

Far East Council

2019 Council Camps Unit Leaders Guide



**This guide covers general information applicable to all
Far East Council long term camps.
More Information available at www.fareastcouncil.org**

WELCOME TO YOUR 2019 LONG TERM CAMPING EXPERIENCE!

The primary goal of any camp is to provide the Scout with an exciting week of adventure, learning and fun! Our intention is to use the patrol method to provide a positive Scouting experience that stresses character building, citizenship training, and physical development. The secondary goal of our camps is to enhance the troop's program by providing instruction and opportunities that will lead to Scout advancement.

The Camp Staff is at Camp to see that the needs of the Scouts are taken care of. Camp is about a boy being able to experience things in one week that he cannot do during the other 51 weeks of the year. The Staff is available to instruct and counsel for the advancement program, and guide Scouts through other program areas we have to offer.

Finally, the intention of the Camp Staff in conjunction with all adult leaders present is to serve as positive role models for our Scouts. The Staff's purpose and responsibility to the Scouts is not to replace the Scoutmaster. Rather, we view the Scoutmaster as the "hero" for his Troop. If at any time the Staff can do something to improve your stay at Camp, please see the Camp Director. We hope that all the Scouts who leave our Camp, leave with a sense that not only did they earn a couple of badges, Robert Davis Co 803 <Robert.Davis@scouting.org> but they did something they never expected to do at Camp.

Far East Council camps are untypical of most Council Camps, in that there is not a permanent site or council property available, therefore everything is rented, set up a few days prior, then torn down at the end of camp thus making our role as Camp Staff members more challenging. However, the program offered is similar to most Camps in the U.S.A. The facilities include buildings for administration, medical, trading post, quartermaster, showers, toilets, and mess hall. The Camp Staff hopes to make this year's camp a very memorable experience!

The Council Camping Committee

Camp Top 12 Facts

Experience Says:

1. Boy Scout camp is not a merit badge mill where you will pay your fee and get merit badges automatically. Instead, camp offers merit badges as one portion of the overall program.
2. The first-year camper should stick to the Trailblazer Program to finish requirements for Tenderfoot, Second Class, and First Class; however, this is at the discretion of the Scoutmaster. First-year Scouts desiring to work on merit badges should be steered toward Craft and Outdoor Skills merit badges. Scouts should work with their Scoutmasters to fill out the cooking and camping requirements for advancement.
3. A Scout who tries to complete an excessive amount of merit badges could be setting himself up to fail. We suggest planning a maximum of 3-5 per Scout. The most difficult badges to earn are those requiring a great deal of physical skill, coordination, and stamina.
4. Many merit badges have “homework” that could be done in advance and brought to camp. Camp isn’t the ideal classroom environment for written work and the smart Scout is the one who is prepared when he arrives.
5. Many merit badges require knowledge and skills that can be practiced in advance, such as knots, lashings, and splices for pioneering, or prerequisites such as first aid. This saves a great deal of time.
6. Come to camp prepared. Have patrols organized. Elect and train patrol leaders beforehand. Work on ideas as patrols and have the patrol leader represent the group at camp.
7. Set your campsite up so the Scouts are grouped as patrols. Your campsite is your home for seven days, so work at making it comfortable. Bring your flags to dress it up.
8. Don’t forget to allow plenty of time for rest. Too often you don’t take the time to sit and enjoy the beauty of the camp. Have a unit cheer to show that your Scouts have enthusiasm!
9. Be spirited! The Troop that comes to camp fired up with ideas and spirit is the one that brings the rest of the camp alive.
10. Be flexible. Many Scouts attend camp, and while the staff is there to meet your needs a Scout is Friendly, Cheerful, and Courteous! We need to practice the Scout Law in our dealings with others.
11. Communicate. If you have a special need, or want to do something spectacular, let us know and we’ll give it our best shot.
12. We want this to be the best camp ever! So, if you have any ideas or suggestions, we will gladly listen to your ideas.

FAR EAST COUNCIL 2019 CAMP PAYMENT AND REFUND POLICY

IMPORTANT: All payments to the council must be done through a unit point of contact, who will collect payments from their adults and youth. The unit point of contact is responsible for knowing who is attending camp, who has paid, and that there is sufficient adult coverage. The fees and due dates for each camp are listed below.

Camp Dragon: April 8-14, 2019 (Okinawa, Japan)

Youth: \$300

Adults: \$175

No initial deposit required. Registration and Payment Deadline: February 4, 2019

Camp Tama: June 17-23, 2019 (Tokyo, Japan) – Closest Airport is Haneda.

