

WATERFRONT RULES

General

1. All sailing tests are Cedar Campus tests and are valid for 5 years, after which they must be retaken.
 2. Boating will take place during assigned hours or with specific approval of Recreation Staff.
 3. All occupants of rowboats, kayaks, canoes, or sailboats are required to wear life jackets at all times.
 4. Never leave an overturned boat.
 5. Report any damage to equipment immediately to Recreation Staff when checking in.
 6. Check in with Recreation Staff each time before leaving for specific guidelines and or boundaries. Check in at return.
 7. Children 10 and younger who have not passed a swim test are not allowed on the pier docks unless accompanied by a parent/ adult or are wearing a lifejacket. The small canoe/kayak docks are exceptions.
- Parents are responsible for their children's access and safety on any dock or beach.

Swimming

1. There is to be no swimming in the lake unless approved by the Recreation Staff and provisions are made for appropriate lifeguards.
2. Wading is not considered swimming. This may be done anywhere in the lake providing there are a minimum of two people, (preferably one person is on land,) and it is done in water no deeper than chest high. This rule applies to the use of the lake next to the sauna and also Sandy Cove). Children may wade at any time but must be under the supervision of parents or other appointed adults at all times. Families are responsible for the supervision of their children. Wading is not allowed at **Narnia, STAY OUT OF THE WATER!**

Swimming Tests

The test is a Cedar Campus test and is only required for the use of Sunfish sailboats and sloops. The swim test is valid for 18 months, after which time it must be retaken. Swim Test: Jump into the water at dock and swim 60 yards tread water for 60 seconds and swim 60 yards back. The swim test will be reduced by half if water is below 60°F. Note: Those that attempt, but do not complete the entire swim test or non-swimmers may be allowed to be a passenger in a sailboat with special permission from the Recreation Manager. This permission must be obtained each time boat usage is desired. This is dependent on weather and the availability of a supervisor.

H. J. Taylor Pool

Children under 6 years old & younger or those who cannot touch bottom in the shallow end must be accompanied by a parent or other adult. Children not yet toilet trained must be wearing plastic pants and/or a swim diaper. Pool times will be announced by the Recreation Staff and posted at the pool house. Additional rules and regulations are posted at the pool. Please read and abide by all the rules for they are meant for your safety.

Boating

Life jackets must be worn by all passengers on the following boats.

Rowboats, Canoes and Kayaks

Check with Recreation Staff before leaving the shore, for information on conditions and appropriate boundaries. Some instruction may be required.

Sailboats - Sunfish

1. All passengers must pass the swim test or have special permission from the Recreation Staff.
2. Each boat must have aboard someone who has passed the tip test. This test consists of capsizing and righting a sunfish. Only those who have passed the swim test may attempt the tip test.

Sailboats - Sloops

Each occupant must have passed the swim test or have special permission from the Recreation Staff.

In order for a camper to take out a sloop, besides having a current swim test, there are 4 things they need to demonstrate.

1. They must be able to sail a sunfish competently.
2. They must know how to rig and moor the boat. (all sloops are similar, the catamaran and MC need some extra explanation)
3. They must be mature: show good decision-making and leadership skills.
4. Know how to leave the boat ship shape when finished, the proper care of sails and lines, and how to drain the hulls on the catamaran.

RECREATION

Hiking Trails

(Color-coded Hiking Trail Guides are available.)

MC ***Muskrat Point Trail*** is flexible in distance (1/4-1 mile) can be accessed by either the Floating Bear dock, the playing field, or by Gloria Taylor Cottage. This trail walks along the shoreline of the inner bay to Muskrat Point where it overlaps with the Muskrat Point Nature Trail. The ***Nature Trail*** is a short self-guided loop that begins along the main camp road between Taylor Lodge and the McClure Center, ends at the Nature Cabin on the point, and takes 15-20 minutes. There is a box with guides at the start of the trail. Identification books can be found in the library in Wharfside Lounge.

OMP ***Whitefish Point Trail*** starts just past the point cabins, takes you across the isthmus out to the end of Whitefish Point for a view of the big water of Lake Huron. (About 2 miles - approx. 1 hr. hiking time.) ***North Shore Trail*** starts just past the sauna, and will take you along the shore of the inner bay to see the buildings at North Shore where the first Cedar Campus programs began. (About 2 miles - approx. 1 hr. hiking time.) ***Narnia Trail*** begins about half way out the mile long road (at Old Mill Point). This trail takes you on a long hike to see a scenic area we refer to as Narnia. (About 4 miles from sign - approx. 2 hrs. hiking, plus extra time to enjoy the view.) ***Sandy Cove Nature Trail*** starts just past Deertrail Cabin and takes you to Sandy Cove and back. Nature trail guides are located at the start of the trail. (About 1 mile - 30 min. hiking time, longer with the guide.) ***Birch Trail*** begins on the West side of Sandy Cove. This trail parallels the Lake Huron shoreline and offers spectacular views of numerous islands before turning North and joining the Narnia Trail. This trail can be used as an alternate way to Narnia or to circle back to OMP. ***The Big Loop*** links North Shore Trail with Sandy Cove Trail and Birch Trail to make for a nice 3 mile hike or run on a woodchip path.

Volleyball and Basketball

MC There is a volleyball court on the beach. Balls are available at the courts.

OMP There are two volleyball courts by the Meeting House, and one at Sandy Cove. The basketball courts are located behind the Parking Lot. Balls are available at the courts.

Outdoor Games

MC Balls, frisbees, footballs, soccer balls, & beach toys, etc... are located by the life jackets in the McClure Center. Frisbee golf guides are next to the double doors of the McClure Center.

OMP Beach toys are located on the front porch of the Rec Hall. Balls, frisbees, footballs, soccer balls etc... are located in the cabinet at the back of the Rec Hall facing the swings. Frisbee Golf guides are next to the game cabinet.

Indoor Games

MC Pool, ping-pong, bumper pool, foosball, etc... are located in the Fireside room in the McClure Center.

OMP Pool, ping pong, bumper pool, foosball, etc... are located in the Rec Hall across from the beach.

Waterfront and Pool (seasonal)

MC & OMP Kayaks, canoes, rowboats, sunfish sailboats, and sloops may be available—check with Rec staff for details and regulations. The pool may be open for morning lap swim or afternoon free swim. See the waterfront and pool regulations on the back of this sheet for more information.

Floating Bear Children 6 and under are asked to wear lifejackets while traveling on the Floating Bear.

OMP=Old Mill Point

MC=Mariners Cove