work around any conflicts that may occur.
- **Plan Ahead.** Our veteran groups will testify that this is valuable advice. Organizing and preparing your visit well in advance will alleviate a lot of stress. After all, you deserve to enjoy yourself, too, while you're here.
- **Keep in contact with the Camp Office Manager or the Camp Director.** Personalize your experience by talking to a representative of Camp Pepin, either by phone or in person. This person will be available to assist you with any aspect of custom-designing a program for your group.

Planning Checklist

1. **Review the *Planning Guide*.** This will provide you with the basics to get the planning process underway.
2. **Contact the Camp Office Manager or the Camp Director with your requested dates,* facilities, and services as soon as possible.** This is your initial reservation at Camp Pepin. When making your requests, please refer to the *Planning Guide* or to Camp Pepin's website (www.camppepin.org) for a full list of facility and service options. Upon setting up your reservation, we will send you a "Service Agreement" form for your review, along with a request for a certificate of general liability coverage from your group's insurance agency. (*Although returning groups often schedule the same dates they held the previous year, dates that are vacated are re-scheduled on a first-come, first-serve basis.)
3. **Read over and sign the "Service Agreement," and return this form, a 30% deposit fee, and your certificate of insurance to Camp Pepin within 30 days of the date your agreement was issued.** This is the contract and insurance information that secures your reservation with us. If your group cannot provide a certificate of insurance, each member of your group must instead complete and return the "Red Wing Family YMCA Waiver" provided in the Camp Pepin *Planning Guide*.
4. **Disburse any necessary forms and information about the trip to participants.** Included in the *Planning Guide* are forms, waivers, and informative documents that you may copy and disburse to your group's participants. The Camp Director would also be pleased to provide an orientation and/or a presentation for your group, or to arrange an on-site visit prior to your group's planned arrival. Please contact the Camp Director to schedule these.
5. **Arrange transportation.** Groups are responsible for arranging and providing transportation to and from Camp Pepin.
6. **Develop fund-raisers.** Raising money to help with funding is a great way to get participants involved with the experience.
7. **Collect fees and any necessary forms from participants.** If participants are covering their own expenses, deposit any incoming fees into one account, from which a single check can be issued to Camp Pepin after the group's visit. Also collect any necessary forms that you or the camp may require from each participant. (Camp Pepin requires that each participant 17 years-of-age and under be accompanied by a permission slip and health form while on the camp premises. These forms can be generated by the group, or the group can use the templates provided in the *Planning Guide*. Anyone 18 years-of-age and older who is participating in the Camp Pepin Challenge Course must also have with them camp's "Medical Review and Informed Consent Form" from the *Planning Guide*.)

8. **Recruit adult chaperones and cabin leaders for groups with youth.** Chaperones can play an integral part in facilitating a group's visit, such as providing adult leadership in each of the overnight cabins and providing supervision during activity sessions. While high school students do not qualify as chaperones, they may assist adults. Following the staff-to-camper ratio chart in the Camp Policies will help you to determine how many chaperones you will need.
9. **Organize break-out groups, activity sessions, cabin assignments, table/waiter assignments, and anything else that will save you time when you get here.** Arranging all of these details in advance will prevent a lot of confusion upon your arrival. Worksheets have been included in the *Planning Guide* to assist you with this.
10. **Call with any questions.** Questions are bound to arise throughout the planning process (even up to the last minute), and we encourage you to bring them to us while you are preparing for your visit.
11. **Communicate any final details to the Camp Office Manager or Camp Director one week prior to your visit.** A representative of Camp Pepin will contact you to finalize information and plans about your upcoming experience.
12. **Check out with the Camp Director at the conclusion of your visit.** The Camp Director will meet with you and tally the number of participants in your group that were present at the camp's activities and meals. These totals will be recorded on a billing form and used to calculate your remittance statement, which will be sent to you after your visit.
13. **Please issue (within 30 days after billing) one check payable to YMCA Camp Pepin to cover the balance.** Also please complete and return any evaluation forms that may accompany the final billing, as we would like to gather feedback on how we can best serve you in the future.

Transportation

Here are some of the ways that current groups get to Camp Pepin. It may be beneficial to “shop around” for the best prices and arrangements that will meet your group’s needs.

Local District School Buses: Many of our groups rely on their own local or district buses to bring them to Camp Pepin.

Private Vehicles: This is a possible option for smaller groups, especially if there are adults in the group who own or can drive mini-vans or other multi-passenger vehicles.

Chartered Buses: Groups sometimes choose to charter buses through national or regional transportation companies. Look under “Buses” in your local phone book, or try doing an internet search with keywords like “charter,” “bus,” and the name of your hometown.

Fundraisers

Fundraisers are not only an effective way of financially preparing for a visit to Camp Pepin, but they also help individuals through involvement to realize that this is *their* experience. The following is a list of fund-raising activities that many of our groups run throughout the year.

Rummage Sale: Group members and their families will be able to raise money and clean house at the same time.

Food Sales: Set up a table of baked goods and fruit for sale.

Car Wash: This has proven to be a classic way of earning extra cash. All that’s needed is a water supply, a parking lot or driveway, and a few cleaning supplies.

Raffles: Some of the money raised by selling raffle tickets can be used for prizes, while the rest can be used for funding the trip.

Community Clean-Up: Individuals receive pledges for picking up litter in the area. This is a great way for group members to become aware of their environment (and to help keep it looking good) before their experience at Camp Pepin.

Product Sales: There are a number of national and local vendors that help organizations to raise money. To learn about them, you may want to try an internet search using the keywords, “fundraising,” or “fundraisers;” this should bring up websites such as *fundraisers.com* and *fundraisingdirectory.com*.

Camp Policies

Arrival/Departure

- Upon arrival at Camp Pepin, groups will be greeted and provided with an orientation by a representative of the camp.
- Previous building, equipment, and property damage that is noticed upon a group's arrival should be reported to the camp staff immediately so that repairs can be made. Groups will not be held responsible for previous damage. However, groups will be held financially accountable for new damage (due to abnormal use) caused by their participants or staff during their stay. Such damage will be assessed, and the cost for repairs will be added to the final bill.
- Groups are responsible for cleaning any buildings and facilities that were used during their stay at camp. An extra housekeeping fee, determined by the Camp Director, will be added to the final bill for buildings and facilities that are left excessively unkempt after the group's departure.

Parking

- Visitors (except delivery personnel, who may park temporarily at the loading dock behind the Dining Hall) should also leave their vehicles in the paved parking area by the maintenance building.

Supervision

- Groups are responsible for the supervision of youth in the cabins and during activity sessions. The mandated staff-to-camper ratios are as follows:

Camper Age	# of Staff	Overnight Campers	Day-only Campers
6-8	1	6	8
9-14	1	8	10
15-18	1	10	12

Insurance and Liability Coverage

- Groups should have their own liability and accident insurance coverage.