Youth: \$275

Adults: \$150

Initial deposit of \$100 per youth due by April 15, 2019

Final Payment and Registration is due May 16, 2019

Camp Tiger: June 17-23, 2019 (Pyeongtaek, South Korea)

Youth: \$300

Adults: \$150

Initial deposit of \$100 per youth due by April 15, 2019

Final Payment and Registration is due May 16, 2019

High Adventure Camp Thailand: July 28 through 4 August, 2019 (Chiang Mai)

Youth and adults: \$600

Initial deposit of \$100 per person due by April 18, 2019

Second Payment of \$250 per person due June 1, 2019

Final Payment and Registration is due July 1, 2019

Provisional Scouts: The Far East Council supports Scouts attending camp as a troop. There are instances when a Scout wants to attend a camp even if the unit is not going. The camp staff wishes to serve as many Scouts as possible but our camps are volunteer based and there is not sufficient staff to provide adult coverage. **When the camp staff arranges accommodations and needs to arrange adult leadership for a provisional Scout there will be an additional fee of \$50 per youth.** If the family or unit of a youth wanting to attend as a provisional Scout works directly with another unit to have their Scout attend as a member of that unit, and that unit leadership agrees to be responsible for that youth including getting to and leaving camp, there is no additional fee. While our camp directors will be glad to assist in putting a Scout in contact with a host unit, the responsibility for payment and all other details will be between the Scout's parents and the unit leadership. If the council does accept payment and additional fee for a provisional Scout, attendance still is not guaranteed until proper adult supervision is confirmed. In the event the council cannot obtain coverage 100% of the fees will be reimbursed; minus any costs to initiate the refund.

Camperships: The Far East does have a finite amount of funds set aside for camperships. All information and the application is available online at www.fareastcouncil.org, under the camping tab.

If space is available, a unit may continue to add Scouts to its total after final deadline, but they will pay a late camp fee rate with two exceptions.

1. The unit recruits a new youth and the application form and camp payment are turned in at the same time.
2. One-for-one swap with names. For example, if John Scout signed up and paid for camp, and then cannot attend, and Bill Scout decides he wants to go to camp, Bill can take John's slot. It is the unit's responsibility to collect Bill's fees and to reimburse John's family.

ADDITIONAL FEES

There may be additional fees for camp individuals or units to include but not limited to those listed below.

Costs for Merit Badges that have additional costs, require a kit or item beyond what is provided by the camp which will typically be estimated with the merit badge listing provided by each camp.

Transportation costs that are not part of the camp fee, if available and provided, to and from the camp. Note that getting to and from camp is the ultimately the responsibility of the unit.

Late registration fees of \$50 (youth only) for all camps.

Discounts: Any discounts offered by a specific camp are only valid until the final registration due date; unless specifically authorized in writing by the council professional staff.

Payments can be made through unit custodial accounts, directly to either council store in person or by credit card, via wire transfer, or by mailing the funds to the council office address available on the council website at www.fareastcouncil.org. Contact your District Executive if you need additional information.

Cancellation Policy

For cancellations because of medical reasons, a medical certificate is requested, and fees will be waived, minus any costs to initiate the refund. For cancellations because of family emergencies – an unforeseen move, etc. a statement from the family is needed and fees may be waived. If for any reason a participant youth or adult is removed for cause, violation of camp rules, or fails to provide any required medical forms or entry documentation, there will not be any reimbursement. The Far East Council has final decision authority on all refunds.

The cancellation fee is \$100 after the date listed below for each camp:

- ☐ Camp Dragon – Okinawa –25 March (Monday)
- ☐ Camp Tiger - Pyeongtaek, South Korea –31 May (Friday)
- ☐ Camp Tama Hills – Mainland Japan – 31 May (Friday)
- ☐ Camp Thailand – Chiang Mai, Thailand – 21 June (Friday)

Refunds are the responsibility of the unit leadership and must be coordinated IN WRITING with the Camp Director prior to the completion of camp week. Be sure to have an e-mail or other written confirmation of the cancellation from either the council office or camp director. Reimbursements will not be processed until after the camp is completed. Requests for reimbursements after camp will not be processed.

