

SUMMER CAMP GUIDE

Troop 12

Boy Scouts of America

South Whitehall Township

Allentown, Pennsylvania

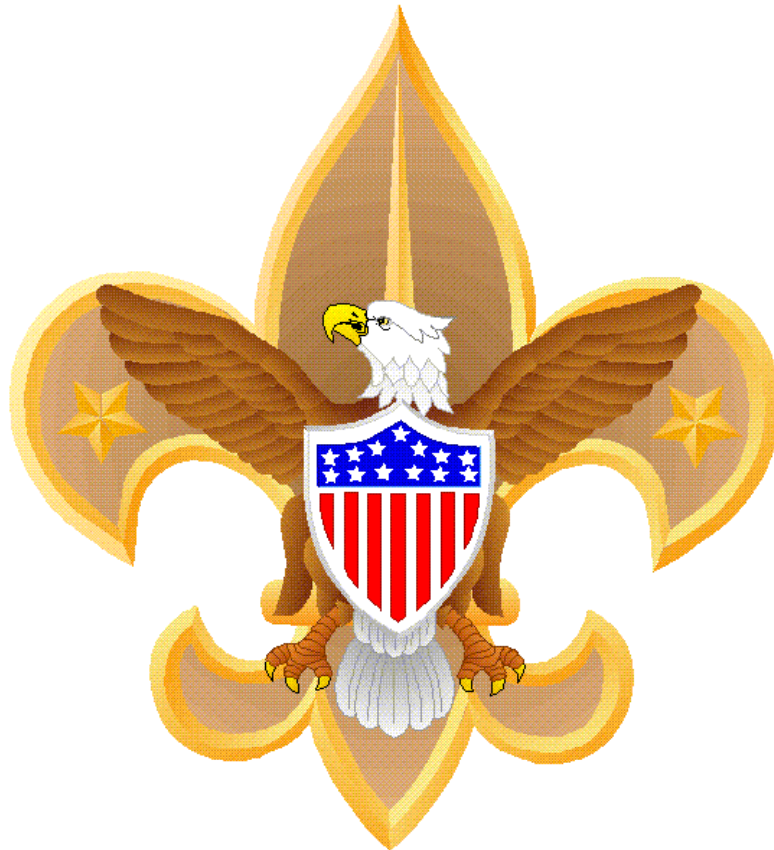


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INTRODUCTION

This guide provides detailed information regarding the policies, procedures, practices and all pertinent information regarding the Troop 12 summer camp experience.

This guide provides information from how to register through your last day of summer camp.

REGISTRATION

Around January, meetings and information will be provided regarding summer camp. No it is not too early to start planning for summer camp.

The summer camp coordinator will hold a series of summer camp meetings to provide details on dates, times, costs, locations, etc.

Please make sure to pay attention to the summer camp coordinator for meetings and payment timelines.

Scout Costs

Scouts and their families are responsible for all costs associated with their summer camp experience: camp fee, merit badge fees, souvenir costs, snack costs, etc.

Troop Costs

The troop pays for all of the following:

- Necessary troop equipment & supplies
- Adult leadership in camp
- Trailer fees and costs
- Anything else utilized by the entire troop

Payment

Scouts may pay for summer camp fees by cash, check or scout account.

If paying by scout account, please make sure to check with the treasurer on the amount of money in the scout's account.

If paying by check, make the check payable to – “Troop 12”.

CAMP SELECTION

Who chooses the summer camp?

The scouts – with guidance and assistance of the adult advisors.

This is a boy led troop – the scouts are responsible to determine where the troop attends summer camp and when.

When is the choice made?

By January of the year attending summer camp.

How is the choice made?

The scouts recommend a location and perform all the necessary background checks.

PRE CAMP LEADERS MEETING

Every camp will have a pre-camp leaders meeting. All or some of the adult advisors attending summer camp will travel to the camp and spend time with the camp leadership to review:

- Campsites
- Arrival Time
- Arrival Process
- Programs
- Merit Badges
- Meals
- Camp Schedules
- Deletions / Additions / Changes
- Security
- Finances
- Etc.
- Etc.

Every camp is different. For example, Camps Trexler and Minsi required a single 2 hour leaders meeting. Camp Ockanickon required a full day leaders meeting.

Adult advisors scheduled to attend summer camp will attend the scheduled pre-camp leaders meeting.

MERIT BADGES

First Year Scouting Program

First Year scouts will be enrolled in whatever first year scouting program offered at the summer camp of choice. Some camps call it Dan Beard; others call it Operation First Class. Whatever the name, the program is designed to get first year scouts oriented to camp life, a leg up in rank advancement and some experience in merit badge activity.

Some camps provide a pre-determined set of merit badges for first year scouts. Some camps provide ample time for first year scouts to work on badges – but leave it up to the scout to choose. In either case, the troop adult advisors will aid and assist first year scouts in their merit badge selection process.

How to determine

Other than First Year Scouts, all other scouts are to examine the listing of offered badges to determine which badges they will work on at camp. The troop adult advisors will attain the available badge selections from the camp well ahead of time, including the camp master schedule of badge and activity times. Scouts are to examine the selections and pick the badges they need in order to fulfill their scouting goals.

Scouts must keep in mind several things:

- Do I meet all age requirements for the badge?
- Do I meet all pre-conditions for the badge?
- Available time periods and how all your selected badges fit into the days time period. It does not work to pick two badges that are offered only at the same time period at two different places in camp – won't work.
- Can I meet all prerequisites prior to camp for the badge?
- Am I capable or ready to take on this merit badge?
- Keep in mind the camp time periods and locations to see if it is possible to get from one badge to another in enough time? If you are at the aquatics area for the swimming merit badge that ends at 10:00 and need to be at shootings sports for rifle by 10:05 – and the walk is 15 minutes in a wet bathing suit – you may want to rethink your selections or times when you choose to do the badge.
- Be aggressive. I know summer camp is to be enjoyable but don't try to coast your way through by taking 2 badges that are real simple things. If this happens, you will most likely be mentored by the adult advisors to augment your schedule to take additional badges and/or more challenging badges.
- When in doubt – ask for assistance! Your fellow older scouts always have an opinion or story they would love to tell you. Also, the troop adult advisors are always willing to help.

Troop Pre-registration

A few months prior to camp each scout will be asked to provide their initial choice for merit badges. This is done early to allow scouts the opportunity to examine the merit badge listings for the following:

- Badges that they need to meet their scouting goals
- Pr-requisites needed that may take time to complete prior to summer camp
- Things they like

The troop wants to provide each scout with the ability to complete the merit badge by the end of camp. Waiting until a week before camp to share merit badges and have scouts select, would not provide enough time for pre-requisites to be completed and result in partials – which have a high probability of never being completed.

As each merit badge choice list is provided by a scout, the troop adult advisors will review the merit badge choices for the following:

- Does the schedule work from a time and logistics point of view?
- Can the scout perform any needed prerequisites prior to camp?
- Is the scout ready to tackle that merit badge?
- Does the scout have all preconditions met for the merit badge?
- Is the scout's merit badge schedule too aggressive?
- Is the scout's merit badge schedule not aggressive enough?

After review, scouts will be notified if their proposed merit badge schedule is good as provided or needs to be tuned.

Pre-requisites / Items to bring

Some merit badges have prerequisites. Prerequisites are activities or merit badge items that must be done prior to arrival at camp.

Scouts must examine the merit badge offerings to see what portions of the merit badge are prerequisites.

For every prerequisite, scouts must perform that work prior to camp and bring the prerequisite work with them to camp in order to get credit. If the prerequisite is a non-tangible thing like attending a meeting, document what you did, when, where, etc and have your parent (or better yet one of your scout adult advisors) sign the documentation. It is the scout's responsibility to perform the work and bring along to camp.

There may be some merit badge activities not covered during the actual merit badge session that can be done at camp. That is perfectly acceptable to do them at camp – but it is the scout's responsibility to perform the work. They will not be hounded or reminded to do the merit badge work.

