

CAMP WAKPOMINEE



2019 Summer Camp Leaders' Guide

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We look forward to serving you and your youth, leaders and families this summer at Camp Wakpominee! We're honored by and appreciate your selection of Camp Wakpominee as your summer camp and are pleased to have you join us for our 2019 summer season.

During your 2019 summer camp planning, please note the following important information is available on the Camp Wakpominee web page at:

<http://www.trcscouting.org/camping/campwakpominee>

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WHAT'S NEW AT CAMP FOR 2019?

ATV PROGRAM (see below for details)

Check out the Program schedule for new Merit Badges

REGISTRATION AND FEES

SESSION DATES

Week 1: June 30-
July 6

Week 2: July 7- 13

Week 3: July 14- 20

Week 4 (CUB SCOUTS): July 21-24 and July 24-27

Week 5: July 28 – August 3

Week 6: August 4-10

DEPOSITS

Troops attending Camp Wakpominee must submit \$250 non-refundable deposits in order to reserve their spot. Your Troop's \$250 advance deposit reserves your Troop's slot on the weekly camp roster and is not a reservation for a particular campsite. Camp management determine site assignments based on the anticipated attendance of each troop expected in Camp that week, campsite capacities, etc.

Take advantage of being at camp and make your deposit at camp during your stay for the 2020 Season.

2019 FEES

Loyalty Fee (before May 1)	\$475
Late Fee (after May 1)	\$545

The Twin Rivers Council camps are some of the only ones in the Northeast to offer **all-inclusive fees**. This means there will not be extra fees when you arrive at camp for program needs such as ammunition, handicrafts kits, arrow-making kits, etc.

Webelos Cross-Overs

Webelos who cross into Troops late in the spring and new Scouts will have until June 15th to make payments and receive the regular fee.

Adult Leader Registration

In accordance to the Scouts BSA two deep adult leadership policy, each unit is required to provide two adults for every eight youth. These required adult leaders are able to attend camp for FREE. In an effort to keep the fees for the Scouts as low as possible, Camp Wakpominee charges an Adult Leader Fee for each additional leader

beyond the required ratio for unit supervision. This will help offset the cost of the food for the week. Please use the following chart to determine the additional Adult Leader Fee required for your unit:

Number of Youth Attending	Number of Free Adults	Additional Adults
1-16	2	\$100/each
17-24	3	\$100/each
25-32	4	\$100/each
33- +	5	\$100/each

All Adults (Age18+) accompanying a troop or crew to summer camp must have a current certification in Scouts BSA Youth Protection training and be cleared prior to camp by New York State Sex Offender Registry.

All Adults accompanying a troop or crew to summer camp for more than 72 Hours (not necessarily consecutive) must be registered with the Scouts BSA, including criminal background check and YPT

Units will be asked to submit names and registration/training status of all adult leaders prior to June 1st Leaders will be verified upon arrival at camp and will not be permitted to accompany the troop if they do not meet these standards. This Policy does not apply to short term visitors such as those attending family Night BBQ.

ARRIVAL AT CAMP: GENERAL INFORMATION

Please plan to arrive to camp together as a Troop.

- 12:30 PM Troops may gather in the Parking lot
 - Please DO NOT arrive before 12:30 PM
 - Remain in the parking lot until your staff guide is there to escort you to your site.
- 1:00 PM Camp opens and Check in Begins
 - Staff guide will greet you in the Parking lot
 - Scoutmaster will bring roster to the Camp Office for check-in
 - Youth and Additional Leaders are led to the campsite by the guide
 - Health Form should go to the campsite (NOT the Office)
 - Site inspection will be done
 - Youth begin settling in and change in to swimsuits
 - Guide escorts troop to designated location for Medical Checks
 - Proceed to the Waterfront for swim test
 - Camp health & Safety Tour with Staff guide, youth and Leaders
- 5:00 PM Scoutmaster Orientation in the Frost Training Center (Scouters Lounge)
- 5:45 PM Waiters Report to the Dining Hall to set up for dinner
- 5:45 PM Evening Retreat at Flag at the Camp Office
- 6:00 PM Dinner
- 7:30 PM Campfire at the Council Ring

CAMP HEALTH AND SAFETY TOUR

On Sunday afternoon, all youth in camp will be guided on a tour of Camp Wakpominee by the Staff Guides. This tour is mandated for all Scouts by the New York State Department of Health.

