

# Camp Olmsted 2011 Camp Leaders Guide



Boy Scout Resident Camp

**Dear Unit Leaders,**

**This manual was developed to help you plan your Unit's stay at Camp Olmsted this summer. We are convinced that if you follow the steps listed in this Camp Leaders Program Guide to develop and plan your week at camp, the camp experience will be much more rewarding for you and your Scouts.**

**Although there are many ways to measure the success of a week at camp, the real goals are those of the Scouting movement itself: character building, citizenship training, and personal fitness. The number of merit badges earned, or requirements passed, is not an end to itself. Developing confidence, self-reliance, and knowledge; an appreciation of our natural environment, a concern for it's survival and ours; teamwork; strong agile bodies; quick and discerning minds; empathy for our less fortunate brothers, and an understanding of one's fellow man, are all goals that we strive to achieve at camp. However, the bottom line is that each boy must enjoy himself and have fun.**

**The Council Camping Committee is striving to provide the right atmosphere, but success depends mostly on you - the Unit Leader. It depends on your example, imagination, preparation, and planning. The challenge is great, but so are the rewards as Scouting continues to turn boys into men.**

**So, begin planning today and keep reviewing your plan. Consult your Scouts and find out what they hope to gain by their week at camp. Talk to their parents and find out what they would like their sons to achieve. Finally, talk to us so that we can help to make it all happen for your boys.**

**We stand prepared to help you do your best.**

**Yours in Scouting,**

**Bill Wilson  
Camp Director**

# CAMP OLMSTED

Situated on the Allegheny Reservoir in the midst of the Allegheny National Forest, Camp Olmsted provides nearly 500 acres of natural woodlands and offers a 31 mile waterfront with water-skiing, motorboating, and sailing, in addition to the more traditional water activities of swimming, lifesaving, snorkeling, and BSA Lifeguard.

Other program features include a wide array of Nature Merit Badges and activities, an excellent Handicraft lodge with opportunities to learn leatherwork, native crafts, woodcarving and more! The Field Sports area features archery, .22 caliber rifles, shotguns and trap shooting!

The Scoutcraft area specializes in teaching wilderness survival, camping, cooking, and pioneering skills.

Scouts attending camp for the first year will have the opportunity to participate in their own special program with other first-year Scouts. Earning your way to First Class will be the emphasis of the "Cornplanter's Braves" program.

Whether this is your first year or you are a returning veteran of several seasons at Camp Olmsted, you'll find new and exciting adventure behind every tree and/or rock!

High adventure opportunities abound at Camp Olmsted! Learn to climb and rappel on the camp's climbing tower or spend a few days on the reservoir.

# Boy Scout Summer Camp

## General Information

### THE CAMP OFFICE

The Camp Office is the business center of camp. Management and business details are handled here. The Camp Director is available 24 hours daily for your assistance. If the Camp Director is not in the Camp Office, check with the Program Director, Trading Post Manager, or at the Health Lodge.

### HEALTH LODGE

The Health Lodge is for the health and care of campers. A Health Officer is on duty 24 hours daily and arrangements have been made with nearby doctors and hospitals to handle any emergency treatments.

**Any Scout having an accident or suspected illness should be brought, not sent, to the Health Lodge by an adult leader.** All injuries, regardless of how slight, must be cared for at the Health Lodge. It is very important that all accidents and illnesses be reported to the Health Officer or Camp Director for insurance purposes.

All medications brought to camp by a Scout or Scouter must be checked in with the Health Officer upon arrival at camp. The Health Officer will assist in the distribution of medication to the camper. ***It is the camper's responsibility to remember to get their medication when they need it. Only certain medications will be permitted to stay with the camper.***

### TRADING POST

The Trading Post is maintained as a service to the campers. It is a place where the Scouts and Scouters may purchase a variety of items including: merit badge pamphlets for all merit badges offered at camp, books, snacks, craft kits, camping supplies, and souvenirs.

The Trading Post hours are as posted:

DAY	SAT & SUN	MONDAY-THURSDAY	FRIDAY
<b>MORNING</b>	9:00 - 12:00	9:00 - 12:00	9:00 - 12:00
<b>AFTERNOON</b>	1:00 - 5:30	1:00 - 5:30	1:00 - 5:30
<b>EVENING</b>	7:00 - 9:00	7:00* - 9:00 The Trading Post will open after the Vesper Service has concluded on Tuesday evening.	After Campfire

### CHECK IN—SATURDAY FOR TROOPS

- Your Troop should arrive at camp between 9:00 AM and 10:00 AM on Saturday.
- Unit Leaders must **FIRST** check in with the Camp Office. Items needed to check in are your Troop Rosters, Friday Night Meal Reservations, any last minute Medical Forms, and the balance of any camp fees owed. Scouts paying at camp will owe the regular camp fee.
- Please check-in when the entire Unit has arrived. The Camp will issue identification bands to those registering to stay for the week.
- During Check-in the Medical re-checks will take place. Troops should be organized to have all equipment loaded into one vehicle. This vehicle will be permitted to transport the equipment to the appropriate site. All vehicles must be removed from the campsites (excluding trailers).
- All Units will be assigned swim test and medical check times upon arrival at camp. If needed, a guide will then escort you and your unit to the waterfront for swim checks and give you a tour of camp. A quick stop at the dining pavilion for table assignments and dining procedures will follow.

- All medicines are to be turned in to the Health Officer at check-in. Camp Olmsted requires written verification for the administration of any medications, in addition to the prescription on the container. This same policy applies to over-the-counter medicine as well.
- All Troops will then proceed to their Troop Campsite and set up, including tents.

### **CHECK OUT--FRIDAY**

All units should plan to leave after Friday night's campfire. Check out must be cleared through the Camp Director on Thursday to facilitate campsite inspection.

A campsite inspection will be made by a member of the Camp Staff before the unit checks out.

Any tools or supplies issued by the QM must be returned.

All medicines turned-in to the Health Officer must be picked-up.

The Unit Leader must check-out with the Camp Director to settle fees, refunds, damages, etc.

### **LOST AND FOUND**

Articles found should be brought to the Camp Office. Articles lost may be claimed at the Camp Office. Unclaimed articles will be donated at the end of the camping season.

### **CAMPSITE EQUIPMENT**

Each campsite is equipped with tents, platforms, and cots, based on the maximum recommended capacity for the site, or on the number of campers registered. Each site includes: a latrine and washstand, picnic table, dining fly, bulletin board, two-man wide wall tents with two cots on wooden platforms, and a flag pole. Troops are strongly encouraged to bring their own unit flag(s). After your check in, each unit's quartermaster may pick up an American Flag, bucket, brush, toilet paper and cleaning agent for cleaning your latrines. Additional quantities of cleaning agent and toilet paper are available upon request from the Camp Quartermaster. Mattresses may be available for leaders only, on a first come first serve basis.

