



Guidelines and Policy

1. Immunizations

1.1.All campers must be up to date for the following vaccinations and immunizations in order to register for RADcamp: Diphtheria/Tetanus/Pertussis, Polio, Measles/Mumps/Rubella, Haemophilus Influenzae type B, Hepatitis B, Pneumococcal, Varicella, Hepatitis A, COVID-19.

1.2.Immunization records must be submitted along with the registration packet.

1.3.If a camper has a medical exemption from any of these vaccines, a signed note from their physician must be attached instead.

2. Physician Information

2.1.Your child's physician information will be required in the registration packet as a precaution. If your child does not have a primary care physician, please note so on the Medical Care Form.

2.2.We will also ask if, in the event of a medical emergency, you would like your camper to be transported to a specific hospital.

2.2.1. In the case of a medical emergency, the first listed guardian will be called and notified of the camper's condition and where they are being transported.

2.2.2. Detailed report(s) will be taken in this event and will be forwarded to the guardian within 24 hours.

3. Refunds

3.1.Because slots for RADcamp fill up quick, every day that a camper holds a spot means other perspective campers are being turned away. This means camp slots hold significant value, and therefore, we have a strict refund policy.

3.2.If your refund is requested via email before the following dates, the subsequent amount will be credited back to the payment that was used to reserve the spot:

3.2.1. May 2st: Full Refund

3.2.2. May 18th: 50% Refund

3.2.3. No refunds are given if notification comes on or after May 19th

3.3.To begin the refund process, email radcamp@unm.edu with the camper's name, date of birth, and reason for refund request. Processing of the refund may take up to a full business week.

4. Transfer Policy

4.1.If a guardian would like to transfer their credit/camp slot to a different camper, they may do so given the original camper and the receiving camper are related. The new camper must have a registration packet turned in before the transfer is accepted.

5. Misconduct

5.1.RADcamp staff will attempt to handle all issues of misconduct in the moment, with notification of steps taken and an objective description of the incident being forwarded to the guardian at the time of pickup for that day. However, in some instances for the mental and physical safety of other campers, the offending camper may need to be sent home for the day.

- 5.2. RADcamp has a zero-tolerance policy for bullying and harassment. This includes all members associated with camp- from counselor to camper to guardian.
 - 5.3. Incidents that include racial or sexual discrimination, whether severe enough to send the camper home or not, will require an incident report. This report will be sent home at the end of the day.
 - 5.4. Repeated incidents of bullying or harassment will require a conversation between RADcamp Coordinator and a camper's guardian. The camper may be sent home, or may be dismissed from camp indefinitely.
 - 5.5. In the event a camper is sent home due to misconduct, no refund will be given.
 - 5.6. For definitions and to see UNM's policy on harassment, bullying, and other misconduct, look up "UNM Policy 2240".
6. Sickness
 - 6.1. RADcamp uses APS's rules for keeping a camper home/sending them home due to sickness.
 - 6.1.1. If the camper has a fever (100.3° F or higher), they should be kept home. If the fever is discovered at camp, the camper will be sent home.
 - 6.1.2. If the camper has diarrhea or vomits 3 times in 6 hours, they will be sent/should be kept home.
 - 6.1.3. If the camper has signs of fatigue or a cold-- such as head/body/ear ache, persistent cough/sneezing, severe sore throat—they will be sent/should be kept home.
 - 6.2. When a child is kept home due to sickness for more than 3 consecutive days, a refund for those days may be requested using the process outlined in rule 3.3.
 - 6.3. It is a courtesy, though not mandatory, that a guardian of the sick camper notify RADcamp either via email or phone call to the camper's absence.
 7. Swim Guidelines
 - 7.1. One of RADcamp's unique activities is everyday swim. Every morning before lunch, campers will have the option to either enjoy free swim, or engage in a different activity.
 - 7.2. All campers that engage in swim activity must wear swimwear. Swimwear will be brought and taken home each day.
 - 7.3. To limit instances of bullying and ensure camper comfort, all campers that wish to participate in swim activity must wear a swim shirt/rash guard, regardless of gender.
 - 7.3.1. Swim shirts/ rash guards will be provided, but campers may bring their own if they'd like. Swim shirts/ rash guards must be made out of polyester or a mix of spandex and nylon (any garment labeled as swim wear will be made out of that material).
 8. Personal Belongings
 - 8.1. Campers may bring personal belongings (and are required to bring swimwear if participating in swim activity) to camp. Belongings will be kept in a secure location that campers may access when needed with camp staff's help.

8.2. Except the last day of the session (every other Friday), campers must bring their own lunches.

8.2.1. Lunches that require refrigeration will be refrigerated within 30 minutes of check in.

8.2.2. If a guardian would like to bring their camper lunch, the guardian may leave their lunch in the Johnson Center with the camper name.

8.3. Necessary medications or treatments must be handed from the guardian to RADcamp staff during check-in. If the medication has requirements on where it can be stored, this information must also be relayed to camp staff. Other instructions, such as when the medication needs to be taken or how the medication is applied, must be relayed to camp staff.

8.3.1. If camp staff does not have documentation of your camper needing medication, they may not be permitted to use the medication until a guardian has been contacted.