Each member of your troop, along with at least 2 adult leaders, will visit all program areas in the camp and stop at the waterfront for swim tests. (Adults need swim tests too) Youths will be returned to the campsite following the tour.

Any portion of the tour not completed in the afternoon will be finished after dinner. At this at least one adult leader is expected to accompany the troop on the tour while the one leader attends Scoutmaster Orientation.

AQUATIC CLASSIFICATION

On opening day, campers take a swim check to determine ability in accordance with the Scouts BSA Safe-Swim Defense plan. Non-swimmers take a "get-wet" test in the shallow water of the non-swimmers area. Beginners jump into water over their head and swim 50 feet (25 up, 25 back). Swimmers jump in water over 6 feet deep, swim 100 continuous meters (75 on the front or side and the last 25 using the elementary backstroke), and float on their back for one minute. Swim classification may be upgraded during the week; swimming instruction is available.

SCOUTS BSA UNIFORM IN CAMP

Class A uniforms are REQUIRED at retreat, the evening meal, and chapel services. Adult leaders are requested to participate with Class A's also. Class B Troop T-shirts or other activity appropriate apparel may be worn during other program hours. OA Sashes may be worn on OA Day.

CHAPEL

A Scout is Reverent. An inter-faith chapel service will be conducted each week and is open to all Youth and leaders. This will be offered Tuesday, before Dinner and evening flags. All are welcome.

WEDNESDAY FAMILY NIGHT

Visitor meals are available on Wednesday evening for the 6 PM family-night barbecue and campfire program. Reservations are appreciated and can be made by the Leader during check-in or at the 10 day out meeting before camp. Cost for the family-night barbecue is \$10.00 for adults and \$5.00 for children under 12. Everyone is invited to stay for the Wednesday night campfire, featuring songs and skits from all Troops in camp.

VISITORS AND VISITOR'S USE OF WATERFRONT

All visitors to camp must sign in and out at the camp office. Camp aquatic facilities are for the use of registered, medically cleared campers and leaders only.

CAMP PHONE

The office phone is restricted to business and emergency use. The Camp phone number is (518) 792-8849.

CAMP MAILING ADDRESS

Please use the following format to send mail to your Troop. If you plan on sending mail, we advise that you plan ahead so that mail will arrive while the youth is still at camp.

Name, Troop #
Camp Wakpominee
185 Sly Pond Road
Fort Ann, NY 12827

The mailbox for your Troop's campsite (in the camp office building) should be checked daily.

PHOTOS

Troops will have the option to have a Troop photo taken early in the week. Please coordinate with the Camp Director to schedule your own photo time. We find that before flags or after dinner on Monday works best. The cost will be \$8.00 for each these 8x10 photos. Photo orders will be placed at the Trading Post.

TRADING POST

The camp maintains a well-equipped Trading Post. The Trading Post stocks spring water, soft drinks, snacks, candy, ice cream and Slushees, SOAP, Scouts BSA handbooks, and equipment such as compasses, knives, flint & steel, flashlight and batteries, etc. Also, the Trading Post carries craft items, and a full line of Camp Wakpominee souvenirs such as Camp T-shirts, Camp hats, Camp water bottles and mugs. We will also have kits you can order in advance and can include: S'mores, cobbler, homemade Ice cream with churn, doughnuts.

TRANSPORTATION

Each Troop must provide its own transportation to and from Camp Wakpominee. Plan well in advance.

ELECTRONICS AND CELL PHONES

Cell phone reception is very limited at camp. While the camp does not officially prohibit the use of cell phones by campers, we do support and encourage Troops to adopt such a policy while at Summer Camp. The use of cell phones and other electronic equipment can distract a Youth from the numerous outdoor program opportunities available to him at camp.

The use of cell phones by campers may also encourage homesickness and allows a youth to circumvent the responsible unit and camp leadership when upset. The Camp Staff is trained in how to support the troop leadership when dealing with cases of homesickness, but can do so only when informed before a parent arrives to take the boy home. The camp phone is always available for any youth who wishes to call home (with the approval of his Scoutmaster), and many Scoutmasters are happy to allow the youth to use their personal cell phones when needed to contact home.