All Scouts should be reminded to bring something (cardboard, throw rug, etc.) to put over the metal springs on the cots.

Troop Leaders are responsible for all equipment in the campsite. Scouts should be trained in the proper use and care of equipment.

### **EQUIPMENT DAMAGE**

Troops will be charged the replacement cost for equipment that is lost or damaged as a result of misuse or equipment not returned at the end of the week. Cuts to canvas or leaders mattresses will be charged at a cost of \$15.00 per inch.

Cuts to tent guylines will be charged at \$10.00 per inch. Arrangement for payment must be made prior to leaving camp--"A Scout is Trustworthy;" otherwise, your unit will be billed the replacement cost of the item(s) in question.

### **MAIL**

Letters from home can be a source of joy or a cause for home sickness. Please discuss with parents the importance and care needed in writing letters to their Scouts. Phrases such as "we all miss you" and "we can't wait for you to get home", or bad news should be avoided from the letters.

Letters should be addressed as follows:

Scout's Name and Unit Number  
Camp Olmsted, B.S.A.  
3123 Roper Hollow Road  
Russell, PA 16345

Letters should be sent no later than Monday of the week that the Scout is at Camp. It's OK to send a letter before they leave for Camp to ensure they get it while they are at camp.

**Every attempt will be made to return letters received after the unit leaves camp.  
Do not send money or anything valuable in the mail.**

### **VEHICLES AND PARKING**

Private vehicles and trailers, staying in camp for more than 6 hours, must be registered at the Camp Office and parked in the upper parking lot.

Private vehicles may only be used on the main access roads to the upper and lower parking lots.

Travel on all other roads is limited to camp vehicles, unless permission has been granted by the Camp

Director or the Camp Ranger. This includes unloading and loading of equipment at a camp site. Vehicles that will be in Camp for less than six hours may park in the lower lot by the Trading Post. Transportation of passengers is not permitted in beds of trucks, trailers, or campers. All passengers must have a seat belt.

### **ORDER OF THE ARROW**

Wednesday's are designated as OA DAY. Ordeal members of the Gyantwachia Lodge will be able to "Seal the Bond" by completing their Brotherhood Trail on Wednesdays. All Arrowmen are encouraged to wear their sashes during OA DAY. Remember, sashes can only be worn with the field uniform.

### **VISITOR IN CAMP**

Visitors are welcome in camp any day between the hours of 9:00 AM and 9:00 PM.

Visitors must register at the Camp Office upon arrival in Camp.

Visitors staying for meals, must purchase a meal ticket at the Trading Post or Camp Office before attending the meal.

Meal price throughout the week for visitors is just \$5.00 .

Friday is Family Night. Visitors dinners will be provided at a cost of \$6.00.

Reservations for Family Night meals MUST be made by July 11th. No exceptions.

No one will be served without a meal ticket. Visitor Meal Tickets throughout the week may be purchased at the Trading Post at camp.

### **LEAVING CAMP**

Scouts, with proper written permission, and Scouters may leave camp at any time.

Everyone must sign in and out in the Log Book, located in the Camp Office.

Scouts under the age of eighteen (18) must have a signed permission slip signed by both the parents or guardians AND the Scoutmaster in camp, if they are to leave camp.

Scouts under the age of eighteen (18) will not be released from camp to anyone other than the parent/guardian without written permission from the parent/guardian.

Scouts under the age of eighteen (18) will not be released to any driver under the age of eighteen (18).

Permission to leave camp will not be granted over the phone except in emergency situations.

A photo I.D. is required when picking up any Scout from Camp.

### **TELEPHONE**

Scouts and Scouters cannot be summoned to a phone during the day.

In the case of an emergency, remind parents to be prepared to leave a message for the camper.

Incoming messages will be relayed at the next meal unless an emergency.

Outgoing calls on the business phone will not be permitted except in the case of extreme emergency. Out going calls must be billed directly to the home of the party involved and permission must be received from the Camp Director.

Phone Numbers are as follows:

<b>Camp Office:</b>	<b>814-757-8021</b>
<b>Camp Ranger:</b>	<b>814-757-8719</b>
<b>PA State Fire Warden:</b>	<b>814-757-8534</b>
<b>Scandia Fire Department</b>	<b>911</b>
<b>State Police:</b>	<b>814-728-3600</b>
<b>Sheriff's Department:</b>	<b>814-723-7553</b>
<b>Betts Scout Service Center (Warren):</b>	<b>814-723-6700</b>
<b>Scout Executive (Kevin J. Bonner):</b>	<b>814-484-7421</b>
<b>Warren General Hospital:</b>	<b>814-723-3300</b>
<b>W.C.A. Hospital, Jamestown, NY:</b>	<b>716-487-0141</b>

### **TRAINING OPPORTUNITIES FOR LEADERS**

We will offer special training opportunities such as Safe Swim Defense and Safety Afloat. Other topics may include: Chemical Fuels, Health and Safety/Risk Management, Youth Protection, Chainsaw Safety, and/or Trek Safely. Each of these courses will be scheduled based on interest during your stay at camp and the availability of instructors.

## **SAFE SWIM DEFENSE PLAN AND SAFETY AFLOAT**

This plan has been most successful throughout the years in making unit swims safe, and giving Scouters an understanding of basic principles of group swimming under adequately supervised and safe conditions. Each session will be a one-hour course for all interested adults. Just as "Safe Swim Defense" has made the swimming safer, "Safety Afloat" is the program that makes boating, sailing, canoeing, kayaking, and rafting safe sports as well. An absolute must if you have given thought to take your Unit on a canoeing trip.

## **CLIMB ON SAFETY**

There will be a new session titled "Climb on Safety" at the Rappelling tower location. This session will highlight safe techniques as well as items to consider and watch for when climbing.

## **ASSEMBLIES & MEALS**

All assemblies before meals are mandatory ... they are 10 minutes before all meals.

## **DO'S and DON'TS OF UNIT PROGRAMMING**

- . Set a tone that will give your Unit camp real class. Insist on good manners good fellowship, clean fun, and a clean camp.
- . Allow patrols to plan and carry out some things they thought of and want to do.
- . Have enough programs to keep everybody busy, BUT, allow for and suggest some time for Scouts to spend time doing "nothing".
- . Be sure there is personal achievement, advancement, and fun in your program.
- . Keep in personal touch with what's happening in the Unit.
- . Make the patrol method succeed by expecting and helping it work.
- . Encourage troop to earn the Honor Troop Awards.
- . DON'T allow too many activities to be scheduled - camp should also be relaxing.