Safety and Wellness

- Protective foot coverings must be worn at all times on camp property, due to sharp sticks/rocks on land and sharp zebra muscles in the water.

Health Care and Emergencies

- Groups are responsible for providing their own First Aid and CPR certified individuals for on-site emergency care, and for providing their own vehicle for emergency transportation. First Aid and CPR certified individuals may use the camp's Health Office as a location to provide health care and to store health forms and medications (in accordance with camp's Health and Wellness Standard Operating Procedures). These individuals may also utilize the camp's Accident/Incident Report forms (located in the lower desk drawer in the Health Office) for recording and reporting any health issues. Camp is serviced by the 911 emergency medical system, if additional medical help is needed. The response time is approximately 10 minutes for an ambulance, and approximately 5 minutes for the police. The nearest hospitals in the area are St. Elizabeth's Medical Center in Wabasha (25 minutes away) and Fairview Red Wing Medical Center in Red Wing (40 minutes away).
- An emergency such as a fire, tornado, or severe storm will be indicated by the continual tolling of the camp bell. During this type of an emergency situation, all group members should seek shelter in the Lower Dining Hall unless otherwise notified.
- A waterfront emergency will be indicated by the continual sounding of a load buzzer. During this type of an emergency situation, all group members should report to the Recreation Hall unless otherwise notified.
- The Camp Director, the Executive Director, or a member of the Crisis Management Team must be contacted for any emergencies. In a critical situation, the emergency medical system should be activated first.

Food Service

- Meals provided by the camp are served family-style in our dining hall at 8:00 am, 12:30 pm, and 5:30 pm. These times are not negotiable (unless prior arrangements have been made with the Camp Director), and a bell will ring to announce the start of each meal. It is recommended that "hoppers" be pre-selected for each meal to help set their tables 15 minutes prior to the meal bell. Special menu requests should be made no later than 30 days prior to a group's arrival. Our staff is willing to assist with special dietary needs of individuals, but it is suggested that these individuals bring some of their own food if limitations are extensive.
- For health and safety reasons, the Dining Hall kitchen may only be used under the supervision of a certified Food Service Manager employed by the camp. The usage of any appliances or food preparation and sanitation equipment by the group will incur an additional fee, determined by the Camp Director, to cover the expenses of operating this equipment. The expenses for operating kitchen equipment in the Lodge are built into the rental fee for that facility.

Program Area Usage

- Groups that would like to utilize the waterfront and watercraft at camp must make prior arrangements with the Camp Director, and must make provisions to secure supervision for waterfront and watercraft activities according to the following ratios:

Activity	# of Participants	# of Lifeguards	# of Spotters	# of Boat/Buddy Board Monitors
Water Skiing	4	1	1	
Tubing	4	1	1	
Canoeing/Kayaking	20	1	3	1
Swimming	0-20	1	1	1
“	20-30	2	1	1
“	30-40	3	1	1
“	40+	4	2	1
Sailing	6	1	1	
Skill Class	12	1	1	
Water Olympics	60+	6	2	2

- Anyone serving as a lifeguard on the camp premises must have been trained in blood borne pathogens, and must be able to produce certification documents for Lifeguard Training, First Aid, and CPR for the Professional Rescuer. These certifications must be issued from a nationally recognized organization (such as the Red Cross or the YMCA), and they are to be copied and kept on file at the camp.
- All waterfront and watercraft users will receive a safety orientation to the waterfront rules and instruction in waterfront and watercraft activities by a lifeguard. All waterfront and watercraft users must obey the rules and directions of lifeguards.
- Lifejackets must be worn by all swimmers, unless swimming proficiency has been demonstrated before a certified lifeguard and according to the camp’s guidelines. Lifejackets must be worn by all boaters, regardless of swimming proficiency.
- For any waterfront and watercraft activity, the camp’s Buddy Board and Boating Board system for checking participants in and out will be used. Minors are not to be near the waterfront unsupervised at any time.
- Rescue equipment and a first aid kit must be easily accessible and in good repair whenever the waterfront is in use and waterfront or watercraft activities are being conducted.
- The Challenge Course and Target Range are closed unless a supervising camp staff member for either of these activities is present. Anyone under 18 years of age should be accompanied by an adult to the beach area of the Waterfront. A lifeguard must be present for any waterfront or watercraft activities. Entering the Maintenance building or any staff housing unit is not permissible to guests of camp without the expressed consent of the Camp Director or the Property Manager.

Personal Property

- Drugs and alcohol are not permitted on the camp premises.
- Personal firearms and weapons of any type are not permitted on camp property.
- Pets are not allowed on camp property. Exceptions will only be made for service animals.
- Personal sports equipment may be brought onto the property with the approval of the Camp Director. These items must be stored in a safe and appropriate area that is designated by the Camp Director.
- Camp Pepin assumes no responsibility in the loss, damage, theft or misuse of personal items and equipment.

General Conduct

- Smoking is not permitted in any building on camp, or in public view. Adults wishing to smoke may do so discretely in the parking area by the maintenance building, and should dispose of cigarette butts safely and properly.
- Fires and open flames are restricted only to the fire pits, hearths, or stoves on camp property, and must always be supervised by an adult.
- Violent or abusive actions (physical, verbal, or sexual) are not permitted at Camp Pepin.
- Public nudity or displays of intimate or sexual conduct are not permitted at Camp Pepin.
- Although discipline is primarily the responsibility of the visiting group, Camp Pepin reserves the right to send any participant home for actions deemed inappropriate or dangerous.
- Camp Pepin is located in a residential area with neighbors surrounding us. Therefore, quiet hours are to be observed from 10:00 pm to 7:00 am.

Connectivity

- Telephones for public use are located in the Camp Office and on the main floor of the Lodge. They are only available for adults. An adult may make a telephone call on behalf of a minor if necessary. Long-distance calls may be made with calling cards. The camp's business line is (715) 442-3811, and it is monitored by staff during the hours of 8:00 am to 4:00 pm, Monday through Friday.
- The internet is available at camp for adults only. Any adult wishing to use the internet must make arrangements with the Camp Director.

Scheduling

The sample schedules below have been provided to assist you in choosing the best itinerary for the program you would like. When selecting your classes and dividing your students into class groups, please remember the following guidelines:

- We provide instructors that are available to you, and we strive to keep the class sizes under 20 students. For any groups that will exceed 20 students per class group, you may want to provide instructors independent of Camp Pepin, or contact the Camp Director for additional suggestions.
- The Camp Director will create a schedule based on your class requests and, with your input, determine a schedule that works well for your group. To accommodate for a round-robin style of scheduling, some class sessions may be substituted with additional time for recreation activities or with other camp-led or school-led activities, depending on the total number of class groups and the classes requested.
- Some classes (Predator-Prey and Footprints of a Pioneer) are delivered as one session taught to the entire school group.
- Having the students help to make class requests may give them a feeling of ownership in their outdoor education experience, especially if they are guaranteed to participate in at least a couple of their top choices.