STOVES AND LANTERNS

Propane stoves and lanterns may be used in camp only under adult supervision. Battery operated lanterns are useful in troop sites. Propane stoves must be used in open areas only, well away from canvas. Propane **must** be stored properly at the campsite in accordance with Scouts BSA guidelines or in the camp's central storage locker.

TRASH CANS

Trash Cans supplied at each campsite and program area. Please insist that the campers use them and that nothing is left on tables or on the ground. Remember that a Scout is Clean and Leaves No Trace. Garbage bins will be emptied from each site on a regular basis by the Ranger Staff.

LATRINES

Keep them clean. A broom will be provided and other cleaning materials can be obtained on request. Lids on latrines should be closed when not in use to mitigate odors. Latrines in sites should be inspected and cleaned daily as part of the Troop task list.

QUIET TIME

Must be maintained by troop leaders in sites **after 9:30 PM**. Leaders should check to ensure everyone is in the campsite before taps and must account for all youth prior to lights out. Staff will walk through camp to make sure quiet time is being followed.

PETS

No pets are allowed in camp at any time. Please remind parents and other visitors of this policy. This includes during Sunday afternoon check-in, the Wednesday Family Night Barbecue and campfire, and Saturday check-out.

ALCOHOL, DRUGS AND FIREWORKS

The possession or use of alcoholic beverages, narcotics or non-prescription drugs, and fireworks is a violation of Scouts BSA policy. Any staff member, adult leader, or youth found to be using any of these will be dismissed immediately from Camp property.

LEAVING CAMP

Anyone leaving camp for any reason must notify the camp office, and sign out and in. During the week, youths will only be allowed to leave with someone listed on Part B of the Health and Medical form unless in case of an emergency.

OUTPOST CAMPING

Troops leaving on hikes or outpost trips must leave a roster of participating youth and Leaders in the office. Outpost groups must also check with the Health Officer prior to departure and report to the office upon return to Camp. Outpost camping must be conducted in accordance with written guidelines that are available in the camp office.

SAFE USE OF WOOD TOOLS IN CAMP

For safety reasons, youth may only use jackknives, bow saws, hatchets and other woods tools in camp with adult supervision, during daylight hours and in safe/designated areas. Youth using any woods tools in camp must hold a valid Totin' Chip card and follow Scouts BSA guidelines for their safe use.

SHOES IN CAMP

For safety reasons, **everyone** in camp is required to wear enclosed-toe shoes (i.e. sneakers, hiking boots, etc.) at all times. The exceptions to this rule are inside the Aquatics area and inside the shower house.

BUDDY SYSTEM

The Buddy System is followed in Camp **at all times** in accordance with Scouts BSA guidelines. Troops are urged to set up a buddy system for hikes, fishing, informal activities and have the youth sign out and in from their campsites. Warn youth to stay well clear of shooting ranges and roped off areas and to use the waterfront only during program hours. Youth should travel to and between their campsite, program areas, meals and other activities with a buddy.

CAMP SITE VISITATION

A Camp Commissioner visits each campsite daily. Daily campsite ratings are determined on the basis of cleanliness, safe storage of equipment, posting troop program and assigned duties, camp improvements, etc.

VEHICLES IN CAMP

Personal vehicles may be used on camp roads **only** with permission of the Camp Director or Ranger. One vehicle pass will be issued per Troop site during Sunday check-in to drive troop trailers and gear, etc. To the campsite then return to the parking lot. Sunday the vehicle will be allowed in to pick up trailers and gear from the campsite at check out. **Personal vehicles are not permitted in campsites at any time. Camp Speed limit is 5 MPH.** Everyone riding in a vehicle must have a seat belt. In accordance with New York State law, **no one may ride in the bed of pick-up trucks at any time.** No vehicles are allowed in camp at any other time. All vehicles parked in camp parking lots must be registered with the camp office.