## **PRE-REGISTERING YOUR SCOUTS**

Camp Olmsted uses a pre-camp registration process for both merit badges and first year camper participation. As a supplement to this guide, there will be a Merit badge sign up Sheet. Make as many copies of the form you may need and fill them out. It should take only a few minutes for you and the Scout to fill out the form. Please note, these sheets MUST be submitted to the Council Service Center by May 1. If you have any questions regarding this process, you should contact Ernie at the Betts Scout Service Center.

## **FIRST YEAR CAMPERS/NEW SCOUT PROGRAM (CORNPLANTER'S BRAVES)**

The Cornplanter's Braves program is designed for new or not quite FIRST CLASS SCOUTS! This program offers RANK ADVANCEMENT as well as merit badge opportunities, which are built into the schedule. Patrols will utilize all areas of camp with our Commissioner Staff serving as guides. The program, however, is not limited to first year campers only - Scouts who need specific requirement work may attend on the days those topics are scheduled. Note: Not all first year campers will benefit from the Cornplanter's Braves program, as the program is designed to assist in basic advancement requirements up through First Class.

New Scouts and their leaders should meet with our Cornplanter's Braves Coordinator on Saturday. They will be given a schedule of days, times, and places to be in order to work on their Tenderfoot, Second Class and First Class requirements.

Scout Leaders should familiarize themselves with the schedules of their new Scouts to ensure they get to their scheduled meetings and should accompany their Scouts throughout the week to ensure proper notation of achievement and to assist in their instruction.

There is nothing wrong with allowing Scouts to have some free time to venture out. This is a part of what camp is all about.

This year the camp will be offering Swimming and First Aid Merit Badge Sessions in the afternoon for the first year campers to work on. These sessions will not conflict with the Cornplanter's Braves Program. Unit (camp) leaders are responsible for reviewing and signing-off any requirements that the Scout may work

on while attending the Complanter's Braves Program. It is not the responsibility of the staff to sign-off requirements in the Scout's handbook.

Summer camp is designed so that the Scout has a good time and will want to come back. A first time Scout is very impressionable. If he does not have a good time his first year, he will not return. With this in mind, **please encourage the New Scouts to enjoy camp and limit their merit badge choices to age appropriate selections.**

### **SCOUT VESPERS (A SCOUT IS REVERENT)**

A vesper service will be conducted on Sunday evening at 7:00 PM.

All Program areas will be closed during the service. It is not mandatory but is recommended that all Scouts and Scouters attend. This is a nondenominational service.

### **TROOP COOKOUTS**

A Troop can cook out for any meal any day of the week. However, on **Thursday night, the Dining Hall will be closed and all units must cook in their campsite.** If a unit chooses to cook meals in their site, other than Thursday evening, Camp Leaders are asked to inform the camp office a day (24 hours) prior to their troop's planned cookout. This will allow the staff time to gather the needed equipment and supplies.

### **OUTPOST PROGRAM**

Outpost camping gives you and your Scouts an opportunity to "hit the trail" and experience an adventure away from your unit campsite. In order for the troop or patrol to participate, 24 hour notification to the camp office and camp leaders' participation is required. Your group will depart after 4:30 PM on the day you choose; return is the next morning prior to breakfast. Remember, all of the outpost programs are based on the basic scout skills and merit badge requirements, so Scouts may advance as they participate.

### **MORNING COLORS AND EVENING RETREAT**

**Each morning, all Scouts, Leaders, and Staff will assemble on the Parade Field for Colors.**

Scout Shorts and T-Shirts are acceptable attire for campers for morning colors only.

SPL's will give an attendance report (All present or accounted for, sir!).

Color guards will assist in the flag raising and **MUST** be in field uniform.

Formal retreat will be conducted every evening on the Parade Field. The complete official uniform is mandatory to be worn by everyone at Retreat. Units working to be an Honor Unit will serve as a Color Guard and set up their date with the Program Director. Unit buglers are requested to bring their instruments and make themselves known and available to the Camp Director. These Assemblies must be attended by everyone. There will be information regarding the days activities and camp program.

### **OPENING AND CLOSING CAMPFIRES**

There will be an opening campfire held at the upper campfire circle on Saturday evening at 8:00 PM for Troops.

There will also be a closing campfire that will be held at the lower campfire circle on Friday evening at 7:00 PM.

Family and friends are encouraged to attend the closing campfire as part of Family Night.

Scouts and leaders should be dressed in their Field Uniform for the campfires.

Units and patrols are encouraged to participate in the closing campfire. To participate, let the Program Director know by Thursday at lunch.

### **SPECIAL AWARDS & PROGRAMS**

#### **Firem'n Chit**

Pocket-sized certificate can be earned by all Scouts. This can be earned in your unit or with assistance of Scoutcraft Staff.

#### **Totin' Chit**

Pocket sized certificate can be earned by all Scouts. This can be earned in your unit or with assistance of Scoutcraft Staff.

#### **Paul Bunyan Axman**

Must have completed the Totin' Chit Award. Pocket sized certificate and patch can be earned by all Scouts. This must be earned under the guidance of the Scoutcraft Staff.

### **Mile Swim**

A pocket sized certificate and patch, which is worn on the swim trunks, can be earned by all Scouts that successfully swim the mile. This must be attempted under the attention of the Aquatics Director. Offered to Scouts and Leaders qualified as swimmers.

### **Snorkeling B.S.A.**

A pocket sized certificate and patch, which worn on the swim trunks, can be earned by all scouts that successfully complete the requirements. This must be attempted under the direction of the Aquatics Director. Offered to Scouts and Leaders qualified as swimmers.

### **B.S.A. Lifeguard**

This award will be offered on request to either Scouts or Leaders who are swimmers and complete the requirements under the direction of the Aquatics Director

### **Polar Bear Swim Club**

Early morning aquatic events that are grrrrrrreat! In order to be a club member, one must complete the entire week's schedule. Monday through Friday at 6:30 AM

## **OLDER SCOUT PROGRAMS**

Camp Olmsted offers many opportunities for the Scout who has earned every Merit Badge he needs. Camp Olmsted offers everything from Hiking to Canoeing to Sailing. There are many opportunities for High Adventure to keep those older Scouts interested. Older Scouts should be encouraged to participate in Summer Camp. It gives the younger Scouts someone to look up to. For more information, see the High Adventure Program Section.