Sample Schedule for the Day Program:

8:45 Welcome! – Orientation
9:15 Class Session 1
10:45 Class Session 2
12:30 Lunch (on own)
1:15 Class Session 3
2:45 Break/Load Buses
3:15 Departure – Good Bye!

Sample Schedule for the Two-Day Program:

10:30 Welcome! – Move into Cabins	7:45 Hoppers
11:00 Orientation	8:00 Breakfast
11:45 Student Tour/ Chaperone Meeting	9:00 Break
12:15 Hoppers	9:15 Class Session 3
12:30 Lunch	10:45 Class Session 4
1:30 Break	12:15 Hoppers
1:45 Class Session 1	12:30 Lunch
3:15 Class Session 2	1:30 Load Buses – Good Bye!
4:45 Hoppers	
5:00 Dinner	
6:00 Break	
6:15 Recreation Time	
7:15 Break	
7:30 Evening Activity	
9:00 Wrap-up Activity	
10:00 Taps	

Sample Schedule for the Three-Day Program:

10:30 Welcome! – Move into Cabins	7:45 Hoppers	7:45 Hoppers
11:00 Orientation	8:00 Breakfast	8:00 Breakfast
11:45 Student Tour/ Chaperone Meeting	9:00 Break	9:00 Break
12:15 Hoppers	9:15 Class Session 3	9:15 Class Session 7
12:30 Lunch	10:45 Class Session 4	10:45 Class Session 8
1:30 Break	12:15 Hoppers	12:15 Hoppers
1:45 Class Session 1	12:30 Lunch	12:30 Lunch
3:15 Class Session 2	1:30 Break	1:30 Load Buses – Good Bye!
4:45 Hoppers	1:45 Class Session 5	
5:00 Dinner	3:15 Class Session 6	
6:00 Break	4:45 Hoppers	
6:15 Recreation Time	5:00 Dinner	
7:15 Break	6:00 Break	
7:30 Evening Activity	6:15 Recreation Time	
9:00 Wrap-up Activity	7:15 Break	
10:00 Taps	7:30 Evening Activity	
	9:00 Wrap-up Activity	
	10:00 Taps	

Outdoor Education Classes and Activities

Classes

Alpha-Beta
The Beast
Burma Bridge
Climbing Tower
Creative Drama
Dig It!
Eco-Encounters
Footprints of a Pioneer
Fragile!
Group Initiatives
High Ropes Course
Native American Studies
Natural Sense
Orienteering
Outdoor Living Skills
Pioneer Games and Crafts
Predator-Prey
Primitive Fishing
Snowshoe Hike
Up, Up, and Away
Water, Water, Everywhere
What a Hoot!
Woodland Arts
World Games

Wrap-Up Activities

Legends 'n' Lore
The Lorax
Movie
S'mores
Telescope

Evening Activities

Astronomy
Campfire
Capture the Flag
Clue, No Clue
Fashion Show
Folk Dance
Frontier Auction
Message to Garcia
Monday Night Football
Movie
Night Hike
Swamp Lady's Suitcase
Wells Fargo

Recreation Activities

Basketball
Boot Hockey
Camp Store
Canoeing (Fall, Spring)
Fishing/Ice Fishing
Flag Football
Game Room (Ping-pong, Foosball)
Hiking
Ice Skating (Winter)
Kickball
Snowshoeing (Winter)
Pontoon Rides (Fall, Spring)
Soccer
Sledding (Winter)
Ultimate Frisbee
Volleyball

Outdoor Education Standards

(A cross-reference of the classes and selected evening activities (*) with their targeted national standards subject areas, as established by Mid-continent Research for Education and Learning [McREL])

	Arts	Behavioral Studies	Civics	Economics	Foreign Language	Geography	Health	History	Language Arts	Life Skills	Mathematics	Physical Education	Science	Technology
Alpha Beta		x												
Astronomy*													x	
The Beast									x	x				
Burma Bridge						x			x	x				
Climbing Tower										x		x		
Creative Drama	x													
Dig It!		x				x		x		x			x	
Eco-Encounters						x							x	
Folk Dance*	x							x						
Footprints of a Pioneer								x						
Fragile!	x			x		x				x			x	
Frontier Auction*								x		x				
Group Initiatives									x	x		x		
High Ropes Course / Faith Pole										x		x		
Native American Studies	x							x						
Natural Sense		x				x	x						x	
Night Hike*		x				x	x						x	
Orienteering						x				x	x		x	
Outdoor Living Skills						x		x		x				
Pioneer Games and Crafts	x							x						
Predator-Prey						x							x	
Primitive Fishing								x		x			x	
Snowshoe Hike						x		x		x		x		
Up, Up, and Away										x			x	
Water, Water, Everywhere						x							x	
What a Hoot!													x	
Woodland Arts	x								x					
World Games		x				x		x				x		

Class Descriptions

Alpha-Beta – Designed by the Peace Corps, this game prepares new volunteers for what they may experience when they are sent to a country with a culture very different from their own. The students are divided into two groups; each group role-plays the culture of the planet it represents. During the game, the students are sent to “the other planet,” where they can experience what it is like to be in a place where the culture is very different. Even if the students in the class have never been to a foreign country, this experience can be related to many things the students may experience in their everyday lives.

The Beast – The students are broken down into small teams, where each member of the team has a specific role in the re-creation of “the Beast.” Only a few students actually get to see the original Beast throughout this class, but they will relay the instructions and materials needed for their teammates to build a replica. At the end of the session, teams can see how well they did by comparing their new Beasts to the original. This activity demonstrates the process and characteristics of effective communication.

Burma Bridge – As the name suggests, this type of rope bridge comes from the country of Burma, a very mountainous country near Nepal, the home of Mt. Everest. The Burmese people found it easier to cross ravines by assembling and using temporary rope bridges rather than going down into the ravine and climbing the other side. With only a few pieces of rope, students will work together with the instructor to build a Burma Bridge of their own. Once it is complete, they will then get to cross it! For safety reasons, an adult from the group is required to be present for this class.

Climbing Tower – As a part of our team-building program, this activity will allow students to learn the techniques and participate in the challenge of safe climbing and belaying. For safety reasons, an adult from the group is required to be present for this class. Available in the Fall and Spring, provided that there is no inclement weather.