Note for Youth Registrations: *Being sent home for cause, disciplinary action or changing your mind about attending does not constitute a reason for a refund. The final decision authority rests with the Far East Council.*

Questions about the Camp Reservation Policy should be directed to each camp director:

Camp Dragon (Okinawa, Japan): Darrin Nicholson at darrin.nicholson@scouting.org
Camp Tiger (Pyeongtaek, South Korea): Rob Davis at robert.davis@scouting.org
Camp Tama Hills (Mainland Japan): Tawny Browning at tawny.browning@scouting.org
Camp Thailand: Jon Justine at jjustine@crics.asia

For additional information or clarification please contact your Far East Council Camp Leadership Team.

Colin Yarker, Council Camping Chair
Don Olsen, Scout Executive
Darrin Nicholson, Assistant Scout Executive & Camp Director
Rob Davis, Senior District Executive & Camp Director
Tawny Browning, District Executive & Camp Director
Jon Justine, Camp Director

Preparing for Camp

Explanation of Fees

Most stateside councils hold multiple weeks of camp with several hundred youth and adults in attendance each week. These councils own their properties and can significantly reduce cost by buying bulk supplies and food. These councils also work with larger camp budgets and hire camp management, kitchen personnel and program instructors to cover their entire long-term camp program. Unfortunately, your council only conducts one-week camp programs in four separate locations and must rely on an all-volunteer staff, unit leaders, parents and experts from the local community to run and support your camp program. Several factors are considered when determining camp fees including direct costs like food, program supplies, site and facilities; etc.; but there are also several indirect costs including liability insurance, council staff support costs, council fees to National, etc. Council fundraising efforts like Friends of Scouting are also considered. Your council tries to do everything possible to keep volunteer costs at a minimum, but we still have the ultimate responsibility for ensuring the camp, and council, does not operate at a deficit. Thanks for your understanding and support, see you at camp!

Registration

Important: Camp staffs have limited resources prior to and after camp. Unless otherwise stated by the specific camp director, meals, transportation and accommodations prior to start of camp and after camp are the responsibility of the unit. While your camp staff will try their best to assist, the staff will be fully engaged in set-up and tear down of camp. The 2019 Unit Registration Packets and information specific to each camp will be available at www.fareastcouncil.org on the 2019 Long-Term Camps page. All required registration paperwork or other documentation should be completed and returned, with the appropriate fees and enclosures from the Guidebook, to the Far East Council by the dates indicated on the forms.

Requests for extensions must be approved by the Camp Director before the due date otherwise late fees will apply. Fees are transferable. For example, if John Scout signed up and paid for camp and then cannot attend, and Bill Scout decides he wants to go to camp, Bill can take John's slot. However, it is the unit's responsibility to collect Bill's fees and to reimburse John's family.

Splitting Adult Coverage

One of the Eight Methods of Scouting is Adult Association. Scouts get the maximum camp experience when the adult leadership remains consistent. Units are required to have at least two registered adults stay for the duration of the camp; and with larger units are expected to have at least one adult per 5 youth. As stated previously, your council camps are volunteer run and without sufficient adults in camp to cover merit badges and other program features the camp will not be successful.

Additionally, all adults in camp are expected to participate in providing program coverage by serving as a Merit Badge Counselor, working First Class Trail, etc. Not being able to provide the expected adult coverage is a unit specific issue to resolve and must be worked out before registering the unit for camp. If units absolutely have no other alternative but to split adults, they must provide a detailed roster of

providing sufficient adult coverage with their camp registration, understanding these adults will also be expected to help with program as outlined in this paragraph. Adults using the split shift coverage will be expected to pay a daily rate for each day they are in camp, regardless of length of stay. However, if two adults are providing 24-hour coverage in two 12 hour shifts only one daily rate is required.

Adult Daily Rate

The daily rate is computed by dividing the weekly adult fee by days of camp (arrival and departure are .5 days), then adding \$10 per day. As an example, if the adult fee is \$150 and check-in starts 1:00pm Monday and ends at 10am Sunday, Monday and Sunday are half days and Tuesday through Saturday are full days. In this example the daily rate would be computed at \$150 divided by 6 days = \$30, plus \$10, making the daily rate \$40 per day. All fees are rounded up to the nearest dollar. The additional fees are necessary to cover the increased paperwork and administrative workload of the camp and the council office. The Camp Director has final decision on the appropriate fee.

Camperships and Discounts

A common tradition is for the unit to conduct fundraisers or use unit funds to offset the cost of camp. Many units also cover the full cost of their adults, as these dedicated volunteers are likely taking valuable vacation time away from their job to support the unit. Please discuss this amongst your unit committee and try to offer some sort of financial offset to your camp leaders and/or youth.