Example 1 – Communications Merit Badge

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
Communications	10:40 AM – 12:00 noon 3:30 PM – 5:00 PM	5, 7, 8	Meeting notes and your notes (5) Objective Report (5) Teaching Plan and Aids (6) Proof of Requirement 7 Campfire Program and Scripts (8)	13 and up

For this example, there are several prerequisites, 5, 7, and 8. A scout must make sure that items 5, 7 and 8 are done prior to camp. Scouts are responsible to make sure they are completed and the proper proof of completion is provided.

For this example, there is no way to do #5 at camp. A scout must have visited some form of meeting and provided notes documenting what was discussed. That documentation must accompany the scout to summer camp in order to receive credit for that prerequisite.

For this example, communications is a merit badge where one of the prerequisites can be done at camp – number 8. Every year the troop has scouts going for communications. To support our scouts, one evening (usually after evening program time) we dedicate to a campsite fire side program full of skits, stories, songs, etc. The communications merit badge scouts will organize and host the entire event. When done, they need to write up what they did for this campfire program and get the scoutmaster to sign their report – item #8 is done.

For this example, the minimum age requirement for scouts taking the communications merit badge is 13.

Example #2 – Swimming Merit Badge

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
Swimming	9:15-10:40am 10:40-12:00noon	Must complete swim test as a swimmer	Long sleeve buttoned shirt and long pants for cloths inflation	any age Scout

For this example, there is a single prerequisite – to have completed the swim test and pass as a swimmer. This will be done at camp as part of your swimming test – unless the troop performs swim tests prior to camp. **BE CAREFUL** – if you do the swim test prior to camp you must have a BSA certified life guard sign and certify you have passed the test. Mom or Dad or Coach Joe cannot certify that you passed.

Watch for items to bring for merit badges. For this example, swimming requires long sleeve shirt and pants to use for inflation requirements. If you do not bring that along – you will not be able to complete the merit badge. For those not familiar with the swimming merit badge, these clothes will be on your body when you enter the deep end of the pool and then removed and inflated by the scout to provide a flotation device. Bring along clothing you can get wet in a pool – and not clothing that the scout is planning on wearing during the week.

For this example, there is no minimum age for taking the swimming merit badge.

Example #3 – Geology Merit Badge

Badge Name	Time	Prerequisites	Items to Bring	Ages and Stages
Geology	10:10-11:05am 3-4pm			Any age Scout

For this example, there are no prerequisites. All portions of the merit badge will be completed at camp.

For this example, there are no items to bring to camp. The camp will provide all items needed for this merit badge. (**ALWAYS ALWAYS ALWAYS** – bring paper and something to write with).

For this example, there is no age restriction so any scout can take this badge.

Camp Registration

Every camp handles registration of merit badge differently. Some camps require pre-registration on a website prior to camp arrival. Some camps have a Sunday evening registration period. Some camps you just show up at your merit badge session with your blue card.

Depending on how the camp handles registration, is how the troop will handle camp registration. That information will be provided when the adult advisors are provided it from the camp being attended.

Blue Cards

Scouts require a completed blue card for every merit badge they take. The scout must take card with them to their first merit badge session. Otherwise the counselor will not allow the scout to take the merit badge.

The troop adult advisors will provide the scouts with all required blue cards. For merit badges that scouts pre-register for, blue cards will be completed by the adult advisors and provided to the scouts prior to their merit badge session.

If scouts change drop or add merit badges, it is the scout's responsibility to attain the necessary blue card from the scoutmaster.

When completed

Upon completion of the merit badge, counselors may return the completed merit badge form to the scout. Whenever a scout has a merit badge card returned, he is to hand it to the Scoutmaster immediately.

Some camps do not return blue cards to scouts; they return all cards to the scoutmaster.

If a scout loses a blue card, it is the scout's responsibility to talk to the scoutmaster and counselor to correct the situation. Failure to do so will result in the scout not earning the merit badge.

Partials

If a scout does not complete all merit badge requirements at camp they receive a partial for that merit badge. The merit badge blue card will be completed by the counselor to indicate which requirements were completed. The blue card will eventually be returned to the scout who is then responsible to complete the merit badge at a later date.

Receiving a partial is NOT a failure. It just means the scout did not have enough time (or maybe motivation) to complete at summer camp.

Scout responsibility

To summarize, the scout's responsibilities for merit badges are:

- Pick their merit badge schedule
- Provide merit badge schedules to adult advisors when asked
- All prerequisites
- All required items
- Taking the blue card to the counselor
- Returning blue cards to the scoutmaster (if the counselor returns to scout)
- Attaining a replacement blue card if lost
- Doing all the merit badge work
- Getting to merit badge sessions and on time
- Completing merit badges after camp if partials are received

CAMP / TROOP INFORMATION

The following information is required for summer camp and will be posted centrally within the troop campsite for all scouts, adult advisors and camp staff to view.

Troop Roster

A complete and accurate roster of every scout and adult staying in the troop campsite. It is vital that the troop and camp know exactly how many people are in camp and who they are – in case of an emergency.

Duty Roster

A complete schedule of what scouts have the following duty assignments (each described in detail later in this guide):

- Waiter Duty
- Latrine Cleanup Duty
- Axe Yard / Fire Pit Cleanup Duty
- Campsite Cleanup Duty

Camp Schedule

A complete camp schedule of time and activities. This information is provided by the camp.

Camp Map

A complete map of the camp. This information is provided by the camp.

Troop Merit Badge Schedule

A complete schedule showing what merit badges and activities scouts are attending during the day. Scouts can use this as a refresher to where they need to be and when. The actual use is for adult advisors and camp staff to know where each scout should be in case of an emergency.

Fireguard Chart

A chart provided by the camp that indicates who the daily fireguard is and that the fire pit and circle have been properly inspected and maintained by the scouts.

MEDICAL

Medical Forms

BSA created and instituted a new form for all medical checks and permission. The form is 4 pages (1 of instructions and 3 pages for written completion) that have three parts: A, B and C – officially titles the “**Annual Health and Medical Record**”.

The form is only good for a 12 month period. If your form becomes older than 12 months prior to camp check-in date (first day of camp), the form is no longer valid and must be redone. No exceptions – this is BSA policy.

In addition to the medical form, a copy (both front and back) of your scout’s insurance card (or card that covers your scout), must be photo copied and attached to the medical form.

Scouts who do not have a completed, signed, and valid medical form prior to leaving for summer camp, will not be allowed to leave for summer camp with the troop. Camps will send scouts home if their medical forms are not complete and valid.

Medications

Scouts and adults attending summer camp who take prescription or non prescription medications, must provide clear instructions and medications in their original containers – **THEY MUST BE THE ORIGINAL CONTAINER** as provided by the pharmacy.

Please only provide enough medications for the time the scout will be at summer camp. Avoid sending a 30 day supply of medication when they will only be at camp for 6 days. Place all of your scout’s medications (and any necessary supplies) in a clear Ziploc style baggie. Label the baggie with the following information:

- Scout’s Name (first and last)
- “Troop 12”
- Camp Week # (provided by the adult advisors)
- Campsite Name (provided by the adult advisors)

If medications require a spoon or other means of dispensing, please provide the dispenser: unless you want your scout to share the same spoon with the rest of camp.

Some camps require a separate medication sheet be completed. The troop advisors will inform you ahead of time and provide a copy of the form. If a camp requires such a form, the form must be completed in its entirety and signed as required.

Minimally, the “Annual Health and Medical Record” form requires all medications be listed. Please make sure to fill this out completely and accurately – and sign each medication entry for permission to distribute.

Please make sure to indicate if the medications are subject to heat or cold conditions. For example must be refrigerated, cannot exceed temperatures of X number of degrees,

cannot go below X number of degrees, etc. This should be indicated on your original prescription bottle – but please call attention to this detail.

Allergies

Make sure to list every known allergy on the “Annual Health and Medical Record” form – and provide any details on the severity of the allergy. This is very important for your scout’s safety. This will provide details to the adult advisors and camp staff to properly plan for and care for your scout. If your scout has any form of life threatening allergy – please talk to the troop adult advisors will ahead of summer camp so they can perform any pre-camp notifications and setup to insure your scout’s safety.