SATURDAY CHECK OUT

Check out is after breakfast on Saturday. A Staff member will meet you at your Campsite and will check your troop out. Be sure to return all camp equipment and to leave your site clean for the next troop. **Troops will be held financially responsible for any damage to camp equipment, tents, tarps, cots, mattresses, etc.** Because of this, please make sure that you take the time to adequately complete the check-in form when you arrive to camp. Patches and health forms may be picked up in the Camp Office **after** breakfast and **after** a completed check-out and evaluation form is turned in from both the Adult Leaders and the Senior Patrol Leader.

HEALTH LODGE

Camp Wakpominee has a Health Lodge staffed, 24 hours a day while camp is in session, by a certified medical officer that holds a New York State license and current First Aid and CPR certifications. If a youth or adult needs medical attention beyond what our Health Officer can provide he or she will be transported to Glens Falls Hospital.

HEALTH FORMS

A Current Scouts BSA Health and Medical Record with Parts A, B, and C signed within the past 12 calendar months is required for all staff, leaders, and campers staying in camp for more than 72 hours or anyone wanting to participate in Aquatics activities. Medical forms and health information provided to Camp Wakpominee will be securely maintained in the Health Lodge in a manner respecting the privacy of the individual according to HIPPA Guidelines. Health forms will be returned to the unit on Saturday morning during check-out. The Camp Director and unit leaders are informed of campers with limitations so that appropriate staff members are alerted.

Beginning in 2005, the NYS Department of Health requires a **record** of two additional immunizations, hemophilus influenza type b and hepatitis b. Parents must either indicate the date of immunization on the medical form or indicate on the form that the family has elected not to receive the immunization by indicating "N/A". The immunization is not required, but the above described record of whether or not the immunization has been received is.

The New York State Health Department requires immunization **dates**, so remind parents to list the full date of immunization on the form (month & year). Medical forms received without immunization dates (for instance, with just the year) or without a date or "N/A" will be considered incomplete and require follow up contact w/ the parent and/or physician. The participant may not stay in camp for more than 72 hours or participate in some activities without a valid form.

Medications

Any medications brought to camp must be in their original packaging with the pharmacy instruction labels and must be turned into the Health Officer during Sunday afternoon's medical check-in. All medications must be listed on Part A of the BSA Health & Medical Form. New York State law requires **both** a medical professional and parent sign Part A in order for medications to be dispensed.

Youth are responsible reporting to the Health Lodge at the Health Lodge's designated medication times to take their medications. All medications must be self-administered by the Youth under the observation of our staff.

Adults must bring with them and report all medications to the Health Officer during Sunday afternoon's medical check-in. The Health Officer will review the requirements for the storage of adult medications with the adult at that time.

Camp Wakpominee and Twin Rivers Council are not responsible for pre-existing health conditions and related medications. Youth and Adults are expected to follow their doctors' and pharmacists' directions and instructions with respect to any recommended activity limitations or prescribed medications, including over the counter medications.

RECOMMENDED TROOP PRE-SCREENING OF HEALTH FORMS:

We strongly recommend that Troops pre-screen the health forms before camp to identify and correct potential shortfalls in advance. Please use the checklist in the forms section of this document to ensure requirements are met.

DINING HALL PROCEDURES

Dining Hall procedures are the same as last year. These procedures were designed in order to streamline the process for a more enjoyable dining experience.

Each Troop will be responsible for assigning Waiters for each table occupied. This Waiter will be responsible for arriving to the Dining Hall 20 minutes before the scheduled mealtime. They will set up the following at their table:

Silverware (as appropriate per meal), Water Pitchers, Napkins, 1 Staff Totem

Once the Campers and Staff are present, they will wait outside the Dining Hall for the Dining Hall Steward, who will lead them in grace. Campers and staff will enter the Dining Hall by Troop and make their way through the Buffet line and to their table. To ensure fairness, the Dining Hall Steward will change the order for Troops going through the line for each meal so that one Troop is not always first or last in line.

Dining Hall Staff will handle the plates as they send it down the line, serving of food to the campers. For health reasons, we ask that no campers touch the plates until they have reached the end of the serving line. If a camper does not wish to be served a particular portion of the meal they may indicate this to the Dining Hall staff in the serving line. Campers with special dietary restrictions will be assisted on a personal basis by the Kitchen Staff and do not need to queue.