## **DINING HALL PROCEDURES**

### **DINING SYSTEM**

Each Unit, depending on the size, will be assigned to eat at a certain number of tables. Each Unit will then need to assign one waiter to each table or portion of a table occupied for each meal. All Campers in the Unit should serve as a waiter during the week. Units will enter the Dining Hall upon the instruction of the Program Director. Both family-style and cafeteria-style dining may be used.

### **WAITER RESPONSIBILITIES**

Each waiter should arrive at the dining hall 15 minutes before each meal. He must then make sure that his table is clean and set with the proper utensils, condiments, bread, drinks, and cups—as directed by the Dining Hall Steward. The waiter is also responsible for re-supplying his table of any of these items when necessary during the meal. Waiters will then again return to the kitchen, if necessary, upon the “Seconds Call.” At the conclusion of the meal, the waiter remains seated at his table until all campers are out of the dining hall. He will then receive instructions from the Dining Hall Steward in how to clear his table and clean up. Waiters should not leave their tables until they are inspected by the Dining Hall Steward and they are dismissed by him.

### **DINING HALL STANDARDS**

Scouts with rash, or other skin irritations/diseases, are not permitted to serve as waiters. Running is not permitted. Waiters are reminded specifically that they must walk for supplies. Talking at the table should be kept at a normal conversation level. Please do not permit shouting. We seek to maintain a pleasant tone of conversational noise to provide an agreeable atmosphere for eating. All food spilled must be cleaned up immediately. The only food which may be taken from the Dining Hall is that which is issued for some specific purpose by the Steward. During Dining Hall program, all Scouts and Scouters are to live up to the fifth point of the Scout Law. Excessive talking and noise will not be tolerated. Table clean-up should not begin until after the program has ended and all Scouts/Scouters are excused with only the waiters remaining. The complete Field Uniform is requested as proper attire for the evening meal.

## **THE SENIOR PATROL LEADER'S RESPONSIBILITIES AT CAMP**

The SPL is a leader who plans the encampment with the Patrol Leaders under adult supervision. The SPL makes assignments to Patrol Leaders for this part in the Troop's program and follows through to ensure that these assignments are carried out.

### **BEFORE CAMP:**

1. Plan the program with your Scoutmaster by following the instructions in the Unit Leader's Guide.
2. Call at least two (2) meetings of the Patrol Leader's Council. The first meeting to help you plan the program, and the second to make arrangements.
3. Make sure each Patrol has its own Patrol Flag and Patrol Yell. Bring them to Retreat Ceremonies and other events.
4. With the Quartermaster, check on Troop equipment needed and make tent assignments before you leave for camp. Use natural Patrols whenever possible.
5. Instruct Patrol Leaders to strive for advancement objectives for each Scout in his Patrol.

### **CHECK LIST AT CAMP:**

1. On arrival, post on bulletin board: Advancement Charts, Troop's program for the week, Fireguard Chart, Duty Roster, Emergency Procedures.
2. Meet with the Scoutmaster, Quartermaster, and Program Commissioner to review the program.
3. Represent your Troop on the Camp Senior Patrol Leaders Council.
4. Conduct color ceremonies in campsite.
5. Each day the SPL should conduct a meeting of the Troop Leader's Council to review the program for the next day.
6. Designate responsibility for each activity
7. Have Patrol Leaders report on the advancement of each Scout in his Patrol.
8. Discuss the results of the morning inspection with the Patrol Leaders.
9. Make the program work by "following through" on all assignments that you make to Patrol Leaders.

REMEMBER: That the Senior Patrol Leader, gives leadership to his Troop program at summer camp just as he does the rest of the year.

# Camp Olmsted Staff 201

## **THE CAMP DIRECTOR**

**BILL WILSON**

The Camp Director is the individual responsible for the day to day running of Camp. He is Camp School trained. If you have any questions or concerns about the way Camp is run, please see him. He will be glad to work with you to make your stay more enjoyable.

## **THE PROGRAM DIRECTOR**

**Gregg Trislet**

The Program Director is the individual responsible for the Camp Program. He is an individual with many years of Camp experience and is also Camp School trained. If you have a question or concern about the way something is being done in a program area, or have a special program request, please see the Program Director.

## **THE CAMP COMMISSIONER**

**Ernie Crawford**

Your Camp Commissioner is the individual that you, the Camp Leader, will be working with most closely.

His function is similar to that of a Unit Commissioner.

He has a sound understanding of the purpose of Scouting, its basic principles, and the techniques by which these purposes are best achieved.

He is well schooled in the Patrol Method, and possesses most of the traditional Scout Skills.

He is charged with the responsibility of helping you and your unit enjoy a pleasant and profitable stay in camp.

## **HEALTH OFFICER**

**Mark Woody**

There is a Health Officer available 24 hours a day, in case there is an illness or injury.

The Health Officer is a certified EMT or higher.

All illnesses and injuries must be reported to the Health Officer.

The Health Officer is also responsible for any medication brought to Camp. The medication will be locked in the Health Office with some exceptions.

The Health Officer is also responsible for counseling the First Aid and Emergency Preparedness Merit Badges.

## **AREA DIRECTORS**

Each Program area has a director initially responsible for the program offered in that area.

In most cases, each Area Director is Camp School trained in the latest techniques that the Boy Scouts are using.

If you have any questions about the program being offered in a particular area, please see the Program Director.

## **PROBLEM SOLVING**

If you feel that the staff needs to change the instructions they are giving, and no one is in any physical danger, please wait until you can have a private meeting with the staff member and the Program Director to make your suggestions.

All adult disagreements must be handled out of sight and sound of the boys in camp, but under the terms of youth protection guidelines.

**Under no circumstances are adult disagreements to be discussed in front of the youth.**

If you do have a problem, please contact the Camp Director or the Program Director as soon as possible.

# Boy Scout Advancement At Camp Olmsted

Advancement is a significant part of the Scouting program. It is a measure of a Scout's ability to accomplish things, to get results and to persevere toward and attain a personal goal. It is also a recognized mark of the Unit's success in carrying on the game of Scouting in the outdoors.

Advancement is not an end in itself. It is rather a direct result of what happens at camp. No Scout can advance beyond the Tenderfoot rank if he does not have a hiking and camping experience as a member of his patrol and troop. It is, therefore, important that individual Scouts and their leaders know the method of Scout advancement as it applies in the home, community and in camp. It should be difficult for an advanced Scout to complete more than three or four Merit Badges at camp in their entirety, without extensive pre-camp preparation on specific requirements. Disappointment may be avoided here by realistic counseling on the part of the leader. However, each Scout can earn at least one merit badge during the week. In camp, many Merit Badges are taught in formal class sessions. Others need only an orientation session and then the Scout needs to work on his own and with the counselor to complete the remaining requirements. In either case, the time requirements can be very demanding.