Creative Drama – Through a series of activities and role-playing situations, students will gain an understanding of the various forms and components of drama. Throughout the session, students will have opportunities to serve as both the performers and the audience members. Their final project is to create a skit as a team, and possibly perform it at the campfire.

Dig It! – Students participating in this course will have a chance to get down and dirty as they unearth old artifacts and fossils. As archaeologists, they will go through the basic process of setting up an excavation site and recording their finds. Available in the Fall and Spring.

Eco-Encounters – Ecology is the study of how organisms living together within a certain area interact with each other. Through a potpourri of activities and games, students will become aware of the many ecological systems of the northern woods and what roles they serve in this environment. Students may find themselves playing the part of a hungry fox, a migrating loon, or a growing tree, or they may be able taste some of the little known delicacies of nature.

Footprints of a Pioneer – What would it have been like to live in this area as it was being settled by the pioneers? Students can find out in this class by meeting in-person several folks from our region’s past. Chaperones will be able to lead the class groups around to these different characters, played by our instructors dressed in historical costumes. As a living history session, the students may have a chance to talk with a lumberjack, a trapper, a school marm, and maybe even young Laura Ingalls of the famed *Little House* book series. Oh, . . . and watch out for the snake oil salesman; he’s pretty tricky! Available in the Fall and Spring. This class is delivered to the entire group in a round-robin style. *Footprints of a Pioneer* can be selected on its own or in conjunction with the *Frontier Auction* evening activity, held the night before so that students may trade their purchased goods with the characters.

Fragile! – Our planet, like an egg, is very fragile. With the problems of exploited resources and growing landfills, we may ruin it for future generations. These problems have given rise to a movement to reduce, reuse, and recycle, which is what we will do in this class. After looking at where society has come from and where it stands today on these issues, students will have an opportunity to reuse recyclables to build a contraption that will protect an egg from breaking after it is tossed. Recycling may protect the fragile egg, as it may also protect the fragile Earth. Scientific concepts such as gravitational force also enter into this class.

Group Initiatives – Students take on the challenge of Camp Pepin’s initiatives and low ropes course through a variety of team-building and trust-building exercises. Each one of the obstacles presented to the students during this adventure offers a unique problem that the group must solve as a whole. The course is designed to promote self and group confidence, as well as communication and cooperation skills. For safety reasons, an adult from the group is required to be present for this class.

High Ropes Course / Faith Pole – Take Group Initiatives a step further and 30 feet off of the ground! Several elements comprise our certified High Ropes Course (a component of our team-building program), giving students the opportunity to choose how far they want to challenge themselves once they learn about the equipment, techniques, and safety issues that accompany this activity. The Faith Pole is a separate element that encourages participants to set personal goals with the support of their team members. Both structures are designed with a group belay system, meaning less down-time for students that have already participated or are still waiting their turns. Participants in these activities must minimally be enrolled in the 5th grade. Available in the Fall and Spring, provided that there is no inclement weather. *Please note that there is a separate instructional fee per student to cover equipment and instructor costs.*

Native American Studies – Wisconsin and Minnesota both have a rich history of Native American culture, and this history must not be forgotten. This class integrates the games, crafts, legends, stories, and music of the people who have called the Upper Mississippi (known originally as Michi Sippi, or “the great river”) their home for many years. Any teachers or chaperones that have a background in Native American studies or in Native American heritage would be welcome to share their knowledge with the students during this class session.

Natural Sense – This session revolves around an environmental teaching approach called *Acclimatization*. Developed by Earth Educator Steve Van Matre, *Acclimatization* is the process of becoming re-acquainted with our environment through experiential sensory awareness activities. Students will use seeing, hearing, touching, smelling, and tasting to become physically involved with discovering the northern woods.

Orienteering – The sport of orienteering was invented in Sweden in the year 1918. Its participants must use compasses to find their way through a series of targets. Students will begin the class by learning the parts and the use of a compass. These skills are then put to use on the orienteering courses set up around camp. Our courses require the use of mathematical skills before they can be followed.

Outdoor Living Skills – Learning proper outdoor skills may come in handy on a camping trip or even in a survival situation. Our instructors follow the rule of, “Take only memories, leave only footprints,” in their minimum-impact camping demonstrations. Students can then apply these skills to constructing their own life-sized natural shelters and building “friendly” fires, as well as developing other hands-on skills.

Pioneer Games and Crafts – Perhaps the most famous pioneer resident of the Pepin area was Laura Ingalls Wilder, author of the renowned series of *Little House* books. (In fact, a replica of her family’s log cabin sits within 10 miles of Camp Pepin; a visit there makes a wonderful educational excursion for students studying pioneer life or reading Laura’s books.) Like most of the early pioneers who first came to this area of the United States, the Ingalls family didn’t have a lot of possessions. Because of this, they made a lot of their own games (duck-duck-goose, jump rope, elbow tag), toys (shadow puppets, buzz saws, stencils), and household items (punched-tin pictures, candles, balance scales). In this historical unit, students will be able to learn about and participate in activities that would have been a part of their lives if they were here during Laura’s time.

Predator-Prey – The students will understand the characteristics and relationships between predators and their prey through a series of introductory activities and discussions. The class then culminates with a camp-wide game, where the students role-play animals that are struggling to survive in the world of “eat or be eaten.” This class is taught to the entire group.

Primitive Fishing – The Upper Mississippi and Lake Pepin have always been synonymous with fishing. Today, many people enjoy it for recreation, and there is a whole variety of basic and technical equipment that you can purchase for this sport. Before all of this equipment was invented, though, how did the early people of Wisconsin used to fish? The instructor will demonstrate the different historical methods of fishing that have been used by the Native Americans and the pioneers. There will also be a discussion on the physical anatomy of different types of fish, and why knowing this information will help people become better fisherman. Students will then make their own “primitive” fishing equipment and try their luck with it on the water or the ice. Available in all seasons.

Snowshoe Hike – Students may discover winter in Wisconsin’s northern woods on a guided snowshoe hike led by one of our instructors. Snowshoes allow you to “float” on top of unpacked snow (where they work best), so expect to go off of the trail as you explore the beauty and stillness of our winter woodland. Available in the Winter, provided that there is snow.

Up, Up, and Away – We depend on air for survival, but how much do we really know about it? *Up, Up, and Away* will take the students through a series of experiments that demonstrate the properties of air. Then the students will work in small groups to build and fly their own small-scale hot air balloon.

Water, Water, Everywhere – Even though two-thirds of the Earth is covered by water, it is still a limited resource that we must protect. Why? This question will be answered through experiments, demonstrations, and discussions about the water cycle and water quality. We will also explore and identify what kind of life is present in our bodies of water here at Camp Pepin through hands-on discovery.