If additional financial assistance is needed for a specific youth or adult units are encouraged to apply for a campership through the council. The online application process is available on the council website under the camping tab. If your unit has a specific funding concern, please discuss it directly with the Camp Director.

Other Adults and Youth

Camp staff personnel are youth or adults specifically identified by the Camp Director as part of the official camp staff and receive additional training required by National Camp Standards. Council camps are provided to units to supplement their unit advancement program. Adults attending with their units are expected to support the camp program through teaching a merit badge, or assisting with other program functions of the camp like First Class Trail or other activities at a ratio of 1 adult per every five youth attending. These can be the adults staying on site or coming out to camp specifically to teach during a specific period. These adults are not considered camp staff. While two registered leaders must be on site to handle any issues with their youth, this does not mean those adults cannot participate in teaching a merit badge or be involved in other activities.

Military Base Access

Camp Dragon, Camp Tama and Camp Tiger are all located on property controlled by the U.S. Military where security and force protection are absolute. Access to the installation is a privilege, not a right, and entry procedures for non-ID card holders must be followed. Each camp has different requirement which will be outlined in the registration package. Failure to provide documentation in a timely manner may cause the person to be denied entry to the installation and camp. If a person is denied entry it will be the responsibility of the unit and parent to get the scout back home.

Medical Forms

ALL youth and adults must have a current BSA Health and Medical Record to attend camp. Parts A, B and C are required (over 72 hours) and the form must have been accomplished within the last 12 calendar months. Parts A and B are completed by the parent or guardian, Part C must be completed by a certified Health Provider. An athletic or other physical may NOT be used in lieu of the official BSA forms. **Participants who arrive at camp without a valid form will not be allowed to stay. The forms can be found at <https://www.scouting.org/health-and-safety/gss/gss05/>.**

Arriving at Camp

Check-In Overview Arrival at Camp

- Paperwork: The unit leader should report to the check in area with all the unit's registration forms, any required payments, and medical forms.
- Camp Staff will guide the unit through the check-in procedure.
- Health Recheck: The unit leader will meet with the medical professional as they go through and check the health forms.
- Campsite: Units will not set up until they are assigned a campsite.
- Camp Tour: A staff member will likely take all Scouts will go on a tour of camp.

BSA Medication Policy

All prescription medications (including those needing refrigeration) are to be kept in locked storage. An exception may be made for a limited amount of medication to be carried by a camper or leader for life-threatening conditions including bee stings, heart medications, and inhalers. The camp medic will collect and dispense medicines as required.

Safety and Security

Scoutmasters and SPLs should know the location of all Scouts and adults at all times. In the event of an emergency, all personnel will muster in in the camp assembly area at the sound of either a bugle playing "recall" or three long blasts on a horn. A muster will be taken when everyone is assembled. Emergencies include natural disasters, severe weather, missing Scout or adult, intruder in camp, and other such emergencies.

WILDLIFE – A very serious WARNING

Camping outdoors will obviously put youth and adults in proximity with local wildlife. While most wildlife will be harmless unit leaders will ensure all adults and youth are briefed not to go exploring in uncut brush or other areas popular to wildlife. If someone should come across a snake or other wildlife, they are NOT to touch, capture or kill it, and need to report the issue to the nearest Staff member. Each camp will provide specifics on local wildlife dangers.

Leadership

Boy Scouts of America requires all units to have at least two adult leaders in camp at all times. All leaders must be registered members of the BSA, and must meet the qualifications for the leadership position in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. Refer to registration guidelines for specifics.

Youth Protection

BSA youth protection policies will be followed at ALL times. All adults attending camp are required to have current youth protection training and are personally responsible for being familiar with youth protection policies. This includes, but is not limited to, no one-on-one contact and respecting the privacy of youth. All adults are required to immediately report and violations or suspected violations of youth protection to the District Executive or Camp Director immediately, regardless of how trivial the incident might seem. All adults are also mandated reporters, meaning they are legally obligated to report and

suspected child abuse. **The buddy system is enforced 24 hours a day, with youth being in groups of two or more.**

Pets

Unless specifically authorized by the Camp Director or Scout Executive, pets will not be brought to camp.