An appreciable amount of work in any Merit Badge needs to be accomplished in the home community before attending camp. The Unit Leader should examine specific Merit Badge requirements with the Scout to determine which of these can be met before the troop arrives in camp. The list of Merit Badges offered at camp also list requirements needing pre-camp work in order to complete them. When planning for his camping experience, the Scout should be mindful of his obligation to his troop in serving in various leadership capacities. This factor should be presented to him as an opportunity to complete the leadership requirements for the rank that he is striving to get as well as his simple duty as a Scout. The time requirements should be considered and availability he will have remaining for his own Merit Badge work should be taken into account.

When the advancement of individual Scouts is carefully planned with the counseling of the Unit Leader in this manner, the Scout is not only able to meet his objectives in camp, but he also serves his Unit then as a true Junior Leader. Disappointments are avoided and achievement is more deeply appreciated because a planned program has been realized.

## **MERIT BADGES**

The staff at Camp Olmsted will work hard to make the process of earning a Merit Badge a worthwhile experience that will serve the Scout throughout his lifetime. Briefly, here are the steps that are common in the process of earning a Merit Badge. It is important not to overlook them.

1. PICK A SUBJECT - Ask the Scout about his interests and explore corresponding merit badges that reflect those interests. Review the Merit Badge's requirements and decide if the badge is a viable option.
2. CONTACT A COUNSELOR - The Scout receives a signed Merit Badge application from the leader.  
Next, in the case at camp, the Scout will go to his Merit Badge classes and meet with the counselor. Here  
the Scout will become familiar with the requirements and the mechanics of the class or the badge. It is important to remember that the Scout must decide what he wants to do. If a Scout's goal is to only complete part of a badge while at camp, and he reaches that goal, he is still successful.

## **BLUE CARDS**

Unit leaders must fill out merit badge applications prior to arrival at camp. These "blue cards" are to be turned in to the counselor at the first session. A Scout's progress will be tracked throughout the week on an appropriate form which will remain with the camp in order to verify details in the future. All blue cards (completed badges or partials) will be returned to the unit leader as soon as a Scout completes the week. PLEASE NOTE - UNIT LEADERS MUST FILL OUT and SIGN BLUE-CARDS BEFORE SCOUTS TAKE THEM TO THE PROGRAM AREAS. This ensures that you, the unit leader, have acknowledged as well as expressed your permission for a Scout to take a particular Merit Badge.

## **NATIONAL POLICY ON PARTIALS**

### **EARNING MERIT BADGES WITH MORE THAN ONE COUNSELOR**

From time to time, circumstances cause a Scout to complete a merit badge with a counselor other than the one he started with. This situation is sometimes called "having a partial." When a Scout presents a "partial" to the merit badge counselor, the work previously completed may or may not be accepted. Most merit badge counselors will discuss with the Scout any work that was previously completed. This discussion will continue until the counselor is satisfied that the Scout did in fact complete the requirements indicated on the "Partial." The question then arises: How long is a partial good? The answer is quite simple: As long as the Scout is not yet 18 years old and can satisfy the counselor he is knowledgeable about the subject. After a Scout has completed all the requirements for a merit badge, the merit badge counselor signs the merit badge record. The counselor's signature attests to the Scoutmaster that the requirements have been fully met.

**ADVANCE MERIT BADGE WORK** (Bringing Partials to Camp) Any Scouts who have completed requirements on Merit Badges prior to camp must bring written evidence from a Merit Badge Counselor or Scout Leader. Reports, essays, or other written requirements can be completed before hand and brought with you to camp. We encourage campers to do this to enable them to further their advancement at camp. Another route may be for the Merit Badge counselor to complete the "Blue Card" as a partial, thus stating what the Scout has already been passed off on, by checking the appropriate blocks on the card and signing the card. This Partial Blue-Card signed by a registered counselor will serve in lieu of bringing in the evidence as listed above. However the Camp Staff counselor may still ask the scout to explain what was accomplished to fulfill a certain "partial" requirement. If a Scout does not finish all the requirements of a merit badge during camp, he will be issued a "Partial" and will be required to finish the merit badge with another counselor.

## **QUESTIONS ABOUT YOUR SCOUTS EARNING MERIT BADGES/PROGRESS REPORTS**

If you have a question about the progress of one of your Scouts, please ask the counselor either BEFORE or AFTER the Merit Badge Session; please DO NOT interrupt the Merit Badge session. If there is a problem or you feel that your concern was not addressed, feel free to discuss it with the Area Director, the Program Director, or the Camp Director.

## **MERIT BADGE COSTS**

Motorboating and Water Sports Merit Badges each carry a five dollar (\$5.00) gasoline fee. The fee is nine dollars (\$9.00) if a Scout is taking both badges. This fee can be paid at the trading post.

Rifle Shooting Merit Badge: The minimum number of rounds required to qualify for this merit badge is forty (40) rounds. Depending on the Scout's shooting ability, he may to practice for some time to qualify. Ammunition cards may be purchased at the Trading Post for 25 cents for 10 rounds (\$.25/10).

**Shotgun Shooting Merit Badge: This badge should be encouraged for Scouters who are older and have shooting experience.** To qualify, the badge requires the Scout to hit at least 24 (48 percent) out of 50 targets (two 25-target rounds). The basic minimum a Scout must shoot would be 24 rounds. At twenty-five cents (0.25) per round, a Scout should "Be Prepared" to spend a minimum of six (\$6.00) dollars to qualify. Shotgun ammunition cards will be available for sale at the Trading Post for 0.25/shell. These cards are available for open shoots as well.

**Please purchase Merit Badge books before arrival at camp!!!!  
There will only be a limited supply available for purchase at the Camp Trading Post**

MERIT BADGES	REQUIREMENTS NOT COVERED AT CAMP	COMMENTS
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**AQUATICS PROGRAM AREA**

Canoeing		
Lifesaving	1A	Scout must have strong swimming skills
Motorboating		Scout must purchase fuel ticket
Rowing		
S.C.U.B.A.		Must be 16 yrs old, \$250.00 Fee
Small Boat Sailing		
Swimming		
Water Sports		Scout must purchase fuel ticket

**FIELD SPORTS PROGRAM AREA**

Archery		Scout must purchase bowstring and arrow materials
Rifle Shooting		Scout must purchase shotgun ammunition ticket
Shotgun Shooting		Scout must purchase rifle ammunition ticket

**HANDICRAFT PROGRAM AREA**

Art		
Basketry		Scouts must purchase a basket and seat kit.
Indian Lore	2	Scout must bring materials for requirement #2 for display.
Leatherwork		
Sculpture		
Woodcarving		



SCOUTCRAFT PROGRAM AREA

Backpacking	10, 11ABC	Scout must provide a backpack, Scout must provide supplies for requirement 8b and 8c.
Camping	9ABC	Scout must provide a backpack
Cooking	7	May not get all meals needed for # 4 & #6 prepared
Fishing		Scouts must provide their own fishing equipment. Scouts over 16 years of age must have a PA fishing license. Scout must spend as much time as needed to catch fish. Permission slip to leave camp.
Orienteering		
Pioneering		
Wilderness Survival		Scout must provide materials for requirement #5.