What a Hoot! – Perhaps one of the most fascinating birds of prey is the owl. This course offers students a lesson in ornithology, the study of birds, as it pertains to owls. Participants in this class will learn about this amazing raptor through discussion, visual displays, games, and activities. They will also have the opportunity to dissect sterilized owl pellets and identify the bones of small animals that were eaten by the owl. *Please note that there is an instructional fee per student to cover equipment costs.*

Woodland Arts – Many works of art have been inspired by nature. Henry David Thoreau’s book: *Walden Pond*, Robert Frost’s poem: “Stopping by Woods on a Snowy Evening,” Johann Strauss, Jr.’s waltz: *The Beautiful Blue Danube*, John Denver’s song: *Rocky Mountain High*, and Claude Monet’s painting: *Garden in Bloom* are just a few examples. This session encourages students to look at nature in an artistic way. The students will have opportunities to express their creativity through writing, pictures, sculptures, and possibly even music.

World Games – Known globally as the “Great Melting Pot,” the United States can claim citizens from almost every ethnic group in the world. Many of these people brought games with them that have evolved into games that we know and play today. Students will take a world tour during this session as they learn about a variety of countries and participate in games that maybe their own ancestors played in their homelands.

Evening and Wrap-up Activity Descriptions

Astronomy – While we don't have a space-craft to take students up to the heavens, we can bring the heavens down to them. Astronomy will take students on a virtual tour of space by offering them a chance to look through our telescope, visit the planets of the Solar System, learn about the constellations and their legends, and ask the things they have ever wanted to know about what's really out there.

Campfire – Performing skits and songs at a campfire is an enjoyable and fun Camp Pepin tradition. Everyone from the visiting group and from the camp staff is invited to perform. We encourage groups to suggest that all of their students participate (either by table, cabin, homeroom, or study group), as this makes the campfire a worthwhile and memorable experience for them. If you can't think of any skit ideas, don't worry – we have lots of them!

Capture the Flag – This game comes to us from the Native Americans, who played it to develop hunting skills while having fun. After the students are divided into two teams, the goal for each team is to find, capture, and bring back the other team's flag to its own territory without getting caught.

Clue, No Clue – Do your students have a clue? If so, they will enjoy using their clues to play this game, which has been a Camp Pepin favorite for years. Our staff (and any adults from the school that would like to play) will station themselves around the athletic field and secretly take on the roles of famous fictional characters (e.g., Mickey Mouse, Harry Potter, etc.). The students will be trying to guess the identities of the adults by traveling in their cabin groups to each station and asking "yes/no" questions to the adult about his or her character. Questions answered with a "yes" will bring the students one step closer to making their final guess at each station. Questions answered with a "no" will result in the students needing to do something a little silly before they can ask more questions. Each cabin group will be wanting to make the most number of correct guesses before the end of the game

Fashion Show – What's more exciting than dressing yourself up for a fashion show? Dressing your teachers and parents up! Each cabin group will be able to adorn their adult candidate with the ultimate fashion statement from our camp costume closet. The camp staff, along with any adults from the group who didn't get to dress, will serve as the panel of judges as the "models" come down the catwalk to music and show their grace and finesse in front of the group.

Folk Dance – Dances have historically been a way for people to enjoy themselves and socialize at the same time. Our folk dance is patterned after this tradition as our staff leads various numbers where *everyone* is involved. We begin with favorites such as *The Chicken Dance*, and *The Hokey Pokey*, then move into square dancing and other group dances.

Frontier Auction – In their class groups, the students will role-play settlers attending an auction in the untamed big woods of the Upper Mississippi. There will be items auctioned off to suit everybody: farmers, lumberjacks, teachers, trappers, etc., so be ready to buy! *Frontier Auction* can be selected on its own or in conjunction with the *Footprints of a Pioneer* class, held the day after so that students may trade their purchased goods with the characters.

Legends ‘n’ Lore – Gather around the lantern and hear a historical local legend from the days of old. Students may get to hear about the river rat Ole Peterson, a lumberjack that some say lived in this area during the late 1800’s. Or perhaps they’ll hear the tale of Captain Olson, a riverboat pilot who plied the waters of the Mississippi back when the city of St. Paul was still known as *Pig’s Eye*. This makes a good wrap-up after another evening activity.

The Lorax – Our staff members will act out Dr. Seuss’s famous tale about not destroying our environment. This makes a good wrap-up after another evening activity.

Message to Garcia – The name for this game is based on an inspirational essay, “A Message to Garcia,” by American writer Elbert Hubbard. His essay reflects the heroic deeds of a Cuban revolutionist, Calixto Garcia Iniguez, who cooperated actively with the U.S. Army during the Spanish-American War. The game itself is played by dividing the students into two teams and having each team send as many messages as possible to “Garcia” without the other team intercepting them.

Monday Night Football – We’ve included this as a possible evening activity for the die-hard football fans, especially when the Packers or Vikings are playing.

Movie – Camp Pepin has a television and VCR/DVD player for any group that would like to view a movie. You may choose from one of our titles (call for our selection) or bring one of your own. This also makes a good wrap-up after another evening activity.

Night Hike – Because most people sleep during the night, we often don’t get the chance to be outside and enjoy this time. This hike takes advantage of the dark with games such as Bat & Moth, tricks such as the glow-in-the-dark Lifesavers, and many other neat activities for night. Flashlights are not permitted, as they will ruin night-vision and make it very difficult to see.

S’mores – Gather ‘round the fire, toast your marshmallows, and enjoy them between graham crackers and chocolate for an age-old camp tradition. S’mores ingredients can be either provided by the group or purchased from camp for a nominal fee. This makes a good wrap-up after another evening activity.

Swamp Lady’s Suitcase – This activity is essentially a reverse scavenger hunt, where the students collect items that they believe might be on a scavenger hunt list before they know what the items actually are. Once the items have been collected, the list is read and students possessing any of those items receive points for them.

Telescope – Explore the heavens with Camp Pepin’s 13” reflecting telescope. You may be able to see the craters of our moon, the cloud bands and Galilean moons of Jupiter, the rings of Saturn and its largest moon: Titan, the Great Nebula in Orion (a current birthplace of stars), the Pleiades star cluster, or a number of other objects in the night sky. This makes a good wrap-up after another evening activity. Dependent upon weather conditions.

Wells Fargo – Hold onto yer saddle – there’s gold out there fer the takin’. Just like in the days of the westward expansion, transporting gold back and forth between banks is what this game is all about. Students on each team will set up a bank (a large circle on the ground containing three gold bricks) in their team’s territory, while others on their team will be trying to secure the three gold bricks from the other team’s territorial bank. They’ll have to be careful, though, because if they’re caught, they’ll have to remain frozen until one of their teammates can rescue them. Each team will be trying to get all six gold bricks in its own bank to end the game.