Special Conditions

Make sure to list any special conditions or issues your scout may have – no matter how minor or private they may be. The forms are only seen by the adult advisors and camp health professionals.

Things to include, but not limited to, are: behavioral concerns, educational concerns, physical limitations, medical conditions, physiological conditions, etc. The adult advisors will not share this information with anyone who does not need to know in order to properly care for your scout.

Please do not share conditions because you think that may be embarrassing or make your scout feel uncomfortable. This is confidential information use by the adult advisors and healthcare professional to know all conditions to make sure your scout is safe and has an enjoyable camping experience.

Departure Day & Temperature Check

On the day of departure when scouts arrive at Asbury church to leave for camp, each scout and adult must have:

- Taken their temperature **at home** before coming to the Asbury parking lot. Record your temperate and bring to check-in. Each camp requires scouts and adults to have a temperature less than some pre-defined limit. Troop adult advisors will inform all summer camp attendees of the specific camp’s temperature requirements. For example, Ockanickon requires that all scout and adult temperature be below 101 degrees – any adult or scout with 101 or higher will not be able to go to camp until such time their temperature is below 101.
- Their original 100% completed, signed and valid “Annual Health and Medical Record” form (Parts A, B and C – including copies of both side of your medical insurance card) – plus a complete copy of the forms. Some camps do not return forms and only want copies – and we do not want you to loose the original.
- Medications – all medications in their original containers, placed in a clear baggie appropriately labeled and the valid “Annual Health and Medical Record” form completed and signed. (Life Sustaining medications must be checked-in as stated – however they will be returned to the scout immediately).

Medical Recheck

Upon arrival at camp, each scout and adult will go through a medical recheck. The check will encompass:

- Temperature Check.
- Medical Form Check.
- Medications Check.

If any one of the above items are not complete or show problems, the scout or adult may not be allowed into camp. Camps are highly regulated by BSA standard policies and are not allowed to deviate. Please make sure to carefully read the above medical sections and provide all medications and information as required.

Health Lodge

Each camp has their own policy for the storage and administration of medications.

All camps have a health lodge staffed by a nurse. Scout medications will be stored at the Health Lodge. Scouts will need to know their medication distribution schedule and go to the Health Lodge for their medications. Scouts will be reminded of medications by the adult advisors – but it is the scout's responsibility to know when they need to take their medication.

Medications required to sustain life (epi-pen, inhalers, etc), will be checked-in by the camp and returned to the scout immediately after check-in.

Some camps are starting a program where troops can store medications at their campsite under lock and key. It is extremely important that the adult advisors know any special medication requirements for temperature and humidity. Some medications cannot be stored at a campsite and must be stored at the health lodge. The troop adult advisors will determine how medications will be stored and inform everyone prior to departing for summer camp on the storage choice.

PACKING FOR CAMP

What to pack (Clothes / Gear / Personals / etc)

Packing for summer camp is a very personal preference. At the end of this guide is a packing list that you can utilize as a guide for what to pack.

How to pack

Pack everything neatly and as condensed as possible. All clothing and small gear should fit within the foot locker. Be advised, the foot locker goes at the foot of the cot so it should not be wider than the cot – allowing for walking room. Larger items such as sleeping bags, pillows, etc. can be packed into a single container / garbage bag. Have as few packed articles as possible. This all has to fit within the trailer.

Packing your foot locker is a personal preference. Some like to pack a complete change of clothes inside a plastic bag so a scout can pull out a bag of clothes and change. Some like to just pack things in groups, all shirts together. Whatever works for the scout.

What not to pack

There are several things not to pack or bring to summer camp:

- Aerosol containers of any kind. If you want to bring bug repellent or any kind of spray item – it must be a pump spray. Aerosol containers are against Boy Scout policy.
- Food or beverages – do not bring special food or beverages. That will all be provided by the camp. Besides, packing food or beverages will bring animals into camp. If this is an absolute must due to medical reasons, please coordinate with the troop adult advisors.
- Fireworks
- Firearms / Bows – the shooting sports area provides all the needed guns and bows for shooting enjoyment.
- Electronics – the only allowed electronic is a camera (and not a cell phone that doubles as a camera).

Security

A scout is trustworthy. A scout is also a teenager between the ages of 11 and 18. If you want to make sure your items are protected, make sure you have a lock on your footlocker. Scouts will be required to keep footlockers locked at all times and their valuables stowed.

If you use a keyed lock, make sure to send a spare key that can be kept with the adult advisors in case of emergency or lost key.

If you use a combination lock, make sure to send a copy of the combination that can be kept with the adult advisors in case of emergency or lost key.

BATHROOM FACILITIES

Site Latrine

Each campsite will have its own latrine. Most likely it is a pit latrine – another fancy term for outhouse. They may not look very nice and at time not smell very nice, but they are clean and functional.

Boys are resilient. There will be a trough available as well as seats. They are perfectly safe. Scouts will be expected to utilize the latrines – especially during the overnight hours.

Camp Latrines

Camps will have a series of camp-wide latrines and/or actual flush toilets available. Flush toilets may not be readily available depending on where in camp a scout is located. Scouts should not be dependent on flush toilets.

Cleanliness

Camps are very concerned with sanitary conditions of scouts. Every latrine has running water for scouts to wash and sanitize their hands when completed. Obviously, flush toilets also have running water for scouts to wash and sanitize their hands when completed.

Don'ts

Mom – your scout will not catch anything by sitting on the toilet seat. Please don't give them ideas that they need to hover over the seat to do their business. This will only cause problems – potentially messy problems. Put yourselves in the shoes of the adults attending camp – would you want to clean up after that?

TENT ASSIGNMENTS

Tents versus Adirondacks

Depending on the camp, some campsites may have a mixture of tents and Adirondack structures.

For those unfamiliar, Adirondacks are solid three sided structures that sleep 4-6 scouts – open front. They are protected from the elements, however the front of the structure has no means to close and remains open at all times.

Adult Advisor assignments

Adult advisors are the first to determine their tent assignments.

As long as there enough tents, advisors will sleep 1 to a tent. Advisors will choose tents such that we have an adult sleeping at strategic locations along the perimeter of the campsite. This aids in insuring a secure campsite while providing easy access to all scouts.

Scout Assignments

All scouts are expected to sleep 2 to a tent, or 4-6 per Adirondack. The troop will make all possible accommodations to not have a scout be required to sleep alone in a tent. However, if conditions dictate that a scout must sleep alone; this right is reserved for the ranking scout (SPL). If he decides to not sleep alone, the right is then passed down the ranks (as determined by the SPL and adult advisors).

Assignment of scouts to tents or Adirondacks is not determined by the adult advisors. The scouts are to coordinate among themselves who is tent mates with who, who will sleep in Adirondacks, etc. All assignment questions and concerns must be directed to the SPL for resolution. If required, the SPL will consult with the adult advisors for final resolution.

Due to the open nature of Adirondacks, special consideration will be utilized for scout assignments. If issues or concerns arise due to too few too many scouts wishing to utilize Adirondacks, the SPL will determine resolution. If required, the SPL will consult with the adult advisors for final resolution.

Food / Beverages

Troop 12 scouts and adults may not take food or beverages to their tents / Adirondacks. The only thing allowed at your tent – is water in a non-smellable container. No exceptions.

Scouts found with food or beverages in or at their tent – may be subject to disciplinary actions. This is for the safety of everyone in camp. Food and/or beverages in tents are the leading cause for animals in camp – and could result in serious injury.

ACTIVITIES

Day Program

Scouts daytime activities center around their merit badge activities or Dan Beard (first year scouter) activities. The camp provides a complete schedule of times and locations where the activities happen. It is the scouts responsibility to know where to be and when. To aid the scout, copies of the camp map, schedule and troop merit badge schedule will be posted centrally within the campsite.