Uniforms

The camp goal is to have all registered Youth and BSA adults wear a full uniform! While the BSA encourages every registered youth and adult to have a full uniform, we know that not all families may be able to afford or obtain a uniform. If a full uniform cannot be worn, please try to wear as much of a full uniform as possible. Unless approved by the camp director for heat index issues or other valid reason, the Official Scout shirt and activity shirts will be **tucked into** either Scout pants or Scout shorts. Wearing of scout hats is recommended at all times in the outdoors. One Camp Activity T-shirt will be provided to each participant; with additional shirts available in the trading post if there are extra shirts. Camp or other BSA activity shirts are permitted when not in Class A uniforms. For evening flag and other special assemblies, the uniform will be the official Scout uniform. **No Camouflaged clothing will be worn in Camp other than by U.S. Military assigned to Camp. (Camouflage Rain Gear is permissible).**

Other Youth and Siblings in Camp

In accordance with BSA Guide to Safety and national camp standards, all youth in camp must be registered in the Scouts, BSA or Venturing program. While short visits are authorized to drop off items or during events when families are invited, leaders and parents should make other child care arrangements for siblings not registered specifically with a unit. Any exceptions to this policy must be approved by the camp director or Scout Executive.

Other Arrival Details

Upon arrival to camp, immediately park all vehicles in authorized parking areas without blocking the road. The unit leader should report to the check in area and follow all check-in procedures. There are no scheduled youth activities on the first day, so units should take full advantage of available time to properly set up their camps to include camp gadgets, duty rosters, axe yard and whatever is needed to make your weeklong stay comfortable.

LIVING AT CAMP - WEEK AT A GLANCE

Daily Schedule

Each day follows a regular daily schedule. The schedule for the first and last day will vary for check in and check-out. There will be some camp wide activities and campfires during the week and everyone in camp is expected to attend and wear their Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

Uniforms

The official Boy Scout field uniform, commonly referred to as Class A uniform, is to be worn to all assemblies each day by both youth and adults, unless otherwise directed. and to camp wide activities such as campfires. Don't wear it when it does not have to be worn; change clothes after supper to avoid getting it dirty. Bring a shirt hanger and keep the neckerchief and slide in the same place each time, so they won't get lost.

Quartermaster

Unless specifically identified by the specific camp, units should expect to bring their own equipment. The council maintains limited equipment that can be issued if needed and available. Any loaned items must be returned — clean and in good condition — before the unit checks out. Units are welcome to bring their own items from home.

Food

The food plan will be provided by each camp. Campers with specific food allergies or dietary restrictions must notify the camp director via the registration form by the due date to allow sufficient lead time to work issues. While the camps will make reasonable accommodations for allergies and dietary restrictions; campers with specific requirements may need to supplement their camp meals. The specifics should be worked out with the camp director PRIOR to camp. Again, any special food requests due to medical, religious, vegetarian, or other reasons, MUST be sent to the Camp Director at time of REGISTRATION. Any late requests may not be able to be accommodated and participants should plan accordingly.

Lost and Found

Please have your Scouts inventory everything they bring and mark all personal items with their initials and troop number, including tags in clothes (ie...DN-101). After camp, unclaimed items will be disposed of or donated to a charitable cause.

Visitors

All visitors will check-in and log out through the camp headquarters. See the daily fee rate for any associated costs. Parents in the Scouting Program are highly encouraged to spend a day or so at the long-term camp, especially later in the week. Thursday through Saturday is best when extra hands would be mostly appreciated. All stays must be coordinated with the Camp Director in advance.

Telephone and Electronics Use

Council camps are provided to supplement the troop level program, not replace it. So troops can be consistent on their individual unit policies even at a council camp, the camp will not have or enforce a specific phone or electronics policy; troops will be responsible for following their unit level policy on the use of electronics. Remind youth that if there is an issue or emergency, the parent must be contacted by the unit leader, Camp Director or District Executive. Units that do allow cell phones and other electronics will ensure they are only utilized within their unit camp area and not in common camp areas. Leaders should also lead by example and refrain from using cell phones to the maximum extent possible, and out of sight of youth.

If a parent needs to contact their youth they will do so through the unit leader and Camp Director. Emergency numbers for each camp will be provided to the unit leadership, who are responsible for making sure their unit and parents understand how to contact the camp in case of an emergency.

Trading Post

A Trading Post will likely be available during camp and will stock a variety of items such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies and concession items. The Trading Post hours will be posted at the start of camp. The Trading post will do business primarily in U.S. dollars. Local currency may be accepted but change will likely be in U.S. dollars. It is recommended each Scout bring approximately \$50.00 dollars or more to Camp for his/her personal needs.