Permission Slip

Dear Parents or Guardians,

On behalf of _____, I am requesting your permission to
(name of group)
allow your daughter or son to participate in our upcoming trip to YMCA Camp Pepin. This cost
of this trip will be \$_____, and it is scheduled for _____
(day of week, date)
through _____. Transportation to Camp Pepin will leave from
(day of week, date)
_____ at _____ and return to _____
(place) (time) (place)
at _____. Please plan to drop off and pick up your child on time.
(time)

The group will be housed in heated cabins during their stay at Camp Pepin, located between Stockholm and Pepin, Wisconsin. The camp's contact information is:

YMCA Camp Pepin
W10915 East Lake Dr.
Stockholm, WI 54769
(715) 442-3811
camp@redwingymca.org
www.camppepin.org

If you need to reach someone at the camp, you may leave your message with a Camp Pepin staff member and have your call returned.

If you have any questions, feel free to contact me. Thank you for your time and cooperation.

Sincerely,

Group Coordinator

Please Detach and Return

My daughter/son, _____, has my permission to attend the trip to YMCA
Camp Pepin during the dates of _____. I also grant permission for the YMCA
to use any photographs or videos in which my child appears for the purposes of education or
public information.

Parent/Guardian Signature: _____ Date: _____

_____ Yes, I would be able to chaperone for this trip. Phone: (_____) _____

Chaperone Letter

Dear Chaperone,

Thank you for your interest in joining us on our upcoming trip to YMCA Camp Pepin. Without your help, this experience would not be possible.

As a chaperone, you may be assisting in the following ways:

- Accompanying participants to their scheduled activities.
- Helping the Group Coordinator or the Camp Pepin staff with activities that require extra adults for efficiency.
- Escorting students that are repeatedly disruptive to either the Group Coordinator or the Camp Director.
- Escorting students who need First Aid to the Health Office.
- Supervising recreation activities.
- Supervising participants in their cabins at night.
- Helping the Group Coordinator with facilitating the experience.

You and the participants would be living in lakeside heated cabins during your stay. Also included with this experience are outdoor recreational opportunities for all seasons.

I will be in touch as our trip to Camp Pepin approaches. If you have any questions or concerns, feel free to contact me. Again, thank you for your interest. I look forward to talking with you soon!

Sincerely,

Group Coordinator

Bring-Along List

Our programs are designed to be taught outside in all forms of weather. To make the experience enjoyable, please make sure that students come prepared with appropriate clothing. Please remember, though, that packing space is limited. Students are responsible for carrying their own gear to and from the cabins. Avoid sending items in plastic bags and label all of their possessions. Here is a suggested list of what they should bring:

Necessary Items:

Sleeping bag
Pillow
Daily change of underwear
Daily change of socks
Pajamas
2 Pair of comfortable shoes
Waterproof boots
Slippers for the Dining Hall
Raincoat or poncho
Lightweight jacket
Sweater or Fleece
2 Sweatshirts
2 T-shirts
Swim suit
2 Pair of long pants
Hat that covers ears
Gloves
Laundry bag
Towel and washcloth
Soap (in soap box) and shampoo
Toothbrush and toothpaste
Comb/Brush
Flashlight
Water bottle
Watch or clock with alarm

Winter Additions:

Heavy insulated Winter coat
Extra gloves
Scarf
Extra hat
3 Pairs of heavy socks
Long johns

Fall & Spring Additions:

Insect repellent (lotion only)
Sunblock lotion (15 SPF or higher)

Optional Items:

Baseball hat
Sunglasses
Chap stick
Bandanna
Hackey-sack
Writing materials
Book
Camera and film
Shorts
Camp store money (suggested \$20 max.)

What Not To Bring:

Food, candy, and soda
Lots of money or expensive things
Cell phones
Electronic games or devices
Radios, tapes, CD's, or iPods
Portable TV's or DVD players
Knives or firearms
Fireworks
Matches or lighters
Tobacco products, alcohol, or drugs
Aerosol hairspray or bug repellent
Silly String®
Pets

Recreation Activity List and Worksheet (Fall/Spring)

Recreation Activities (Select from these possibilities:)	Chaperone Duties	Chaperone Supervisor(s) (Assign as needed.)
Athletic Field	Begin and monitor games (flag football, kickball, soccer, ultimate Frisbee, volleyball, etc.); make sure all equipment is returned and stored properly	_____ _____
Basketball	Begin and monitor basketball games; prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Boot Hockey	Begin and monitor boot hockey games; prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Game Room	Begin and monitor ping-pong and foosball games; prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Hiking	Lead students on a guided trail hike	_____ _____
Pontoon Rides (with camp staff)	Assist students with getting on and off of pontoon; prevent unsafe actions; make sure life jackets are returned and stored properly	_____ _____
Beach Walk	Prevent students from entering the water; insure that students aren't taking pocketfuls of shells and rocks from the beach	_____ _____
Other:		_____ _____

Recreation Activity List and Worksheet (Winter)

Recreation Activities (Select from these possibilities:)	Chaperone Duties	Chaperone Supervisor(s) (Assign as needed.)
Athletic Field	Begin and monitor games (flag football, kickball, soccer, ultimate Frisbee, volleyball, etc.); make sure all equipment is returned and stored properly	_____ _____
Basketball	Begin and monitor basketball games; prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Boot Hockey	Begin and monitor boot hockey games; prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Game Room	Begin and monitor ping-pong and foosball games; prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Snowshoeing	Lead students on a guided snowshoe hike	_____ _____
Ice Skating	Assist students with getting and putting away their ice skates; monitor skating activity; make sure that all equipment is returned and stored properly	_____ _____
Sledding (with camp staff)	Prevent unsafe actions; make sure all equipment is returned and stored properly; turn lights off	_____ _____
Ice Fishing (with camp staff)	Prevent unsafe actions; make sure all equipment is returned and stored properly	_____ _____
Other:		_____ _____

Cabin Assignments Worksheet (Boys)

Fill in the assignments according to how many cabins you are using and number of people per cabin (12 max.).
At least one person in each cabin needs to be an adult chaperone.

<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.
<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.

Cabin Assignments Worksheet (Girls)

Fill in the assignments according to how many cabins you are using and number of people per cabin (12 max.).
At least one person in each cabin needs to be an adult chaperone.

<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.
<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.	<p><u>CABIN:</u></p> <ol style="list-style-type: none">1.2.3.4.5.6.7.8.9.10.11.12.

Table Assignments Worksheet

Fill in the assignments according to how many tables you are using. So that we do not waste any food, we ask that you assign 12 people per table (max.). Hopper duties may also be assigned on this worksheet.