When scouts are not busy with scheduled daytime activities, they can feel free to spend time in the campsite. There will always be an adult advisor in camp. This is time scouts can use to relax, play cards, work on merit badges, work on rank requirements, get things signed off, etc. Scouts can also feel free to explore camp and pursue other daytime activities that fit their schedule. As always – the buddy system is enforced.

Adults are always ready and willing to help scouts with any and all things.

- If a scout needs something reviewed or signed for a merit badge – they are available.
- If a scout needs something signed off in their book – they are available.
- If a scout wants to get whooped at a good old fashioned game of Egyptian Rat Slap, Pinochle, 500 Rummy, Spades or a camp favorite of Ueker – they are available.

Evening Program

Scouts evening activities center around – whatever looks good that evening on the camp schedule. Be advised, that some merit badges do require evening activities in order to complete, scouts will need to work around those activities.

There are only a few evening program activities that the entire Troop participates in:

- non denominational vespers - a scout is reverent
- opening campfire
- closing campfire

Otherwise, evenings are to be enjoyed by the scout. Pick your favorite activity or merit badge or open program or etc. Camps have so much to offer that scouts cannot possibly do everything. But the will have fun.

SLEEPING / OVERNIGHT

Safety

Adult advisors are strategically placed throughout the campsite to monitor activity. If anyone comes in or out of the campsite – we know about it.

Overnight Needs

Adult advisors are strategically placed throughout the campsite to monitor activity. Scouts are encouraged to use their tent mate for trips to the bathroom or other minor needs. Scouts are also encouraged to wake any adult in case of an urgent need or issue – no matter the time. Scouts will always know which tents the adults are inside – especially the tent that Mr. Sonntag is sleeping in – just listen for the sound of a grizzly bare and the flaps rustling (one of our loudest and favorite adult advisors).

Food & Beverages

At no time is food or beverages allowed inside or even remotely near tents or sleeping areas. All food and beverages must remain in the main eating or dining area designated for the campout.

Having food or beverages in or near tents / sleeping areas risk visit by animals which in turn could caused equipment damage, bodily injury and in the remote case death.

For example, in the early 2000's a scout had a bag of potato chips in his tent at summer camp. Such a food smell could attract a bear as far as 10 miles away. In this specific case a small black bear smelled his potato chips, came to his tent and pawed the tent to get the food. In the process, the scout was mauled and injured severely. The scout was lucky not to have been killed.

Any scout found to take food or beverages to a tent or sleeping area will be instructed on the proper location for such items. Scouts who have been instructed and continue to take food or beverages to tents or sleeping areas will be sent home from the camp or outing – at the expense and time of their parents or legal guardians. These measures are necessary for the safety of all scouts and adults on the camp / outing

MAIL

Can I send mail and care packages to my scout?

Yes. Every scout camp has the ability to receive mail for scouts and to also send mail from scouts.

What to send

Feel free to send your scout a letter, postcard, note or even a little care package. We had parents in the past send a care package of cookies.

However, if you do decide to send a care package of food, make sure it is a care package that can be shared with the entire troop. Put yourself in his place. What would happen if you received a small amount of snack food and you had 20 potentially hungry scouts staring at you.

How to send

Mail sent to your scout should be sent to the designated address as provided by the camp. Make sure to the mail has the following information:

- Scouts Name
- “Troop 12”
- Week # (the number of the week of camp)
- Campsite name (the name of the campsite the troop is staying in)

For example, the information for Camp Ockanickon is:

Scout's Name
Troop #, Campsite Name
Ockanickon Scout Reservation
5787 State Park Road
Pipersville PA 18947

When to send

Be advised, if you wait until your scout is at camp to send mail, it will probably not get to him. You will need to send mail before he arrives at camp in order for him to receive it while at camp. It's called snail mail for a reason – because it takes a couple days to get to the camp and then the camp has to receive it, and determine where it goes and etc.

Many camps will allow for families to send mail to a scout and provide information on what piece of mail to deliver to that scout on what given day of camp. Check the specific camp's website or guide for more details.

What not to send

Be cautious when sending food. Many scouts have allergies and some potentially deadly. Check ahead of time with the adult advisors on camp attendees and allergies. When in doubt, always send along an ingredients list with the food.

PARENT VISITS

Troop Policy

The troop encourages parents and guardians to be involved in their son's life and adventure through scouting. However, it is strongly recommended that visits to summer camp be limited to only the set day that is designated as family day – if at all.

To see more detailed information, see the section called Domestic Nostalgia.

Camp Policy

Each camp has its own policy on parent visits. If the camp policy is more restrictive than the Troop Policy, then the camp policy is utilized.

For example, Ockanickon Scout Reservation policy on Parent Visits is Sunday and Saturday only. Parents will not be allowed entry to camp during the week. If an emergency happens and a parent comes to camp for a scout – the scout and adult advisor will be brought to the office. If a non-emergency happens and the parent comes to just visit – they will be turned away. It may sound cruel – but it is in the best interest of the scout.

DEPARTURE FOR CAMP

Where

All summer camp scouts and adults are to meet at Asbury United Methodist Church, in the parking lot by the troop trailer.

What

Make sure to bring along the following:

- All your packed clothing (see what to pack section for more details)
- All your packed Gear (see what to pack section for more details)
- Medications (see medical section for more details)
- Dressed in appropriate attire (see below)
- Medical Forms (see medical section for more details)
- All other program required permission slips fully completed and signed
- Money necessary for badges, activities, etc. (see trading post section for more details)
- ?
- ?

When

Each camp has a different approach to troop arrival times. During pre-camp orientation meetings, adult advisors are notified of their expected arrival times. Once this information is known, the adult advisors can determine the time for everyone to meet and the ultimate departure time.

How

Troop 12 caravans to summer camp. Each adult advisor attending camp will drive as many scouts as possible. There is a lot of confusion arriving at camp and very little room. We take the minimum number of vehicles possible. If the adult advisors attending camp cannot fit all scouts in their vehicles, then a volunteer driver will be requested.

All troop and scout gear will be loaded into the troop trailer. The trailer will be parked at our specific campsite. No other vehicles will be allowed inside the camp.

Attire

Each camp has their own policy on what Troops must wear when arriving at summer camp. Typically you travel in Class-A uniform (minus the sash). Prior to summer camp departure the adult advisors will let you know what the attire is for arrival at camp.

Lunch

Once we meet at the church, scouts will not be eating until dinner. Please make sure the scouts eat prior to departure.

TYPICAL FIRST DAY (SUNDAY)

Every camp has its own process for first day of camp. Below is an example of what you can expect.

Camp Arrival

The troop will travel together and arrive at camp together. We will arrive at camp and park at the designated area for arrivals. At this time, the troop will send a representative to the camp office to start the check in process.

Troop Check In

The troop camp coordinator and SPL will proceed to the camp office to start the check-in process. All necessary paperwork will be reviewed and information exchanged. Representatives will return to the troop to await check in to commence.

During the time, the troop trailer is usually taken to the campsite and parked. All vehicles are returned to the parking lot – say goodbye boys – this is last time you will be riding in a car for 6 days.

Site Guide takes us to our site

The troop will wait in the arrivals area for their site guide to come and take them to their campsite and start the check in process. Sometime the troop will not be taken to their site immediately, but taken directly on the camp tour.

Camp tour

The camp tour is a big part of the check in process. Your site guide will take you to all the different areas of the camp. The ordering may differ that stated below.

Medical Checks

A stop at the health lodge. Each scout will have their medical information checked, medications checked, temperature checked, etc.

Swim Tests / Waterfront

A stop at the camp waterfront. Minimally each scout will take the swim test. Usually the waterfront staff will review waterfront procedures.

Troop Pictures

A stop for a troop photograph. Each camp has some form of photography option where you can purchase pictures.

Shooting Sports Orientation

A stop at shooting sports where the staff will go over range and equipment safety.

Dining Hall Orientation

A stop at the dining hall where the staff will assign troop tables and provide orientation on meals and waiter duties.

Tent Assignments

A return to camp where tents and/or Adirondacks will be assigned.

Camp Setup

Plenty of time to unload gear and setup camp.

Retreat

Evening retreat for retiring of the colors and camp headcount.