Following the meal, it is the responsibility of the Waiter to clear the table of all Dining Ware and debris and to wash down the table, chairs and floor as necessary to ensure a safe and clean Dining Hall. Once their table is cleaned, the Waiter will then ask for an inspection and wait to be dismissed by the Dining Hall Steward as in the past. Waiters may leave the Dining Hall after being excused by the Dining Hall Steward.

AQUATICS PROGRAM:

Our waterfront is on Sly Pond, a 44 acre pond that is owned entirely by the camp. Scouts BSA Lifeguard, Mile Swim, Snorkeling, and Swim Lessons (stroke improvement) are offered at the waterfront as well as the following merit badges: Canoeing, Kayaking, Lifesaving, Rowing, Small Boat Sailing and Swimming. Open swimming and boating is offered daily at 4 PM.

Our Scouts BSA Lifeguard program will certify anyone over 15 years old as a Lifeguard. This certification is recognized by many authorities, including New York State, as a valid certification to work as a lifeguard at a pool or beach. The Aquatics Supervisor course is also offered as an option to enhance (but not replace) the BSA Lifeguard Training.

ATV PROGRAM:

The ATV Program will take place near the Trek area of our camp. This is a new program for youth ages 15 and above AND hold the rank of First Class. The program times established and will run a morning and an afternoon session. The youth will be instructed in the safe operation and handling of an ATV as well as trail riding. The program will be taught by a BSA certified instructor. One night during the week there will be an ATV TREK and campout at the three ponds area of the camp.

C.O.P.E.

C.O.P.E., "Challenging Outdoor Personal Experience" comprises group initiative games, low and high course activities to improve and develop a Youth's self-confidence and skills in problem-solving, teamwork and leadership. Emphasis is placed on cooperation and working as a team. The program will help each member set and achieve goals within each activity and to challenge their own physical capability. Each Youth will participate in group activities such as climbing, swinging, balancing, jumping, rappelling and most importantly, thinking.

The C.O.P.E. course is designed to spend the first few days participating in problem solving, team-building initiative games and low-course elements. Later in the week, the group will be ready to challenge themselves with the skills learned and conquer the high course elements.

Youth who are 13 years old by January 1, 2019 may participate in the C.O.P.E. program. All Youth must submit a completed Project COPE application form. Adult leaders are encouraged to participate in the program as well if there are openings available after interested youth have signed up. This program operates as a half-day afternoon session, Monday through Friday.

NATURE

The Nature area is designed to offer campers an extensive program developing their appreciation for and understanding of the environment.

Camp Wakpominee has fishing docks near the Nature Lodge and has a full line of fishing equipment for campers to use who do not have their own. Please note that fishing is only allowed in designated areas and that those who fish along the shores of Sly Pond must follow the buddy system at all times.

Troops may also make appointments to participate in activities such as understanding erosion, nature trail and plant identification hikes, camp conservation projects and other basic environmental skills your youth will benefit from. Campers participating in Astronomy should expect to spend at least one evening star gazing after dark.

Some of the Nature merit badges have pre-requisites that must be completed before camp in order to receive a full blue card at the end of the week. Please see the pre-requisite chart in the forms section for details.

FIELD SPORTS

The Field Sports area is designed to offer the opportunity for our Campers to learn important safety rules and basic skills in rifle shooting, shotgun shooting, and archery as well as to gain a better understanding of good sportsmanship. All instructors are National Camp School and NRA certified. Merit badges offered include Archery, Rifle Shooting, and Shotgun Shooting. We also offer an

NRA Marksmanship program for the youth that have completed Rifle merit badge and wish to continue working on their marksmanship skills.

In accordance with New York State laws, a youth must be 12 years old to participate in rifle shooting. A Scout must be 13 years old to participate in shotgun shooting and muzzle-loading activities.

Scouts participating in Field Sports Merit Badges should bring a long-sleeve cotton shirt.

Troops may consider scheduling a troop or inter-troop shoot in archery on Monday or Tuesday evening.