Religious Services

Non-denominational Scouts Own Service in Camp will be provided as determined on each camp's schedule. Unless another Grace is offered, the Philmont Grace will be said before all meals:

Philmont Grace

*For food, for raiment, for life, for opportunity, For Friendship and fellowship, we thank Thee, O Lord.
Amen*

Showers

The shower time schedule will be posted and must be followed by all camp participants. Individual Troops should shower as a group under the supervision of the SPL. No adults will be present in the shower area during youth shower times, and no youth will be in the shower area during adult times

Vehicles

Vehicles will only be used to transport equipment to the Campsite on arrival and from the Campsite upon departure. At all other times vehicles must be parked in a designated parking area. Vehicles will never be parked where they potentially block passage of emergency and service vehicles or put Scouts at risk of walking in roads.

Leaving Camp

All personnel must check out at the camp HQ and sign in immediately upon return. Scouts are not allowed to leave the Camp area unless cleared by the Camp Director and without two adult escorts. Scouts going home early will need to be picked up by their parents or guardians or someone so designated in writing in the Hold Harmless Agreement/Consent Form. All individuals leaving camp will also sign out at the Camp HQ. To operate a "worry free Camp" we must ensure all Scouts and adults in Camp or accounted for at all times.

Prohibited Items

Scouts and adults are not permitted to bring sheath knives, fireworks, water guns, any type of alcoholic beverages or pornography. Doing so could be cause for removal from camp. Items will be confiscated and returned when the individual departs Camp. Illegal items will be destroyed or turned over to appropriate law enforcement agency as required.

Tobacco Usage

Youth are forbidden from using any tobacco products during Camp and using these products will be grounds for removal from camp. Adult Scouters will not smoke in the tents or in front of the Scouts. The designated adult tobacco use area will be designated on the first day of camp. Please dispose of your smoking material properly.

Alcohol Policy

Alcohol products will not be used at Camp. All adults and staff members attending long-term camp not use alcohol products while at Camp. Individuals caught using alcohol products during Camp will be SENT HOME IMMEDIATELY.

Behavior, Hazing, Harassment, and Practical Jokes

Scoutmasters are responsible for the behavior of their Scouts always. Hazing, harassment, and practical jokes (of any form) have no place at Scout Camp. Stealing patrol flags, misplacing articles for lost and found, pulling down tents, graffiti, and disturbing other Campsites will NOT be tolerated. Verbal or physical abuse will not be tolerated either. Everyone is expected to follow the Scout Oath and Law at all times. Every adult will be actively involved in maintaining discipline in Camp, whether they are "your" Scout (s) or not.

Running in Camp and Rock Throwing

Scouts are not permitted to run in the camping areas. Rock throwing is strictly prohibited. Both of these actions are extremely dangerous.

Violations and Responsibilities

Any adult or youth failing to follow rules outlined in these booklet or other general rules of the camp, or causing disruption of camping activities, will risk being removed from the camp. Parents of youth expelled from camp will be responsible for picking up their youth immediately, or making other arrangements to remove their youth, at their expense. Adults removed from camp will be at their own expense.

Packing – What to Bring

Other than some basic items, different people and units will bring different items with them. A good exercise is to think about your perfect week at camp and bring the items that you see in your mental picture. To help keep you from forgetting those all-important items, we have a list below to help you when you are packing.