Dinner

By this time, every scout is starved – so whatever food they provide is great.

Opening Campfire

Evening program is opening campfire held by the camp staff.

Taps

Time to reflect on the day.

Lights Out

Go to sleep.

The actual times and events will vary. One thing that is common – do not expect to be in bed until 11:00 PM. It is a long day.

7:40 AM***Morning Colors – Troop Campsite***

Every morning before heading to camp-wide colors, the troop will gather by our campsite flagpole and raise the colors. While showing our patriotism and pride, it also provides a time for scouts requiring flag ceremony requirements to perform the ceremony and get that requirement signed off.

7:45 AM***Morning Colors - Camp-wide***

Typically, camps require all scouts to meet on the parade ground in troop formation. Scouts must be aware of the time for morning colors and know how long a walk from the campsite to the parade field take – and adjust accordingly. You never want to be late for morning colors.

Attire for morning colors is depending on camp policy. The troop provides clear direction prior to leaving for summer camp on the attire for morning colors.

8:00 AM***Breakfast***

Mmmmm – food.

Waiters – do not forget your assignments and time.

9:00 AM***Morning Program***

Following breakfast, scouts then can complete any cleanup activity they did not get finished prior to leaving for morning merit badges or activities.

Scouts are responsible to know their daily schedule of merit badges and activities (which will be centrally posted in the campsite), the times they need to be at their activities (which will be centrally posted in the campsite) and where they are going (each scout will be provided with a map that is also centrally posted in the campsite). Scouts head to their activities on their own – they are responsible for knowing when to leave so they arrive on time. As always – there will be adults around to assist in case of questions or concerns.

Scouts who have down-time between activities can feel free to come back to the campsite or visit other portions of the camp. Again, it is the scouts responsibility to know where to be and when.

Scouts returning to the campsite prior to the campsite being inspected for the day (by the camp staff) will be informed of such and expected to keep the site clean. Scouts will be notified and asked to stay out of the tents/Adirondacks until such time we have been inspected. Of course of a scout must change for an activity or get something for an activity they we are free to do so – just help keep things clean.

12:15 PM***Lunch***

Mmmmm – food.

Waiters – do not forget your assignments and time.

1:00 PM***Siesta***

Camp wide shutdown of activities. Time for scouts to take a breather, get things signed off , play cards, get things signed off , work on requirements, get things signed off , chill, get things signed off, etc.

2:00 PM***Afternoon Program***

Scouts are responsible to know their daily schedule of merit badges and activities (which will be centrally posted in the campsite), the times they need to be at their activities (which will be centrally posted in the campsite) and where they are going (each scout will be provided with a map that is also centrally posted in the campsite). Scouts head to their activities on their own – they are responsible for knowing when to leave so they arrive on time. As always – there will be adults around to assist in case of questions or concerns.

Scouts who have down-time between activities can feel free to come back to the campsite or visit other portions of the camp. Again, it is the scouts responsibility to know where to be and when.

5:30 PM***Retreat – Troop Campsite***

Every evening before heading to camp-wide retreat, the troop will gather by our campsite flagpole and retire the colors. While showing our patriotism and pride, it also provides a time for scouts requiring flag ceremony requirements to perform the ceremony and get that requirement signed off.

5:45 PM***Retreat – Camp-wide***

Typically, camps require all scouts to meet on the parade ground in troop formation. Scouts must be aware of the time for morning colors and know how long a walk from the campsite to the parade field take – and adjust accordingly. You never want to be late for retreat.

Attire for evening retreat is full class-A (no sash – do not bring to camp).

6:00 PM***Dinner***

Mmmmm – food.

Waiters – do not forget your assignments and time.

7:00 PM **Evening Activities**

Every evening there is a wide variety and choice of programs. There may be some merit badge work/classes, open program events like shooting sports, you name it. The camp wide schedule provides details on the evening program activities.

This is not Cub Scout camp. There may be and most is an interest of scouts to do different evening program activities. That is perfectly acceptable. The scouts organize themselves and go as groups to the activities they so desire – just making sure they inform the adult advisors where they will be. It is the scout's responsibility to know where they need to be and when.

10:00 PM **Taps**

Typically each camp states the time for taps. Many camps provide a bugler play taps at different camp locations or even a recording of taps played over the loud speaker. Once camp had a lone bagpiper in the woods play taps.

When taps is heard – everything stops and goes quiet. A scout removes his hat, lowers his head, stops all activity, stays quiet and listens to the sound of taps. Once taps finishes they can return to normal activity.

10:10 PM **Thorns & Roses**

Each night after taps the troop gathers around the fire pit and performs thorns and roses. This is a time for a scout to reflect on the day and look forward to what comes his way tomorrow.

10:20 PM **Get ready for bed**

Self explanatory.

10:30 PM **Lights Out**

Also self explanatory.

Does this mean you have to go to sleep – NO.

Does this mean you can stay up all night – NO. You will be very tired the next day if you do – and you will not have a good time.

Does this mean you can talk loudly and interrupt others – NO. Talk quietly.

Does this mean the adults go to bed also – maybe? The adults will always remain awake after lights out to make sure everything is safe and ready for a long night's sleep (we hope). But typically, they go to bed shortly after the scouts – they also have a busy day ahead of them.

TYPICAL LAST DAY (SATURDAY)

7:00 AM

Reveille

Unless there is specific morning activities (like frigid froggy), scouts will be roused from their sleep at 7:00 AM.

7:05 AM

Tent / Adirondack Cleanup

As soon as scouts wake up in the morning, they are on packing and cleanup duty. Scouts should pack all their gear immediately upon waking. The only thing they do not need to pack are the clothes and supplies they need for that morning / ride home. Scouts will be notified of where to stack all their gear when completed.

Latrine Cleanup

Some scouts may also have latrine cleanup duty. It is a scout's responsibility to know their assigned duty (centrally posted on the duty roster). Latrine duty consists of: hosing out the outdoor latrine, sanitizing/cleaning the washing station, sweeping out of latrine, garbage collection, etc. This activity, although not glamorous, is not hard and does not take very long. However, if not done right, the Scout Latrine Office inspecting the work will require the scouts to re-clean.

Fire Pit / Axe Yard Cleanup

Some scouts may also have fire pit and axe yard cleanup. It is a scout's responsibility to know their assigned duty (centrally posted on the duty roster). Fire Pit cleanup consists of: neat restacking of wood, cleaning out of fire pit, repairing fire pit wall if necessary, garbage collection, marking the fire pit as safe (there is a specific way to do this and they will be taught) and completing the centrally posted fire guard chart. Axe Yard cleanup consists of: neat restacking of wood, making sure the axe yard indicators are clear and visible, all axe yard supplies are stored away. However, if not done right, the Scout Fire Guard Office inspecting the work will require the scouts to re-clean.

Camp Cleanup / Packing

Every scout who is not assigned to latrine or fire pit / axe yard cleanup is required to perform general campsite cleanup. Cleanup activities include collecting of garbage and general camp cleanliness. This is also a busy day for taking down all canopies, gateways, etc. Every scout is to assist in camp cleanup / packing.

7:45 AM***Morning Colors - Camp-wide***

Typically, camps require all scouts to meet on the parade ground in troop formation. Scouts must be aware of the time for morning colors and know how long a walk from the campsite to the parade field take – and adjust accordingly. You never want to be late for morning colors.

Attire for morning colors is depending on camp policy. The troop provides clear direction prior to leaving for summer camp on the attire for morning colors.

8:00 AM***Breakfast***

Mmmmm – food.

Waiters – do not forget your assignments and time.

8:30 AM***Pack Trailer***

After breakfast scouts will have time to complete all the last minute cleaning / packing. This is also the time for the troop trailer to be loaded with all troop and personal gear.

9:30 AM***Closing Ceremony***

Every camp has a final closing ceremony before dismissing the camp. The ceremony is a final place for any awards or special recognitions.

10:00 AM***Go Home***

Load-em up and haul-em home.

EARLY DEPARTURES

Policy

Can a scout be picked up early from camp due to scheduled family outings, vacations or even on-scheduled emergencies? Yes.