HANDICRAFT

The Handicraft area is designed to teach campers safety rules for working with wood tools and the basic skills involved in other crafts. The youth will have an opportunity to further their creative ability with arts and crafts. All necessary supplies and equipment are provided at no additional charge.

The Camp Boyhaven Alumni Pioneer Program (New Camper/First Year Program)

Thanks to the Camp Boyhaven Alumni Association, we have a new pavilion, cooking equipment, saws, etc. The Pioneer program is designed for youth who have recently entered the Boy Scout program or are working toward achieving their First Class rank. The program will focus on the requirements of Scout through First Class ranks. Each youth will work on the requirements needed to advance to his next rank.

The Pioneer program is designed to meet the needs of youth who have not obtained the rank of First Class. They will be assigned to patrols that allows for personal goal setting, achievement in the regular camp program and personal advancement. Scoutcraft, Camping and a host of other skills are the foundation of this outstanding program. The program runs twice a day

Pioneer Program Scouts will participate in an evening outpost camping experience on Thursday night and are encouraged to bring a backpack (or pack frame), ground cloth, sleeping bag, and flashlight for that purpose.

"Now is the time to get into the Adventure and Experience the Adirondack's"

Black Mountain Experience Trek

This program provides a four day and three-night experience in the Fishbrook Pond area of the Adirondack Park. The youth will hike with two adult leaders and work on a total of five merit badges.

They will work as a team to navigate to the different locations, cook and clean up each day's meals, and keep each other's spirits high as they experience all that the Adirondack Park has to offer.

Each youth must be at least a third year camper, or at least thirteen years old, have attended a Scouts BSA resident camp as a camper, and hold the rank of First Class or above.

We are planning on working on five merit badges. They are:

- Backpacking
- Orienteering
- Geocaching
- Nature
- and more that will be picked by the second adult leader each week

Youth will receive a partial in each badge that can be finished by his Troop. We will cover all the requirements possible to do on the trail.

Two adults will be with the crew. One is a staff member of Camp Wapominee and will be National Camp School trained, and the other will be a troop leader.

The cost of the program is the same as a week at Camp Wapominee. You can sign up to attend the week your Troop is coming, or you could come another week that works best for you.

Crews will be kept to a maximum of eight youth each week, and they will be selected on a "first come, first go" process.

We are planning on the following timeline:

- Sunday- Normal Check-In
- Monday- Preparations and merit badge work
- Tuesday to Friday- Trekking in the Adirondacks
- Saturday- Return home with your Troop

St. Regis Odyssey Trek

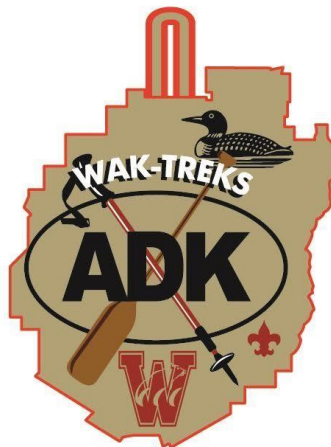
This program is also designed for older youth that are attending summer camp and want to do a full week canoe trek. This trek is designed for campers 14 years of age or older. The Trek Program will provide all the necessary special equipment for the voyage, including canoes.

SCOUTCRAFT

The Scoutcraft area is designed to offer instruction in safety rules and basic outdoor scouting skills. The area will offer activities to teach knots, lashings, fire building, Dutch oven and conventional cooking, safe use of woods tools, and proper techniques in camping, hiking and low impact camping. Troops may also arrange for group activities in any area of the outdoor skills.

Wilderness survival merit badge includes an outpost camping experience on either Tuesday or Thursday evening and Scouts are encouraged to bring a ground cloth and flashlight for that purpose.

Also, campers must have participated in the requisite number of nights of camping experience to complete the Camping merit badge. Scout leaders must provide the staff with a written verification of completion of this requirement.