<u>Personal Equipment</u>	<u>Unit Equipment (as needed for specific camp)</u>
<ul style="list-style-type: none"> <input type="checkbox"/> Complete Scout uniform <input type="checkbox"/> T-shirts <input type="checkbox"/> Shorts or long pants <input type="checkbox"/> Swim trunks <input type="checkbox"/> Underwear <input type="checkbox"/> Socks <input type="checkbox"/> Hat <input type="checkbox"/> Sweater or jacket <input type="checkbox"/> Extra shoes or boots <input type="checkbox"/> Poncho or rain gear <input type="checkbox"/> Notebook and pencil or pen <input type="checkbox"/> Scout Handbook <input type="checkbox"/> Merit Badge pamphlets or completed prerequisites. <input type="checkbox"/> Watch (very important) <input type="checkbox"/> Washcloth, towel, shower shoes <input type="checkbox"/> Toiletry items (soap, shampoo, toothpaste) (No glass bottles) <input type="checkbox"/> Flashlight with new batteries <input type="checkbox"/> Sleeping bag or sheets & blankets <input type="checkbox"/> Alarm clock (optional) <input type="checkbox"/> Nerf ball, frisbee, etc. (optional) <input type="checkbox"/> Pocketknife <input type="checkbox"/> Footlocker or suitcase or backpack <input type="checkbox"/> Laundry bag <input type="checkbox"/> Hand sanitizer <input type="checkbox"/> Camp chair <p>Some items will be available for purchase in the Trading Post so bring spending money.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Unit flag / Patrol flags <input type="checkbox"/> First aid kits <input type="checkbox"/> Lanterns / spare mantels <input type="checkbox"/> Sufficient tents, marked “No Flame in Tents” <input type="checkbox"/> Rope <input type="checkbox"/> Extra plastic bags <input type="checkbox"/> Brooms <input type="checkbox"/> Plastic water carriers <input type="checkbox"/> Cooking kits <input type="checkbox"/> Tarps and guy lines <input type="checkbox"/> Aluminum foil <input type="checkbox"/> Dutch-oven cake makings <input type="checkbox"/> Bulletin board <input type="checkbox"/> Pens, paper, clipboards, and thumbtacks <input type="checkbox"/> Skit props and a new original skit <input type="checkbox"/> Totin' chips (need for handicraft/pioneering) <input type="checkbox"/> Fireman chits (must have to light any fire) <input type="checkbox"/> Blue merit badge cards if desired <input type="checkbox"/> Old newspapers (several merit badges require clippings; be prepared) <input type="checkbox"/> Lockable footlocker to store valuables <input type="checkbox"/> Repair kits (tape, wire, twine, sewing, glue, seam sealer, and tools) <input type="checkbox"/> Coleman Cooler (large size to store food) <input type="checkbox"/> Insect repellent / Sun tan Lotion <input type="checkbox"/> - Fire buckets <input type="checkbox"/> – Scoutmaster Handbook and Field Book

The council is not responsible for personal or unit items that are damaged, lost or stolen.

Programs for Everyone

Scouts

Programs for Scouts will be presented in the broadest range possible based on available resources. Of course there will be Camping, Campfires, games, songs, and great food. There will be merit badge work and a rich opportunity for our youngest Scouts on the First Class Trail.

Age, Maturity and Skill Level

Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity and skill level requirements for all sessions. Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again. This allows every Scout the opportunity to participate in the program. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met. Please note the programs listed that have specific requirements for enrollment. In addition, Scouts registered in First Class Trail program usually will not participate in any of the programs designed for older Scouts including Trail to Eagle.

Camp Merit Badges

The Boy Scout Camp merit badge program must be a quality experience for the Scouts who attend Camp. All too often Scouts are not given the best possible program because of the lack of planning on the part of the merit badge counselors. Merit badge counseling in a Boy Scout Camp setting is an opportunity for young men to really have a “hands on” experience. Nine months out of the year, these Scouts spend time in a classroom with a one-way conversation and learning experience. Merit badge activities should provide fun with a purpose and practical experience. The program outline included in this guide is designed to assist merit badge counselors at Boy Scout Camp, with a daily outline of activities to support the respective merit badge. It is important that merit badge counselors become familiar with the merit badges they will teach at Camp. Any Scout who does not complete all the requirements should receive credit for the requirements he did complete. This information should be given to the Scoutmaster.

The Council Advancement committee will approve all long-term camp merit badge counselors. Merit badge counselors must be at least 18 years of age to sign the merit badge application. Long-term merit badge counselors will maintain and report merit badge progress and completions on a report signed by the Camp Program Director. This report will serve as the official record of accomplishment. Merit badge counselors will not maintain merit badge blue card.

Merit Badge blue cards are the responsibility of the Scout and the Scoutmaster. Scoutmaster may use the Program Directors report to complete blue cards within the Troop.

Youth Staff Merit Badges

The youth Staff will be given the opportunity of earning merit badges while at Camp. Participation will need to be approved by the Program Director or Camp Director prior to starting any merit badges.

Adult Leader Training

While the primary purpose of camp is providing a positive experience to the youth, if manpower and time permits adult training may be offered. Units should identify their needs to the Program Director.

CAMP AWARDS

The information in this section is only a guide for program and camp directors. Camps may also offer additional awards unique to the location or traditions of the camp.