Can a scout be picked up early from camp – just because I would like him home earlier? No.

Procedure

Every camp has its own procedure for scouts leaving camp early.

Typically, parents must complete a form for early pickup. This form must accompany the scout to camp. On the day of pickup, the parent arrives at camp, proceeds to the camp office and follows their procedures for early pickup. DO NOT just enter camp and come to our campsite. You do not have permission to be in camp until such time you check in with the office.

If your scout will be leaving camp early – you must see one of the adult advisors to schedule this pickup and perform all necessary paperwork. Please do not notify the adult advisors the day the troop leaves for camp or even the week of camp – unless it is a non-scheduled emergency.

LATE ARRIVALS

Policy

Can a scout be taken to camp later than the troop due to scheduled family outings, vacations or even non-scheduled emergencies? Yes.

Can a scout be taken to camp later than the troop – just because I would like him home one more evening? No.

Procedure

Every camp has its own procedure for scouts leaving camp early.

Typically, on the day of drop-off, the parent arrives at camp, proceeds to the camp office and follows their procedures for scout check-in. **DO NOT** just enter camp and come to our campsite. You do not have permission to be in camp until such time you check in with the office.

Your scout will have to perform all typical check-in activity that every other scout did on arrival day.

If your scout will be arriving at camp late – you must see one of the adult advisors to schedule this pickup and perform all necessary paperwork. Please do not notify the adult advisors the day the troop leaves for camp.

BATHING

A scout is clean

If you read the scout law closely, at no time will you see it say a scout is clean. Most times, scouts are filthy little animals who would rather not bath for the entire time they are at camp.

Now that you are totally grossed-out, be advised that every scout will have the ability and resources necessary to shower every day. Whether or not they do – that is another story.

Scouts Responsibility

This is not Cub Scout camp where the adults herd the scouts to the shower house and make them take a shower. Boy scouts are responsible for their own cleanliness.

Scouts will never be turned away from showering. Each scout will need to know when the showers are available (which will be provided), how that fits to their activity schedule (which they will know) and then determine when they would like to shower. If they do not shower for days at a time and start to stink, not only will the adults be reminding them of this odorous offense, but their fellow scouts (especially the older ones) will also remind them this and probably make them shower.

Believe it or not – the scouts tend to quickly be self regulating on this issue.

It is a neat thing to see scouts going into their tents, getting their bathing gear, coming out and saying to the adults – “we’re going for a shower”. The adults wave bye-bye, the scouts go on their own to shower, and then return to the camp smelling all pretty-like.

Shower Houses

Every summer camp provides shower house facilities for scouts and adults. Adult (18 and over) and youth (under 18) shower houses are separate.

Pool vs. Shower

Although taking a dip on the pool (if the camp has a pool) is better than nothing, it is not considered a replacement to showering. However, see the scouts responsibility section above to the whole silly notion of bathing.

DOMESTIC NOSTALGIA

AKA: Homesickness.

Philosophy

At some point during their stay at summer camp, scouts will always yearn for their nice comfy bed, video games, flush toilets, and rarely (but occasionally) their mom and dad. It happens every year and the adult advisors and camp staff are prepared.

Counseling

Any time a scout is feeling nostalgic, there numerous ways to handle counseling the scout.

- Older scout: are a great resource. We often ask the older scouts to keep an eye on the younger scouts and help talk to them and make them feel comfortable. They often share their own personal experiences of being nostalgic.
- Adult Advisor: also a great resource. The adults are always on the lookout for the nostalgic scout. The adults are well versed in handling nostalgic scouts and will do their very best to provide comfort. Adults are available 24x7. Every scout knows exactly where the adults are sleeping and strongly encouraged to wake them up during the night if they ever need assistance in something they cannot handle themselves.
- Camp Staff: also a great resource. Every camp provides services to help nostalgic scouts. There are educational and spiritual camp staff available to help.

Calls/Messages between Scout & Parents

The absolute worst thing possible to combat domestic nostalgia – calling or texting with mom / dad.

And for mom and dad who are felling scout nostalgia – the worst thing possible for the scout is for you to try and call / text them.

Communication between scout and parent/guardian during camp must be restricted to emergencies only. It may sound cruel – but scouts become better people and better campers by working through the nostalgia times.

Home

Rule of thumb: except for a true emergency - "If a scout calls home, he will most likely be going home". 99.999% of the time, if a scout is so nostalgic that they absolutely must call home or be totally uncontrollable / inconsolable, mom or dad's voice only instills that feeling deeper.

We will make every effort to avoid a scout calling home.

Please make every effort to avoid calling your scout. In fact, your scout will not have a cell phone so the only way to contact them is to call an adult advisor or the camp. The camp will not put your call through to the scout – they will contact an adult advisor from the troop. If you call an adult advisor, they will give you status report – but we strongly prefer not to receive the calls because we try to hold ourselves to the same standard we hold the boys – no electronics.

Prior Notice

If you feel your scout is subject to domestic nostalgia, please let the adult advisors know ahead of camp. They can then group together so they can all keep an eye on your scout for warning signs and take the necessary action to prevent nostalgia.

You Will Be Surprised

Do not be shocked when your scout comes home and said he did not miss you. That does not mean he does not love you – it means he had a great time at camp. Encourage that – it is the best thing for them to grow.

PICTURES

Troop

At some time during camp a troop photo will be taken. Depending on camp availability and policy, troop pictures will be an added expense incurred by each scout.

Minimally, the adult advisors will take several troop pictures at camp that will be shared with all families.

Camp

Camp staff, photographers and other attending troops will be taking pictures throughout the camp week. These pictures can and most likely will be used in a final camp video presentation at the closing ceremony.

Permission

If there is an express reason you do not want pictures taken of your scout, please contact the adult advisors in charge of summer camp. Special arrangements will need to be made (if possible) to accommodate this request.

Otherwise, pictures can and most likely will be taken of your scout enjoying his time at summer camp.

ELECTRONICS

Policy

There are no electronics allowed on Troop 12 campouts. Some Troops have different policies, but Troop 12 wants to keep the “outing” in “scouting”, preserving the full experience of outdoor life and nature.

Most drivers will allow the use of music and phone devices on the car ride – only if it does not interfere with the driver’s ability to operate the car safely. However, it is up to the discretion of the driver.

Devices Not Allowed

Once camp is reached, scouts **are not** allowed to poses or use the following electronic devices:

- Ipods
- Tape Players
- Radios
- Walkmans (for you old farts)
- Walkie Talkies
- Cell Phones (even if it has a camera – it is not allowed)
- Laptops
- Video Gamed of any kind
- Anything else not listed on the “Devices Allowed” section below

Devices Allowed

Once camp is reached, scouts are allowed to poses and use the following electronics devices:

- Camera

Adults

Adults are the only Troop 12 individuals allowed to carry any kind of electronic device they so desire.

Every adult will have a cell phone. If an emergency arises and a phone is 100% absolutely required, adults will be available with phones. (See the section on calling home for more details).

Computers

Many merit badges require internet access to complete. The camp provides computers for such needs. There is no need for your scout to bring their own laptop.

Scout Electronics (non camera)

If a scout brings an electronic device to camp, the electronic device may not be taken to the campsite. All electronics will be gathered and locked in vehicles for the duration of camp.

Be advised, the temperature in vehicles gets rather hot and if the electronic device is not tolerant to high temperature, it may be damaged. Scouts assume all responsibility for damage done to or theft of any electronic device brought to camp.

TRADING POST

What

Each Boy Scout camp has a trading post. The trading post allows scouts to purchase all their needed camping and merit badge supplies. In addition, the trading post sells candy, snacks, beverages (usually the ye-ole slush puppy), souvenirs, etc.

Money

How much money should a scout bring to camp?

Merit badges may cost money. Depending on your scout's chosen merit badge and/or other activities, they will need to bring enough cash to cover those expenses.

Scouts will always want to get souvenirs and snacks. The amount of snacking and souvenir purchases depends on the parent. That will provide guidance to the amount of money needed for such expenditures.