NATURE PROGRAM AREA

Archaeology		
Astronomy		Will be done mostly at camp, permission to leave camp for 1 field trip, there will be some late nights in camp
Bird Study		Permission slip to leave camp.
Environmental Science		
Forestry		
Geology		May not get # 5 requirements finished
Insect Study		+
Nature		Requirement #4 is very hard and time consuming. Scouts might not be able to finish at camp.
Soils and Water Conservation		
Weather		



HEALTH LODGE PROGRAM AREA

Crime Prevention	Will be contacted to visit police station	Limit ten boys
Emergency Preparedness	8B	Scout must provide materials for requirement #8C.
First Aid	1,2D	Scout must provide materials for requirement #2B.
Fire Safety	6A	Permission to leave Camp

Other Merit Badges Offered

Climbing		
Computers		
Geocaching		Permission to leave camp Feel free to bring your own GPs unit
Pa. Hunters Safety Course		Need at least ten Youth for class to happen
Journalism/ Photography		Joint Classes for two Merit Badges Bring a camera if possible
Painting		
Plumbing		

# Boy Scout Summer Camp Fees

There will be no early bird fees this year.

Out-of-Council registrations will not be accepted at Camp Olmsted this year.

**Boy Scout fees for 2011 are as follows:**

**\$360 per Scout - basic fee and Out-of-Council fee**

**Each Camper will get an automatic deduction of \$50.00 from the above fees if your Scoutmaster turns in all of the Troops merit badge request forms by May 1<sup>st</sup>,2011**

**Each Camper will get an additional deduction of \$40.00 from the above fees if your Scoutmaster turns in all of the Troops merit badge request forms and pays for all boys by May 1<sup>st</sup>,2011**

**In celebration of the 100<sup>th</sup> Anniversary of Boys Life, an additional \$20 deduction per boy if the Troop follows both May 1 guidelines outlined above and 100% of your boys receive Boy's Life.\*\*\***

**There will be an additional \$20 deduction per boy if all the previous conditions are met and 100% of your boys attend camp.\*\*\***

\*\*\*100% participation discount will be based on the Troop's 12/31/10 charter. New Webelos Scouts crossing over will not be counted in the 100% participation discount.

## **LEADER FEES**

Each Troop is allowed two free leaders. The cost for a Leader to attend Boy Scout Summer Camp is just \$150 if paid by May 1st. Volunteer staff will be able to attend at no charge. To claim this discount you must register as an adult helper by contacting Bill Wilson at least 2 weeks prior to the start of camp and check in with him when you arrive at camp. We recommend that the Troop make every attempt to pay for their leaders attending camp since they are taking their personal time to be with the Scouts.

## **SAME FAMILY DISCOUNTS**

If a family has more than 2 Scouts attending summer camp, there will be a \$50 reduction in the total cost of camp for the family.

## **NEW SCOUTS**

Webelos who join a Troop, and any newly registered Boy Scouts (registered after Jan 1, 2011) will automatically qualify for the \$210 discounted rate.

## **FEE PAYMENT**

Individuals attending Camp Olmsted are to register for camp as a Troop, not individually. All fees should be submitted to the Troop treasurer and one check made payable to "Chief Cornplanter Council". Individual registrations WILL NOT be accepted at the Betts Scout Service Center unless it is for a provisional camper. Fees not paid prior to arrival at camp, will be due and payable at the time of Troop check-in and registration. Each Scout will receive a Camp patch and a Camp Tee as part of their registration fee.

## **CAMP SAVINGS PLAN**

Attending camp is one thing, but helping Scouts get to camp is another. There are many methods to pay for summer camp. Part of Scouting is that a Scout pays his own way. The Chief Cornplanter Council supports the Trail's End Popcorn sale. This is a great way for any Scout and his unit to raise all the money they need for the Ideal Year of Scouting. No Scout needs to miss summer camp because of cost.

A systematic saving plan will assure every Scout in your troop gets a long-term camping experience.

A member of the troop committee or another adult should coordinate this effort. The camp savings plan material should be explained to the boys and the parents well in advance of camp. Encourage the Scout to deposit a sum of money each meeting toward their camp fee. Scouts that have most of their fees on deposit by spring are usually able to get the balance and, thus attend camp. The key to have enough money for camp is **SAVE NOW!**

Units with a successful camping program vigorously promote the camp savings plan. Encourage parents to provide their sons with a week at camp or partial payment for the camp fee as a birthday present, holiday gift, or other special recognition.

## **CAMPERSHIPS**

We want every Scout to have an opportunity to attend Camp. No Scout should ever be turned away on the basis of need. "Camperships" are available to Scouts who demonstrate financial need. Forms may be obtained at the BSSC.

Camperships are available to all youth who demonstrate need and qualify under the following requirements:

- 1) The youth applicant must have helped to support their unit through a unit fund-raiser over the past year (unit confirms on form).
  - 2) The Scout's unit must have participated in a family FOS presentation in the Spring prior to Camp.
  - 3) The Unit must pick up part of the summer camp bill for the Scout (unit lists amount on campership form)
- Camperships are not transferable or refundable and are limited to only Scouts attending Camp Olmsted

## **REFUND POLICY**

All refund requests must be made by submitting an Official Refund Request Form, available at the Council Service Center. There will be a \$25 administrative processing fee for all refunds.

Requests for refunds must have the Unit Leader's approval (signature). We must be notified during check-in that a Scout is not going to be in camp.

Refunds of a camp fee will be considered ONLY under the following circumstances:

1. Illness of Scout prevents his attendance at summer camp.
2. Illness or death in the campers' immediate family prevents his attendance at camp.
3. Family relocation makes attending camp impractical.
4. Mandatory attendance at summer school that is verifiable (athletics do not count).
5. Per boy deposits are Non-refundable regardless of circumstance, but are transferable within the Troop.
6. Only the official form is acceptable for refund requests. Scout's parents MUST submit it to the Chief Cornplanter Council, Camping Committee, at the Betts Scout Service Scout Center Prior to September 1, 2010. No refunds will be granted unless requests are received by September 1st.
7. In place of a refund, units should know that camp fees, including deposits, are transferable to another Scout in the unit.
8. Refunds will not be processed until after September 30th. Refunds could take up to 90 days to process.