Honor Troop Award

The Camp Commissioner will validate completion of the criteria for these awards and nominate Troops. Only one Troop may win this award, as the intent is to reward the Troop for doing an excellent job as a team in making the long-term camp an outstanding experience for all. The commissioner will consider the following:

- Have any patrols earned Honor Patrol?
- Have adult leaders been engaged in the camp and helped with the program?
- Did the unit sponsor a camp wide extracurricular activity?
- Has participation in flag ceremonies, campfires, and events been as a troop?
- Has the troop invited a staff member to eat at least one meal with the troop?
- As a troop, has each member participated in a conservation project?
- Does the campsite have a safe fire area, axe-yard or marked hazards, by the first Camp inspection on Tuesday?
- Has the Troop maintained a quality campsite for neatness, cleanliness, and safety?
- Has the Troop showed spirit and enthusiasm at assemblies, meals, and on the trail?
- Has the Troop made one or more of the following using pioneering techniques?
 - A Scoutmaster's seat
 - A safe, self-closing campsite entry gate
 - A table for washing dishes
 - A device of your own design

Honor Patrol Award

The Program or Camp Director determine how many patrols can earn this award. Scoutmaster will validate completion of the criteria and nominate patrols for the award. Selection will be made by the Camp Commissioner, Program Director, and Camp Director. While more than one patrol may win this award, the intent is to reward patrols for doing an excellent job as a team in making the long-term camp an outstanding experience for all.

- Is the Patrol Leader and Assistant Patrol Leader properly identified and have they shown leadership within the patrol?
- Has **each** patrol member worn an appropriate BSA uniform as required?
- Has the patrol demonstrated Scout spirit in supporting other patrols in a positive manner?
- Did the patrol have a patrol flag by morning colors on the first full day of Camp? Was the flag must be small enough to carry easily, have the patrol name, and carried to patrol contests and morning colors? *Flags can be safely stored after morning colors.*
- Has the patrol demonstrated with a loud patrol yell and used it daily on the trail?
- Did the patrol prepare a skit and song for closing Campfire that was approved by a Camp Staff by 08:00 on the last day of Camp?
- Has the patrol arranged their tents as a definable patrol?
- Did each patrol clean their patrol and Campsite area for inspection each morning?
- Did the patrol complete all patrol challenge events?

Honor Scout Award

The Scoutmaster will validate completion of the criteria for these awards and nominate no more than ONE Scout for this award per Troop. The Scoutmasters will make selection as a group at the Scoutmaster meeting the night before the last day of Camp. The Camp Director may nominate additional or disqualify nominees as necessary. More than one Scout may win this award; however the intent is to reward Scouts that best exemplify living the Scout Oath and Law. Not all items below have to be done, just considered:

- Completed at least one rank or merit badge accomplishment.
- Consistently wore an appropriate BSA uniform with pride.
- Demonstrated consistent and sustained enthusiasm through song and positive attitude.
- Demonstrated extraordinary Scout spirit by being cheerful, helpful, and respectful to others.
- Actively participated in each assembly, meal, and event.
- Did the Scout help another Scout have a successful long-term camp week.

Final Thoughts - More Experience Says...

- Merit badges are not a priority until after the First-Class Rank is attained.
- Newly bridged Webelos are advised to have at least two campouts before attending a long-term camp. Long-term camps can be hard and stressful when the camp is the first night away from home.
- Tents are grouped by patrols and it is your home for 7 days, so make it comfortable!
- Always allow for plenty of rest and stress relief! Too often we forget to take the time to sit and enjoy the nature's beauty surrounding us.
- Be spirited! Troops who arrive fired up with ideas and spirit, are the ones who keep the Camp alive. Having a Troop cheer shows enthusiasm.
- Adult leaders coming to Camp with Scouts should be familiar with their Troop and the Troop's members. Scouts tend to respond better with familiar leaders.
- RAINGEAR – Cheap, \$2.00 clear plastic raingear usually lasts about 2 minutes, which means Scouts will be completely drenched in about 3 minutes.

Check-Out Overview

Each camp will provide a schedule and specific details for the last day of camp, but unit can start preparing the day before.

Paperwork: You will receive a packet at breakfast with your merit badge print out and other paperwork. Check for correctness.

Campsite: After breakfast on check out day, return to the campsite with your guide. Pack-up your gear and clean the site one last time.

Trash: Bag up all trash to the appropriate collection point.

Quartermaster: Return any camp equipment you used to the camp.

Camp HQ: Before leaving, stop by the camp HQ to take care of any remaining paperwork, settle any debts, turn in evaluation forms, or take care of any other final business.