There is no exact science to how much money to bring. Other than the known expenses for merit badges and other activities, discuss with your scout how much extra snacking and souvenirs will be purchased and come up with a limit between you. This will provide a clear direction at camp and a better time overall.

Scouts Responsibility

Q: Who stores and keeps track of a scout's money?

A: The Scout.

A scout is thrifty. It is each scout's responsibility to store and secure their own money. The adults attending the camp will store nor distribute your scout's money.

Q: Who monitors a scouts spending and trips to the trading post?

A. The Scout.

A scout is trustworthy. It is each scout's responsibility to monitor their own trips to the trading post, spending of money and intake of junk. Obviously the adults will keep any eye on scouts to make sure things do not get too out of hand (specifically if there are special known circumstances). However, a scout is responsible to monitor their own behaviors and spending. It is all a part of the learning and growing process.

Knives

A scout can only purchase a knife from the trading post if they have your permission and they have earned their tot-n-chit card. Most trading posts require the scout to show their tot-in-chit card prior to purchasing a knife.

If you do not want your scout to purchase a knife – that is between you and your scout.

MEALS

Dining Hall

Typically, every meal is served inside the camp dining hall – either cafeteria or family style. The style of meal is determined by camp policy.

Some camps require troops to cook one or more meals in camp. If Troop 12 attends a camp that does require a meal be cooked in their campsite, every scout will participate in the meal preparation or cleanup.

Waiter Duty

Every scout will serve as a waiter numerous times during summer camp. Usually two waiters are needed per table per meal. Waiter duty is split evenly between all scouts in attendance. Scouts can find their assignments on the Troop 12 Duty Roster.

New scouts will not be assigned waiter duties by themselves. They will be paired with an older scout to help them learn the how-to's of waitering. Later in the week after they have become well seasoned – they may be placed on waiter duty with little older scout supervision to help build their confidence.

The waiters arrive at the meal 15 minutes (determine by camp policy) prior to the meal to setup the table. Each scout is responsible to know when they have waiter duty so they know when to be at the dining hall. If a scout sees a waiter duty that is in conflict with his merit badge or other activity schedule, they are to (:

- Work within their patrol to switch the duty slots
- Inform their PL and SPL of the duty switch so the official roster can be changed

If the meal is family style, the waiters are responsible to attain all foods and beverages for the table – including any and all refills. After the meal the waiters remain after dismissal to clean and sanitize the table and eating area. This typically takes 10 minutes or so – no worries.

Waiters – do not leave the meal until such time they have completed their waiter duties. Scouts that continuously and (what they think) covertly excuse themselves from meals for bathroom calls to avoid waiter work – may find themselves waiters for many meals

Seating / Totems / Camp Staff

Camp staff typically intermixes with the campers for all meals.

Some camps use totems and some camps ask for extra places to be setup at your table. Totems are personal objects that each staff member has that you pick up and place at an extra place setting. When the staff enter the building they will look for their totem and come sit with you.

Our troop (and every other troop) will be assigned set tables with a set number of place settings. For example, if we have 28 total campers (adults included) and there are 10

people per table, then we will be assigned 3 tables. We will do all meals at those exact tables. Tables are assigned at first day orientation.

Remember, when picking totems and/or leaving space for staff to join us for meals, only invite the number of staff that can fit at our table. In the above example, if we have 28 campers and 30 seats, we can only invite 2 staff to dine with us.

Typical Food

The food is always good and always plentiful. The adults who attend camp are usually picky on the food and only go to a place where the food is good.

There are a wide variety of foods available at summer camp. Meals are well balanced for nutritional content. If there is food that the scout does not like, there is always an opportunity to eat something: salad, PB&J, etc.

Special food arrangements will not be made due to simple food preferences – only allergies.

Allergies

It is crucial that every scout's known food allergies are explicitly listed on their medical forms. If a scout has a food allergy, we will coordinate with the camp to know the ingredients to avoid allergic reactions and to also provide alternative food choices.

If your scout has an extreme allergic reaction to any food ingredient, we must know well before going to camp. The most common would be an extreme allergic reaction to peanuts.

If your scout is mildly allergic, precautions can be made to avoid ingestion of the food.

If your scout is extremely allergic (life threatening), precautions can be made to avoid contact with the known allergen (also see medical for special instructions).

If the allergic reaction is so severe that and air-borne contact to the allergen either direct or indirect causes life threatening conditions, please contact the Troop advisors before signing up for summer camp. Most camps will work with troops to provide an alternative location for meals to avoid contact – but the troop will need to check with the camp staff to determine if the camp is capable of supporting such needs.

TROOP EQUIPMENT

Philosophy

The troop provides several pieces of equipment that all scouts utilize throughout the campout.

Lights

The troop provides the following for lighting of campsites during the evening:

- Propane tanks
- Stalks
- Lanterns with mantels

The troop does not provide lighting for inside of scout tents or Adirondacks.

Dining Canopies

The troop provides the following for shade and cover from rain during the campouts:

- Two pop-up shelters
- One large carport size shelter
- Dining canopies (which require poles and string to erect)

Axes / Saws / Hatchets

The troop provides the following for equipment for cutting / splitting wood:

- One felling axe
- One splitting axe
- Two hatchets
- Two cross cut saws

Rope

The troop provides the following for general usage:

- Myriad of ropes and twine

The rope provided is for general troop usage for things such as axe yards, lashing projects, requirements work, etc. The ropes provided are not meant to be used as clothes lines or for other personal uses. If you wish to have a clothes line in or outside of you shelter, bring rope.

First Aid Kit

The troop provides a complete first aid kit – kept in the trailer at all times.

Water Jugs

The troop provides the following for water usage:

- Portable water jugs for attaining drinkable water
- Water jug for filling of Nalgeens and water bottle.

Misc

The troop provides the following miscellaneous gear:

- Tool Set
- Dutch Ovens
- Etc.

RETURNING GEAR TO TRAILER AT END OF CAMPOUT

Lights

All lanterns, globes, stalks, gas canisters, etc., used for lighting must be packed in their original containers and returned to the trailer. Be careful placing equipment back into their containers so they do not break or rip. At the direction of the Quartermaster, all items are to be stored in the trailer in their assigned locations.

Dining Canopies

All pop-ups and dining canopies used must be packed in their original containers and returned to the trailer. Be careful placing equipment back into their containers so they do not break or rip. At the direction of the Quartermaster, all items are to be stored in the trailer in their assigned locations.

Hardware (Stoves, Tables, Axes, Saws, Etc.)

All hardware used must be packed in their original containers and returned to the trailer. Be careful placing equipment back into their containers so they do not break or rip. At the direction of the Quartermaster, all items are to be stored in the trailer in their assigned locations.

First Aid Kit

The troop has a complete and comprehensive first aid kit located in the trailer. If utilized, make sure to place the kit back into the trailer. If the first aid kit is missing items or you use the last of an item, make sure to tell the Quartermaster so they can log this and the troop can resupply accordingly.

Water Jugs

All water jugs used must be returned to the trailer. At the direction of the Quartermaster, all items are to be stored in the trailer in their assigned locations.

Home Cleanup

All tents taken home must be setup completely and allowed to air and dry. Failure to do so will cause mildew and render the tents unusable. The tents are very expensive and need to be properly cared for.

Do your best with setup – some developments have rules regarding tents. However, if you take a tent home it must be aired out and dried.

The footprints (aka ground cloths) can very dirty. Feel free to hose off all the dirt you possibly can. This will help maintain the life of the footprint. Please use plain water only – no detergents.

Please do not use wire or other rigid brushed to clean tents or footprints. This could results in tears or punctures. Use a soft bristled broom.

After the tent is aired and dried, make sure that it is thoroughly cleaned out. There cannot be dirt, sand or other foreign debris in the tent prior to repacking.

To pack the tent, follow the same steps in the section called Pack Tent above – accept for the inspection portion. You will need to do your own inspection to guarantee that you bring back all pieces of the tent that you took home.

Return to Quartermaster

See the section below for Returning of Troop Gear After Campout for more details.