SUGGESTED TROOP EQUIPMENT CHECK LIST

- American Flag (for campsite flagpole)
- Troop Flag
- Patrol Flags
- Troop First Aid Kit
- Bow Saw(s) and sheath -- **we do not recommend bringing an ax to camp**
- Trail Cook Kits (one per patrol)
- Dutch Oven, if desired
- Cooler, cups and drink mix for the campsite (ice is available in the camp trading post)
- Troop Advancement Records
- Scoutmaster's Handbook
- Junior Leader Handbook for Patrol Leaders
- Troop Library (please label all Troop books w/ Troop # to avoid confusion)
- Battery Operated lantern (suggested)
- Rope or twine (1/4" and 1/2" sisal may be best for troop projects)
- Other appropriate equipment you feel necessary to fulfill program needs.

Tools (i.e. rakes, shovels, brooms, bow saws, etc.) may be borrowed from the camp office. All items must be returned in the condition they were received. The cost of items damaged or lost will be charged to the troop.

A merit badge pamphlet library is available in the camp office. Troops may sign merit badge pamphlets out of the camp library for their scouts use during the week and return them on Friday.

Lost or otherwise not returned merit badge books will be charged to the troop at replacement cost in order to keep the library stocked for our campers.

IN- CAMP RESPONSIBILITIES

Your campsite will be your Troop's home for the period you're in camp. Please impress upon all campers and leaders the importance of treating it as such. Housing and campsites should not be entered without invitation.

Your Troop bulletin board aids in troop organization. The Senior Patrol Leader and Patrol Leaders Council should develop a duty roster, assigning each patrol specific responsibilities.

Duty Patrol

Clean campfire circle; build council fire, provide color guard for troop flag raising and retreat.

Fire Patrol

Check and maintain fire equipment; make sure water buckets are full; put out council fire.

Sanitation Patrol

Sweep wash stands and latrine floor; pick up stray soap, papers. Police campsite grounds and campsite trails.

Dining Hall Service

Dining hall meals are served family style. One camper from each table will serve as a waiter each meal. Waiters need to arrive at the dining hall 15 minutes before the meal to set the table and stay briefly after the meal to clean up. These responsibilities should be rotated so that all campers have an opportunity to serve as waiter. **To ensure dining hall order, each table should seat a mix of youth age groups, an Adult leader and staff.**

Personal cleanliness is important. Be sure that your campers wash up each morning, change clothing regularly and wash their hands before meals. Hot water for showers is available and showers should be scheduled regularly. Do not ignore health problems in camp. Always report them to the camp Health Officer. Under no circumstances should you administer any medication to anyone unless specifically directed to do so by the camp Health Officer.

Tents and other camp equipment checked out to you or placed in your site are your responsibility during your stay in camp. For that reason, be sure to make a site inspection upon arrival, noting and reporting equipment that is missing or damaged. Subsequent willful or negligent damage, including carving names, writing on tents, making holes or cuts in tents, tarps or cots, etc., will be the Troop's responsibility and will be charged at replacement cost. Tents currently cost over \$400 each, tent platforms more than \$300 each and cots are \$100 each.

Equipment and site care

No open flames (i.e. candles, lanterns, matches, flint & steel, lighters, etc.) are allowed in any tent or leantos.

Do not permit use of spray-type insect repellents anywhere near tents. They destroy the tent waterproofing and cause leakage. Always roll tent flaps from inside. This protects tent material from rainwater and mildew.

Do not allow coat hangers to be hung on ridgepoles. They cause rips in the tent ceilings. Instead, wrap nylon line along ridgepoles and hang hangers from the line.

If rain collects on tarps, do not empty water by touching wet area from underneath. This will cause leakage in the material. Adjust tarp pole positioning for more effective drainage instead.

Do not sweep away pine needles or other ground cover. When it rains, an uncovered area erodes quickly. Please do not cut or break any trees in camp without specific instructions to do so from the Camp Ranger. Finally, please ensure that your Troop leaves the site a little better than they found it. The next troop will appreciate it!