<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.
<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

Table Assignments Worksheet (cont.)

<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.
<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	<u>Table:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

Class Group Worksheet

Fill in the assignments according to your number of class groups and number of students per group (20 max.).

<u>Group:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20.	<u>Group:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20.	<u>Group:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20.
<u>Group:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20.	<u>Group:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20.	<u>Group:</u> 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20.

Bus Assignments Worksheet

Fill in the assignments according to how many buses you have scheduled and number of students per bus.

<u>Bus:</u>	<u>Bus:</u>	<u>Bus:</u>
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Name Tags Worksheet

Here is a name tag format that you are welcome to photocopy and use. Please add to it any other information that you feel may be helpful to the students and chaperones.

Name: _____

Class Group Name: _____

Cabin Name: _____

Chaperone: _____

Table Number: _____

Hopper Duty: _____

Bus Number: _____

Name: _____

Class Group Name: _____

Cabin Name: _____

Chaperone: _____

Table Number: _____

Hopper Duty: _____

Bus Number: _____

Name: _____

Class Group Name: _____

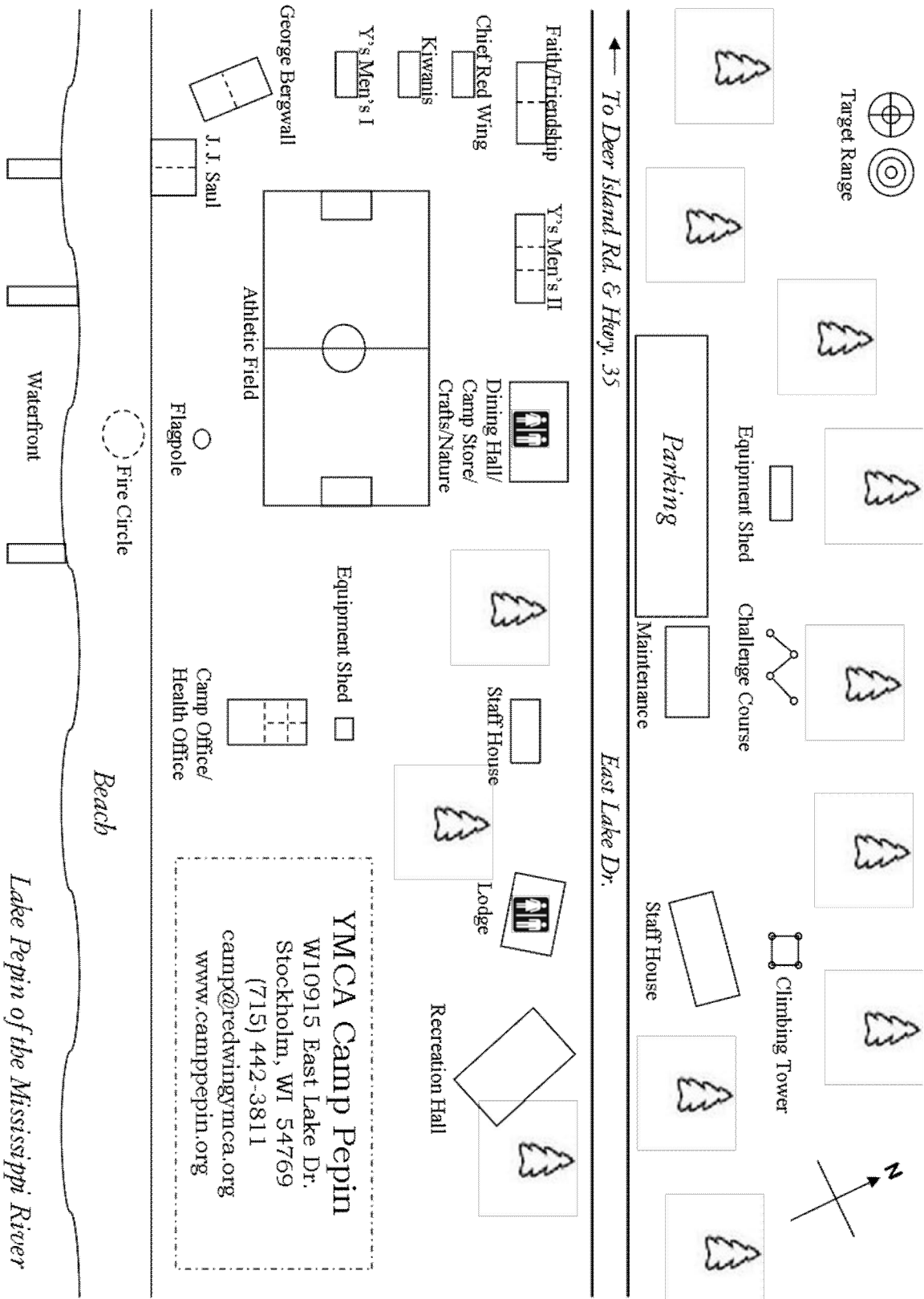
Cabin Name: _____

Chaperone: _____

Table Number: _____

Hopper Duty: _____

Bus Number: _____



YMCA Camp Pepin Accommodations Roster

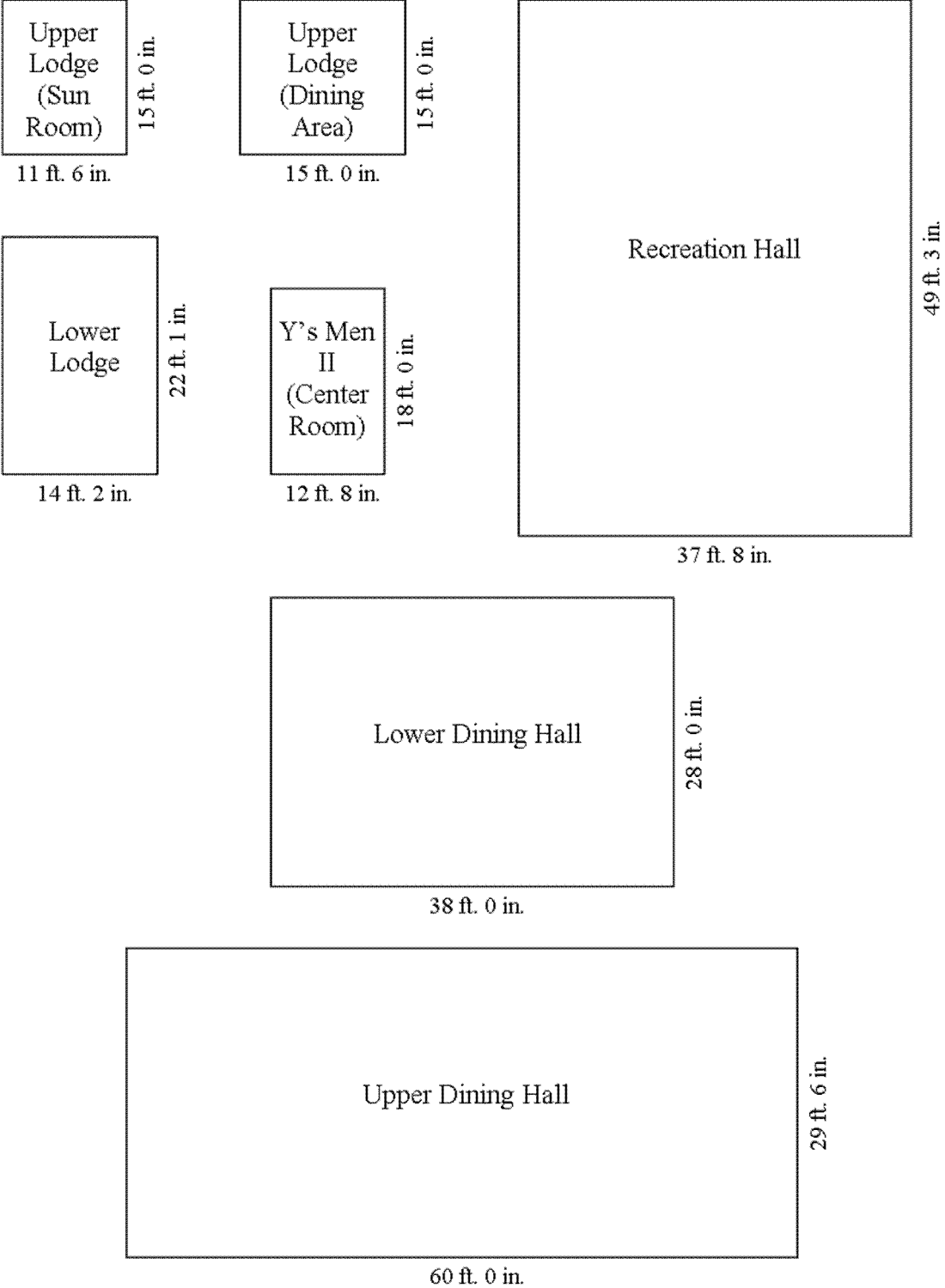
Y's Men II (Left)*†‡	12 beds
Y's Men II (Right)*†‡	12 beds
Faith*†	12 beds
Friendship*†	12 beds
Chief Red Wing	12 beds
Kiwanis	12 beds
Y's Men I	12 beds
George Bergwall (Left)*	16 beds
George Bergwall (Right)*	16 beds
JJ Saul (Left)	12 beds
JJ Saul (Right)	12 beds
Total Beds:	140 beds
Lodge (Upstairs Loft)*	8 beds
Lodge (Main Level)*†‡	6 beds
Lodge (Downstairs)*†‡	6 beds
Total Beds:	20 beds

* = Heated

† = Attached bathroom/shower

‡ = Fireplace