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RETURN AFTER CAMPOUT

Philosophy

Arrival back at Asbury following a summer camp is close to the end of the scouts summer camp experience – but not quite. Several activities must be completed prior to any person leaving.

Return time to Asbury will depend on the camp's closing ceremony and dismissal time. Prior to leaving for summer camp an estimated return time will be provided.

Attire

A scout's attire for the return trip from summer camp is dependent on the camp's policy for attire to and from camp. Prior to attending summer camp, the adult advisors will provide clear direction on the attire expected for every scout for the return trip home.

Unpack

All scouts are responsible for the following:

- Help unload the trailer.
- Do not just get your gear, help unload everything from the trailer.
- DO NOT take your personal gear to your car.
- DO NOT leave until dismissed.

The Quartermaster is responsible for the following:

- Direct the unloading of the trailer
- Discard of all trash in the church dumpster
- Stow all troop gear accordingly.
- Make sure all wet gear and tents are sent home for cleaning / drying

Sign Out Troop Gear for cleanup

After every campout, all troop equipment that must be dried or aired out will be sent home with scouts.

The Quartermaster is responsible for the following:

- Assign equipment to scouts for home airing and cleaning
- Register every piece of equipment being sent home in the Quartermaster Sign Out Sheet – found in the Troop 12 Campout Binder
- Make sure each scout signs the Quartermaster Sign Out Sheet
- Provide a copy of the Quartermaster Sign Out Sheet to the scoutmaster

Each scout is responsible for the following:

- Volunteer to take equipment home for airing / cleaning
- Make sure the equipment being taken home is registered in the Quartermaster Sign Out Sheet
- Make sure to sign the Quartermaster Sign Out Sheet

Record Broken or Missing Troop Gear

It is inevitable that gear must be replaced. However, the time to know this information is immediately following a campout so the Scoutmaster and other adults have time to replace the equipment prior to the next campout.

The Quartermaster is responsible for the following:

- Record all missing, broken, defective equipment on a Quartermaster Report Form – found in the Troop 12 Campout Binder)
- Provide a copy of the Quartermaster Report Form to the Scoutmaster

Dismissal

After the trailer is unpacked, all troop gear has been stowed, all equipment needing to be sent home has been registered in the Quartermaster Sign Out Sheet, trash has been placed into the dumpster, and any other possible troop related activity is completed:

The SPL is responsible for the following:

- One last headcount
- Make sure all troop related activities are completed
- Provide opportunity for adults to make announcements
- Dismiss the troops.

SCOUT BEHAVIOR

Troop Activities

All scouts attending summer camp will partake in all troop scheduled activities, unless otherwise given permission by an adult advisor (for example the troop activity time conflicts with a scheduled merit badge session).

During troop activities scouts are to remain with the troop at all times. Scouts are not to leave the troop with permission by an adult advisor.

Buddy System

Scouts are to adhere to the buddy Boy Scouts of America buddy system at all times – no exceptions.

At no time is a scout allowed to wander around camp alone.

Scouts who go off on their own at a campout or outing may be sent home from the camp or outing – at the expense and time of their parents or legal guardians.

Behavior

Scouts will adhere to the scout oath, promise, law and outdoor code at all times at summer camp.

Scouts will adhere to all duty rosters, troop and other assignments.

Scouts will not bully, haze, berate, assault or otherwise treat with disrespect all other scouts, adults and staff attending summer camp.

Scouts will not destroy or deface any Troop, Camp or private property. In addition to Troop ramifications, scouts (and their parents) may be subject to legal or criminal ramifications.

Scouts who violate the troop behavior policy at summer camp will be sent home – at the expense and time of their parents or legal guardians. Refunds for summer camp fees are non-refundable.

BOY SCOUT SUMMER CAMP – PACKING LIST

GEAR – required (LABEL EVERYTHING)

- | | |
|---|--|
| <input type="checkbox"/> Foot Locker & Lock | <input type="checkbox"/> Lock - spare key or combination written down |
| <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Laundry Bag | <input type="checkbox"/> Camp Chair |
| <input type="checkbox"/> Headlamp / Flashlight | <input type="checkbox"/> Money (for badges, activities, souvenirs, snacks) |
| <input type="checkbox"/> Rain Gear | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Nalgene Style Water Bottle | <input type="checkbox"/> Spare Batteries (flashlight / camera / etc.) |
| <input type="checkbox"/> Sun Screen | <input type="checkbox"/> Pocket Knife (if you have your tot-n-chit) |
| <input type="checkbox"/> Bug Repellent (non aerosol) | <input type="checkbox"/> Small light (for inside tent at night) |
| <input type="checkbox"/> Cards (trust me you want these) | <input type="checkbox"/> Notebook (or some form of paper) |
| <input type="checkbox"/> Pens / Pencils | <input type="checkbox"/> ALL NECESSARY PAPERWORK |
| <input type="checkbox"/> MEDICATIONS | <input type="checkbox"/> Scout Book |
| <input type="checkbox"/> Merit Badge Pre-Reqs | <input type="checkbox"/> Any other items needed for merit badges |

GEAR – optional (LABEL EVERYTHING)

- | | |
|---|--|
| <input type="checkbox"/> Floor Mat | to place on tent /Adirondack floor, old carpet or remnant works well |
| <input type="checkbox"/> Fan | depending on the heat and your preference |
| <input type="checkbox"/> Backpack | great way to carry you papers / books) |
| <input type="checkbox"/> Rope | if you want an outside or inside clothes line) |
| <input type="checkbox"/> Compass | depending on you badge or activity this may be mandatory) |
| <input type="checkbox"/> Camera / Batteries | only if you want to take pictures |

CLOTHING – (LABEL EVERYTHING)

_____ Class A Uniform

- Hanger Recommended to have a shirt and pant hanger available to hang the shirt and pants after use. Keeps them from getting real nasty.
- Shirt
- Neckerchief & Slide
- Shorts
- Socks
- Belt

_____ Complete Change of Clothes for 7 days (Sun-Sat)

Recommended 1 change per day – but that is Is a personal preference.

- Socks
- Underwear
- Shorts
- Class-B T-Shirt Or other form of scouting shirt. If you do not have enough – then Any t-shirt will do – logos and words must be scout appropriate.
- Belt

_____ Extra Change of Clothes for 2 days

Again – personal preference. What happens If it rains a lot and you get wet / muddy?

- Socks
- Underwear
- Shorts
- Class-B T-Shirt

_____ Fleece Sweatshirt / Hoodie

At minimum 1 – best to have 2. Fleece recommended because it Retains thermal property when wet. Remember, it will most likely get Cool at night – so best to be prepared.

_____ Pants

Recommend at least one pair of pants of some kind. Remember, it will most likely get cool at night – so best to be prepared.

_____ Bathing Suit / Towel

Recommend at least one set – there is a pool for swimming

_____ Sleep Wear / Pajamas

Scouts should not sleep in the clothes they wore for the day – YUK. Recommend two sets of sleep clothes for the week.

_____ Towels & Toiletries

Acceptable to being all this stuff to summer camp – and we encourage This – just for the smell factor

- Washcloth & Towel
- Soap & Shampoo
- Toothbrush & Toothpaste
- Deodorant
- Glasses Case / Contact Stuff
- Any other personal items you feel you require

CLOTHING – (LABEL EVERYTHING)

_____ Hiking Boots & Sneakers	The only true mandate is that scouts have shoes that are NOT open Toed. If they choose to bring just sneakers – cool. If they choose to Bring just hiking boots – cool. Be advised, it will rain – se be prepared.
_____ Hat	Recommended – but not mandatory.
_____ Handkerchief	Recommended – but not mandatory.
_____ Jacket	Recommended – but not mandatory, however it may get cold
_____ Rain Gear	Need we say more?

WARNING

Whatever you send with them to summer camp, will be coming home dirty. If you buy your scout new sneakers for summer camp – the sneakers will look like a 30 year old pair of beaten and dirty old stanky sneakers when they come home.

And socks – no sock ever comes home white – and never gets white again.