# Health & Safety

This is the “Doom and Gloom” part of the Leader Guide where we tell you all the things you are not permitted to do at camp. If everyone uses common sense and lives up to the Scout Oath and Law, we shouldn't have any problems. Our objective is to provide a clean, healthy and safe environment where Scouts can learn and have fun.

## GENERAL SAFETY

Please review the "Guide to Safe Scouting" prior to coming to camp. Throwing stones and other objects is dangerous and will not be tolerated.

Liquid Fuels must be used with care. Only trained adults may fuel or light liquid fuel items (propane is a liquid fuel). Liquid fuels must be locked up at all times. Liquid Fuels Training will be offered for adults.

Aerosols are not only bad for the environment but damage the waterproofing of the tents and tarps. DO NOT bring them to camp. No flames in tents. Only battery operated lights or glow sticks are allowed in tents.

## INSURANCE

Each registered Chief Cornplanter Camper and leader is covered by health and accident insurance.

This insurance does not cover medical bills incurred at camp due to an illness or injury that occurred to a Scout before he arrived at camp.

When surgical treatment or hospital care is involved, benefits in the excess of the first \$150.00 will be payable only for expenses which are not recoverable under any other insurance policy or service contract.

## HEALTH FORMS

A medical form must be submitted for every youth and adult staying at camp. Only the official BSA form is acceptable. All information must be complete. Please review these forms before you turn them in; this will help reduce problems at check in. Specifically, check for parent and doctor signature, immunization dates, insurance information, emergency contact names and numbers, etc.

The patient's history and parental signature must be updated annually for everyone. For Scouts and adults under 40, the doctor's signature must be within the past 36 months. Adults over 40 must have a new physical each year. Upon arrival at Camp, a medical re-check will be made. Any Scout or Leader not having a complete and signed medical form will be UNABLE to take part in any activities at Camp. The completed health form must be in camp within 24 hours of arrival or you will not be permitted stay in camp! These forms must be kept on file at camp; so, **make a copy to turn in and keep the original in your unit file.**

BSA now has a new Medical form which is **MANDATORY starting in 2010**. These forms may be picked up at the Betts Scout Service Center.

## MEDICATION

All prescription medication must be turned in at designated area on check-in day. **Medication must be in the original container, NO EXCEPTIONS.** The Camp Health Officer will supervise the administration of the Scouts' medication. Inhalers and bee sting kits will be allowed to be carried by Scouts provided a duplicate is left in the Health Lodge. Scouts may not possess nor administer over the counter medication. Treatment for minor ailments can be obtained at the Health Lodge under our standing orders from the camp physician.

Please make sure that all medications are properly labeled including the identification, dosage, Scout's name, unit number, and campsite.

## INJURIES

All injuries, even those treated by the unit leadership, must be reported to the Health Officer and logged. In the case of serious injuries or illnesses, do not move the victim. If you are trained in first aid, begin that and then have someone contact the nearest staff member and they will handle the situation.

## **SPECIAL NEEDS**

Scouts or adults who have special needs due to a physical or mental disability will be accommodated to the best of our ability. Please be sure to let the service center and/or the camp office know as soon as possible as to any special needs or equipment. Scouts or leaders who need special diets due to medical or religious requirements will be accommodated if possible. Please give us specific instructions as soon as possible.

## **EMERGENCY CONTACT**

Parents are requested to leave notice of their whereabouts with the unit leader if they plan to be away from home while their son is at camp. If the parents cannot be reached, it is a wise idea for the Scoutmaster to have the name and phone number of another person who can be contacted in case of emergency.

## **EMERGENCY PROCEDURES**

In case of any emergency, an alarm will be sounded. Between 6 a.m. and 10 p.m. units are to assemble at the Parade Grounds as they would for any other formation. Leaders are then responsible for taking an inventory of their Unit and reporting during a roll call of units. Further instructions will be given at that time. During bad weather, units should report to assigned seats in dining hall. Between the hours of 10 p.m. and 6 a.m. units are to remain in their campsite and a staff member will report to your site with special instructions.

## **CAMPING WITH WILDLIFE**

Camp Olmsted is home to many different animals native to Northwestern PA. White-tailed deer, beaver, bear, raccoon, fox, opossum, turkey, owl, hawks, and many other animals are commonly seen on the property. These animals are an intimate part of the outdoor experience. Please remember that they are in fact wild animals and for their protection, and for all of those who attend camp, please do not bait or lure any animal. Be careful not to litter as it is the animals home. Do NOT bring food items into your tent at any time. At no time is intimidating or capturing animals permitted. This is cause for immediate dismissal from the Camp program - without refund. Some animals may be collected for educational purposes but only by the staff of the Nature Program Area.

## **CONTROLLED SUBSTANCES**

Leaders are encouraged not to smoke. However, leaders who feel the need, may smoke ONLY in their vehicles and away from all youth members. This is in accordance with National BSA policy. Alcohol is not permitted at Camp Olmsted at any time for any reason. Narcotics of any type are illegal and may not be on camp property for any reason whatsoever. Anyone who is found to be in possession of alcohol or narcotics will be dismissed from camp immediately. In the case of narcotics, the authorities will be called while the violator is kept under watch on the premises and that violator will be escorted from Camp Olmsted by the local authorities. If a youth member is found with either drugs or alcohol or tobacco, their parent or guardian will receive an immediate phone call, regardless of time of day. Anything illegal will be immediate grounds for dismissal, deregistration from Scouting and authorities will be contacted.

## **FIREWORKS**

Firecrackers and other fireworks are a violation of state laws and are prohibited in camp. Possession and/or use of any fireworks, by a youth or adult, will be cause for immediate dismissal without refund.

## **APPROPRIATE CLOTHING**

All campers are to wear proper footwear at all times to prevent stone bruises, cuts, and thorn punctures. Camp terrain is not suitable for walking sandals and bare feet. If a staff member sees a youth OR adult in sandals or bare feet in any area other than the shower house or waterfront, they are instructed to make that person get appropriate footwear on immediately. Old sneakers or water shoes are recommended for the waterfront. Any article of clothing with foul language or images will not be permitted. Per national policy, the Confederate flag is inappropriate for the Scouting Program. Female leaders should also keep in mind that appropriate dress is required at all times. Only modest bathing suits are appropriate. We should all keep in mind the Scout oath and Law as it pertains to our clothing

## **FLAMMABLES**

Flashlights or electric battery lanterns should be used for lighting in tents. Anyone caught with an open flame in a tent will be dismissed from camp without refund. Adult supervision is required when using any liquid fuel. All liquid fuels are to be safely and securely stored under lock and key in original containers and labeled with your unit number under adult supervision. NO EXCEPTIONS. There are no storage facilities for liquid fuels in campsites. DO NOT DISPOSE OF PROPANE CYLINDERS IN THE TRASH Units should use the solid forms of fire starter. Paraffin-impregnated blocks present minimum safety hazards and are effective and safe for lighting damp wood, charcoal, and ceremonial fires. It is advisable that all units come to camp prepared with these fire starters.