SUGGESTED PERSONAL GEAR FOR CAMP

NEEDED

- Completed BSA Health and Medical form w/ parent & physician signature
- Medication, in original prescription bottle with scout's name/troop #
- Inhaler (i.e. asthma) or bee-sting kit, if needed
- Sleeping bag or 3 warm blankets and pillow
- Scouts BSA handbook (available in the camp trading post)
- Scout Uniform(s)
- Underwear (3 changes)
- Socks (4 pair)
- Sneakers (enclosed-toe shoes must be worn at all times for safety)
- Hiking boots (enclosed-toe shoes must be worn at all times for safety)
- Casual (work) shirts (2)
- Shorts and T-Shirts
- Pajamas
- Sweater or sweatshirt
- Windbreaker or jacket
- Raincoat or poncho
- Swim trunks
- Towel
- Toilet articles, toothbrush, toothpaste, comb, metal mirror, soap in plastic container, shampoo, and deodorant
- Washcloth and hand towel
- Flashlight & spare batteries (available in the camp Trading Post)
- Extra shoe or boot laces
- Kleenex or handkerchief
- Insect Repellent
- Back pack or pack frame
- Wallet and money for purchase of Trading Post items

RECOMMENDED

The following is needed if working on Camping, Cooking or Wilderness Survival or going on an overnight hike:

- Plastic ground cloth
- Eating utensils (i.e. bowl, cup, fork, knife and spoon)
- Canteen or water bottle
- Compass (available in the camp Trading Post)
- Jackknife (available in the camp Trading Post) and valid Totin'Chip card
- Matches in waterproof case (flint & steel is available in the camp Trading Post)
- Personal first-aid kit

OPTIONAL

- Fishing pole and tackle
- Prayer book, Bible, Torah, Koran or other reading material
- Musical instrument (if you can play "taps" on a bugle or trumpet please notify the camp office)
- Camera and film
- Swim fins/face mask (for snorkeling)
- Sunglasses and sunscreen
- Plastic bag with hand laundry soap
- Rope: 30' nylon cord
- Watch or alarm clock

EMERGENCY PROCEDURES

Person in charge: Camp Director or designee

NOTIFY FIRE:

Campers who observe the fire report to any staff member and stay with that staff member. Staff member goes to office or calls and remains on the line.

SIGNAL:

A single, 30 second blast for fire team #1, a second thirty second blast for fire team #2, and a long, uninterrupted blast to call the entire staff to fight the fire. Three short blasts of the fire signal for all clear.

ACTION:

Campers remain in their location and clear the roads. Assigned fire teams assemble at Central Camp Area to be sent to the fire. One Camp commissioner goes to the point of the blaze at once, the other stays behind to organize teams and lead the entire staff if the all call is blown.

PREVENTION LOST YOUTH:

Encourage use of the buddy system for all activities. Emphasize importance of all Campers and leaders using the check-in and checkout sheet in the office when leaving or arriving at camp. Youth leaders should take periodic head-count, especially at meals, first thing in the morning and before taps to account for all Campers.

NOTIFY:

Scout leader reports missing Youth's name to the office with any "last seen" details.

SIGNAL:

Staff will notify troop leaders.

ACTION:

Youth return to campsite, Leaders to take head count and inform office of results, staff to initiate lost youth search procedures.

NOTIFY STAFF LOST BATHER (Buddy tag left on board):

Waterfront staff blows the siren and the office turns on its siren. The waterfront reports the name of the lost bather to the office immediately and a "runner" is sent to the missing youth's campsite.

SIGNAL:

A yelping siren, 3 short blasts of the lost bather siren is used for the all clear.

ACTION:

When buddy tag is found on board, waterfront staff immediately initiates a waterfront search. Campers in C.O.P.E. and Field Sports stay in the area and those area directors will report names to the office. All other Youth report back to their campsites. Scout leaders take a head count and report it to the office.

NOTIFY POWER FAILURE:

ACTION: Turn off all power switches, restrict use of water, and keep all freezer and refrigerator doors closed.

ACTION: SEVERE WEATHER, ELECTRICAL STORM AND OTHER EMERGENCIES

Move youth to Central Camp Area. Await instruction from Camp Director or Program Director. Also, aquatics and other program activities may be restricted in the event of electrical storms, high winds, or other weather conditions. Our staff monitors weather advisories and will notify Leaders as appropriate.

Emergency procedures will be reviewed on Sunday. Emergency teams will be formed by the camp staff (and others, if appropriate). Emergency drills will be held during the week and should be treated seriously.

SAFETY TAKES A PRIORITY OVER SPEED.

EMERGENCY PHONE NUMBERS ARE POSTED BY EACH PHONE IN CAMP