YMCA Camp Pepin Meeting Area Dimensions



Directions to YMCA Camp Pepin

From Eau Claire and Menomonie, WI

Take Hwy 85 South from Eau Claire (or Hwy 25 South from Menomonie) to Durand. In Durand, take Hwy 25 South until you get to Hwy 35 near Nelson. Take Hwy 35 North through Pepin. About 2 miles north of Pepin, look for a brown road sign that says "YMCA Camp Pepin." Turn at the next left onto Deer Island Rd. and go over railroad tracks. Go to the first left. Take the left and follow the signs to Camp Pepin.

From La Crosse, WI

Take Hwy 35 North through Pepin. About 2 miles north of Pepin, look for a brown road sign that says "YMCA Camp Pepin." Turn at the next left onto Deer Island Rd. and go over railroad tracks. Go to the first left. Take the left and follow the signs to Camp Pepin.

From River Falls, WI

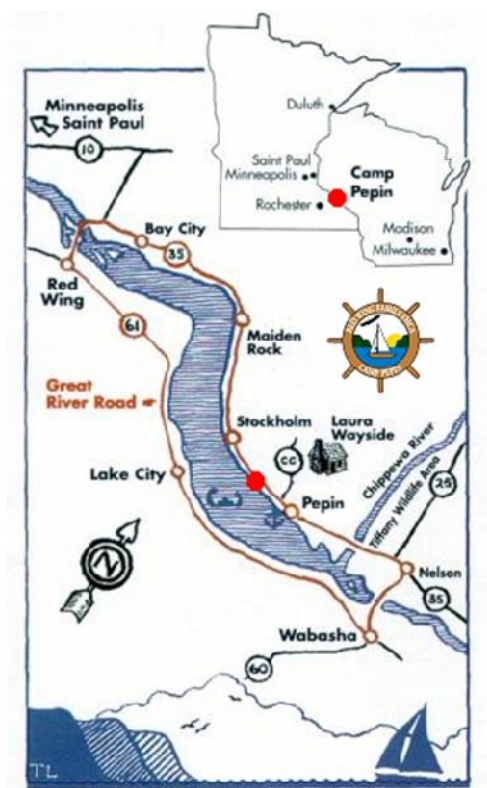
Take Hwy 65 South to Hwy 10 at Ellsworth. Take Hwy 10 West for a couple of miles to Hwy 63. Take Hwy 63 South to Hwy 35 at Hager City. Take Hwy 35 South through Stockholm. About 3 miles south of Stockholm, look for a brown road sign that says "YMCA Camp Pepin." Turn at the next right onto Deer Island Rd. and go over railroad tracks. Go to the first left. Take the left and follow the signs to Camp Pepin.

From Rochester, MN

Take Hwy 63 North out of Rochester to SR 60 in Zumbro Falls. Take SR 60 East to Wabasha. In Wabasha, take the bridge over to Nelson, Wisconsin and look for Hwy 35. Take Hwy 35 North through Pepin. About 2 miles north of Pepin, look for a brown road sign that says "YMCA Camp Pepin." Turn at the next left onto Deer Island Rd. and go over railroad tracks. Go to the first left. Take the left and follow the signs to Camp Pepin.

From Minneapolis and St. Paul, MN

Take I-494 to Hwy 10/61 on the southeast side of St. Paul at Newport. Take Hwy 61 South to Red Wing. In Red Wing, take Hwy 63 across the bridge to Hager City, Wisconsin and look for Hwy 35. Take Hwy 35 South through Stockholm. About 3 miles south of Stockholm, look for a brown road sign that says "YMCA Camp Pepin." Turn at the next right onto Deer Island Rd. and go over railroad tracks. Go to the first left. Take the left and follow the signs to Camp Pepin.



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