## **GARBAGE**

Troops are responsible for emptying the garbage when necessary. A plastic trash bag is provided to bring garbage to the camp garbage area. Do not wait until the garbage can is full and the plastic bag heavy and hard for the Scouts to handle, empty it often. Instruct your Scouts to be always on the lookout for paper and trash on the trails and roads as well as in the campsite. Containers are located in various program areas of camp. All garbage is to be brought up prior to when the troop goes to the dining hall for dinner. No garbage is to be left at the dining hall after 6:00 p.m.

## **GENERAL BEHAVIOR**

Horseplay can result in injury and damage to equipment. Encourage your Scouts to participate in constructive activities. FUN CEASES TO BE FUN WHEN SOMEONE GETS HURT, EITHER PHYSICALLY OR MENTALLY. The law of the camp is the Scout Law, simple yet all-inclusive. All rules and regulations of year-round camping also apply during summer camp. The Camp Director reserves the right to dismiss anyone from camp for violation of the camp policies and standards.

## **PETS**

Pets are not permitted in camp at anytime. Please inform your unit's families of this policy in advance of coming to camp.

## **RIFLE AND ARCHERY EQUIPMENT**

NO personal rifles, shotguns, or archery equipment are to be brought to camp. Scouts and Scouters must use the equipment that is available at camp. Only single shot bolt action, .22 caliber rifles may be used on the camp range. Archery equipment will be limited to 35-lb recurve and compound bows. Personal firearms are prohibited. Anyone who has a personal firearm in his or her possession at camp will be dismissed immediately without refund.

## **FIRE GUARD PLAN**

Each Unit will receive a "Unit Fireguard Chart" which outlines the fireguard plan to be used. Fighting fires is solely the job of the local fire department. No unit, parent, leader or staff member is to engage in firefighting activities.

## **SHOWER FACILITIES**

"A Scout is Clean". Every Scout should shower regularly during the week. There are separate shower facilities for youth under 18 years of age), women, and for male leaders. Youth and adults are not permitted to shower together. The shower facilities are available between reveille and taps. Each unit is expected to assist in keeping the shower facilities clean.

## **FISHING**

Fishing is permitted in camp (with a valid Pennsylvania Fishing License, if required).  
Fishing is permitted anywhere on the reservoir with the exception in the swimming area.  
Fishing is permitted from rowboats with prior permission of the Aquatics Director.

## **SEXUAL ACTIVITY**

No sexual activity of any type can be tolerated in the Boy Scouts of America. This includes public displays of affection (hugging your parents good-bye is allowed). Anyone found to be involved in any type of sexual activity will be dismissed from camp without refund and deregistration from Scouting is possible.

### **KNIVES & AXES & SAWS**

Knives of all sorts can come in handy at camp. However, we limit youth members to only pocketknives and multi-tools. If a youth is found with any other type of knife, it may be confiscated by a staff member and returned after camp. Leaders should be vigilant about their Scouts use of knives. Only Scouts with a Tote N Chit card may carry a pocketknife. If a tent is punctured during camp, your Troop will be charged the full amount of a replacement. If a picnic table or other item is carved into, your Troop will be charged for repair or replacement of that object. Only dead wood may be used for fires. Anyone caught damaging or cutting down a live tree will be immediately dismissed from camp without refund. Always rope off an axe yard when setting up camp.

### **PRACTICAL JOKES, PRANKS, HAZING, RAIDING**

Unit leaders are to discourage the use of practical jokes, pranks, hazing, or any form of initiation. These practices violate the Scout Law, Youth Protection Policies, and will not be tolerated in Camp.

Raiding other campsites and tents is not permitted and should be discouraged. Permission should be sought before entering any other unit's campsite.

All unit leaders should inform their Scouts that THE STAFF AREA IS NOT TO BE ENTERED AT ANY TIME FOR ANY REASON! Any youth or adult member found to be in violation of any of the above, in any way, will be dismissed from camp without refund and may be deregistered from Scouting.

### **FIGHTING**

Fighting of any type will not be tolerated at Camp Olmsted.

### **CAMPSITE ORGANIZATION AND CAPACITIES**

Each campsite has a definite size regarding number of campers.

Units are not permitted to rearrange campsites.

### **ADULT RESPONSIBILITY**

Adults should remember that they are just that – adults. Any adult found to be condoning any of the aforementioned illegal or improper behaviors will be dismissed without refund.

# Gear List

## **INDIVIDUAL EQUIPMENT**

Our list includes the items necessary for a Camper to live comfortably during a week at camp. Your experience may suggest additional items which may be helpful.

### **Clothing**

Scout Uniform, regulation headgear  
Camp Uniform (optional with shorts)  
Rain Gear  
Pajamas  
Swimming Trunks  
Extra Underwear, T-shirts  
Handkerchiefs  
2 pair Scout Socks  
Extra Socks  
Long pants  
Hiking Boots  
Sneakers

### **Optional**

Bible, prayer book  
Fishing Tackle  
Musical instrument  
Camera/Film  
Alarm Clock

### **Personal Gear**

Canteen  
Sewing Kit  
Compass  
Pocket Knife (Band Aids?)  
Notebook/Pencils  
Scout Handbook  
Field Book  
Pack, Pack frame, or Foot locker  
(for gear storage and transport)  
Toilet Articles  
Mess Kit  
Flashlight (EXTRA BATTERIES)  
Spending Money  
Watch

### **Completed Medical Record (2 COPIES)**

### **Bedding**

Sleeping bag, or 3 blankets  
Cardboard, foam pad (to cover springs)  
Pillows

## **UNIT EQUIPMENT**

The following items are available on request for your Unit's use during your week in camp.  
(Units will be charged for damages incurred through misuse of camp equipment.)

Scout Axes  
Shovels  
Patrol Utensil Kit  
U. S. Flag

Fire Rakes  
Patrol Cook Kits  
Sports Equipment  
Fishing Equipment

Bow Saws  
Bulletin Board  
Dutch Ovens  
Hose